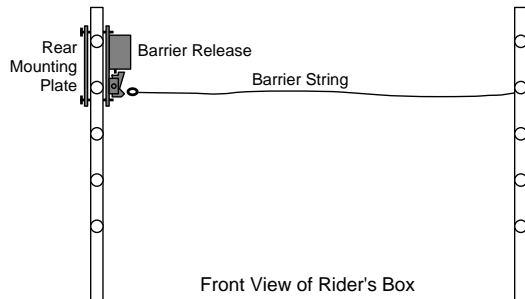
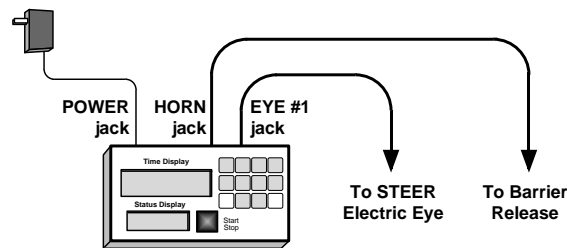


- 1) Choose the arena configuration (shown on the reverse side) that most closely matches your equipment and arena setup.
- 2) Mount the electric eye for the steer so that the beam is broken by the animal's body – not just its legs or head.
- 3) Clamp the barrier release onto the rider's box as illustrated below. Connect the power cord from the release to a 110 volt outlet or extension cord.



- 4) With the timer console OFF (unplugged from A/C), make the connections shown below.



- 5) 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. If the timer fails to come on, unplug the A/C adapter from the timer, and then plug the adapter back in.

- 6) The current event type (Barrel Racing, Roping, etc.) is displayed on the timer. **If ROPING is not displayed, select the Roping event as follows:**
 - a) Press SETUP to access Setup options.
 - b) Press ENTER to pick a new event.
 - c) Press NEXT CHOICE until Roping is displayed.
 - d) Press ENTER to select the Roping Event.

- 7) If using the long range (barrel) electric eyes, turn the Transmitter eye ON. The batteries inside the Transmitter must be charged before use, or the Transmitter may be run from electricity using either of the A/C adapters provided with the timer.

- 8) Align the electric eyes:
Long Range (Barrel) Eyes: The opposite electric eye should be directly in-line when sighting down either line on top of the eye (left to right alignment), and when sighting down the crack on the side of the unit (up and down alignment).

Reflective Eyes: Tilt the electric eye up/down and left/right while watching the *green* light on top of the eye. When the *green* light is on, the eye is aligned. (The *red* light comes on when the eye is aligned *and* there is a strong signal).

NOTE! If you switch between using a rope barrier and an electric eye barrier, select the appropriate barrier type on the timer as follows:

- a) Press SETUP to access Setup options.
- b) To use the **rope barrier** release, press NEXT CHOICE until Rope Barrier is displayed.
To use an **electric eye barrier**, press NEXT CHOICE until Eye Barrier is displayed.
- c) Press ENTER to select the barrier type.

Checking Eye Alignment

The **bottom right corner** of the Status display is continuously updated with the alignment status of the electric eyes. When an electric eye is aligned, its eye number is displayed. If not aligned, an "x" is displayed. Eye #1 is the steer eye. Eye #2 and 3 are not displayed when the rope barrier is used.

Alignment	Display Shows
Steer eye aligned	Eye # <u>1</u>
Steer eye not aligned	Eye # <u>X</u>

Timer Operation

ROPE BARRIER (2)

- 1) Push the ring of the barrier rope into latch at the bottom of the barrier release. The solenoid pin should drop into the latch mechanism and lock the ring in place. If not, manually pull the solenoid pin down into place.
NOTE: Blowing dirt out of the barrier mechanism with an air compressor and occasional lubrication of moving parts with WD-40 ensures free movement of the solenoid pin.
- 2) When the steer breaks its beam, the timer automatically begins timing from zero and the rope barrier is released. Once started, further interruptions of the electric eyes are ignored while the timer is running.
- 3) Press the START/STOP button to stop the timer when the judge drops the flag. The timer is now ready for the next team. No reset is required!

Quick Timer Check

Here's a quick check to verify that the eye, cable, barrier release, and the timer are all working properly:

- 1) Verify that ROPING is displayed as the event type on the first line of the Status Display.
- 2) Confirm that the timer shows the steer electric eye is aligned (#1). Then verify the timer shows that
- 3) Press the START/STOP button to start the timer. The barrier release should release the rope any time the timer starts (whether started manually or by the steer electric eye).

the steer eye *is not* aligned when someone is breaking its beam.

Typical Arena Configurations

