

The Keypad Mode allows use of the keypad on the Polaris timer to enter times and scores for display on a large arena display. For example, while one timer and scoreboard is being used for timing the current

rider (normal operation), a second Polaris timer and scoreboard could be used to display the time to beat (Keypad Mode).

## Preparation For Use

- 1) Connect the Polaris timer console to the scoreboard as directed in the instructions that came with the scoreboard.
- 2) Turn on the timer in the announcer's booth by plugging the A/C adapter into a wall outlet and into the POWER jack on the timer.
- 3) If the bottom display does not show **Press SCORE** key to enter number, select the Keypad Mode as follows:
  - a) Press **SETUP** to access setup functions.
  - b) Press **ENTER** to select a new event.
  - c) Press **NEXT CHOICE** until **Keypad Mode** is displayed.
  - d) Press **ENTER** to select Keypad Mode.
- 4) Times and scores entered on the keypad are displayed on the scoreboard using the same format as the numbers displayed on the Polaris's time display. To select a different time format, follow these steps:
  - a) Press **SETUP** to access setup functions.
  - b) Press **NEXT CHOICE** until **Set Time Format** is displayed, then press **ENTER**.
  - c) Press **NEXT CHOICE** to scan through the list of available time formats.
  - d) When the desired time format is displayed, press **ENTER** to select that time format.

## Operation

- 1) Press the **SCORE / PENALTY** button to begin entry of a time or score for display.
- 2) Key in the time or score followed by the **ENTER** key. The value entered is displayed on the scoreboard and on the top, numeric display on the timer console.

When entering a time or score, note the following:

- Pressing the decimal point key moves the cursor to the right of the decimal. However, zeros to the right of the decimal *do not* need to be entered.
- Mistake? Press *and hold down* the **CLEAR TIME** button until the value is zeroed, then re-enter the time or score for display.