

Overview of Operation

AVERAGE TIME

The *Average Time* event is used to manually time events with two timekeepers. The two times are averaged and displayed on the **Polaris** numeric display and on the arena scoreboard. While there is only one *physical* timer (the **Polaris** timer console), the timer console internally maintains two independent times referred to as *Timer A* and *Timer B*.

Timer A

Timer A is controlled by the START/STOP button on the timer console or, by handswitch #2. *Timer A* is displayed on the left side of the **Polaris** status display. When *Timer A* is running, it also displayed on the **Polaris** numeric display and on the arena scoreboard.

Timer B

Timer B is controlled by handswitch #1. *Timer B* is displayed only on the right side of the **Polaris** status display.

Averaging of Times

When both *Timer A* and *Timer B* have stopped, the **Polaris** attempts to compute an average time. The average time is displayed on the **Polaris** numeric display and on the arena scoreboard. If a penalty is entered, the penalty is added to the averaged time.

If an average cannot be computed, “Error” is displayed on the **Polaris** numeric display and the value of *Timer A* is shown on the arena scoreboard. “Error” is displayed for the following reasons:

- 1) *Timer A* and *Timer B* differ by more than 0.4 seconds.
- 2) *Timer A* and *Timer B* were started more than 0.8 seconds apart from each other.

Note: The time variations which define an error condition can be changed. Contact FarmTek for assistance.

Preparation and Operation

Preparation

The current event type is shown on the status display on the timer console. If *Average Time* is not displayed, select the *Average Time* event as follows:

- 1) Press SETUP to access setup functions.
- 2) Press ENTER to select a new event.
- 3) Press NEXT CHOICE until *Average Time* is displayed.
- 4) Press ENTER to select the *Average Time* event.

The wireless handswitches must be turned on in order to operate. Press the red on/off button to turn the handswitch on. The “Power” indicator lamp

should glow steadily. If flashing, the battery in the handswitch is low and should be replaced.

Operation

- 1) Before each run, make sure both *Timer A* and *Timer B* are stopped. They do not need to be cleared to zero – just stopped.
- 2) Press the green button on the handswitch and/or the START/STOP button on the timer console to start and stop the corresponding timer. See the “Overview” above for details about where times are displayed and how average times are computed.

Overview of Operation

The wireless handswitch adds flexibility to several events supported by the **Polaris** timer. The wireless handswitch can be used to start and stop the timer for *Bull Riding, Team Penning, Cutting*, etc. For *Team Roping*, the handswitch is carried by the judge in the arena and is set to stop the timer only. For *Show Jumping* and *Power & Speed* events, the handswitch is used to stop and start the timer when a jump is dislodged: Pressing the handswitch while the timer is running sounds the horn and stops the timer. Pressing the button again sounds the horn and resumes timing from the time at which the timer was stopped.

WIRELESS HANDSWITCH

For *Lap Timing*, the handswitch can be used in place of the electric eyes to allow manual timing of laps.

The *Average Time* event is used for hand timing of Roping, Steer Wrestling, Goat Tying, etc. This event averages the times of two timekeepers and requires at least one wireless handswitch. With a single handswitch, one timekeeper uses the Start/Stop button on the timer console and the other timekeeper uses the wireless handswitch. A second wireless handswitch can be used so that neither timekeeper is tied to the timer console.

Handswitch Operation

The wireless handswitches are designed for operation within about 100 feet of the timer console. The handswitch is similar to the wireless electric eyes and **must be turned on** by pressing the red power button on the front panel. Once powered on, the handswitch is operated by pressing the green button on top of the handswitch with your thumb.

Two Handswitches Used at the Same Time

If the two handswitches are in use at the same time, make sure they operate on *different* channels. The channel number is between 0 and 3 and is stamped on a small yellow sticker inside the battery compartment of the handswitch.

Handswitch ID Code

Each handswitch is permanently programmed with a unique electronic identification code. For a handswitch to work with a particular timer console, the timer console must “know” the ID code of the handswitch being used.

If you use a different handswitch or a different timer console than usual, or if your handswitch is not working with your console, have the timer console “learn” the ID code of the handswitch(es) being by using the *Set HandSwitch ID* option in the Setup menu.

Batteries

The handswitch operates over 70 hours from a 9 volt alkaline battery (*use only alkaline batteries*). The **Power** lamp on the unit glows steadily while the battery is good and flashes when the battery is low. The handswitch will operate at least two hours after the *first* indication of low battery. However, the two hour period is from the *first time* the low battery light begins flashing. If a unit with a low battery is turned off and then later turned back on, the lamp may glow steadily for some time before it starts flashing again. This does not mean there are two more hours of operation remaining at this point.

Once the **Power** lamp begins flashing, it is simplest to just replace the battery during the next break in your event – don’t worry about trying to use the last few hours of the battery.

When storing the handswitch for an extended period of time, always remove the battery.