## *Preparation For Use*

1) Attach each electric eye to a tripod. Place the eyes on opposite sides of the arena to form a start/stop line between them. *Extend tripod legs fully* to ensure the electric eyes are high enough to be broken by the horse's body (not its legs).

2) Turn the electric eyes ON. The power indicator lamp on each unit should glow steadily. If the indicator is blinking, the battery is low and should be replaced.

3) Align the electric eyes. The electric eye on the opposite side of the arena should be directly in-line when sighting down either line on top of the electric eye (left to right alignment), and when sighting down the crack on the side of the electric eye (up and down alignment).

4) Turn on the timer in the announcer's booth by plugging the A/C adapter provided with the timer into a wall outlet and into the POWER jack on the timer. (The optional A/C Eliminator battery pack can be used instead of an A/C adapter).

5) The current event type (Barrel Racing, Roping, etc.) is shown on the Status display on the timer console. *If* BARREL RACING *is not displayed, select the Barrel Racing event as follows*:

   a) Press SETUP to access Setup functions.

   b) Press ENTER to select a new event.

   c) Press ENTER to select Barrel Racing.

6) Walk through the electric eye beam to force the eyes to send a message to the timer console. This makes the timer console update its electric eye alignment indicator (see below).
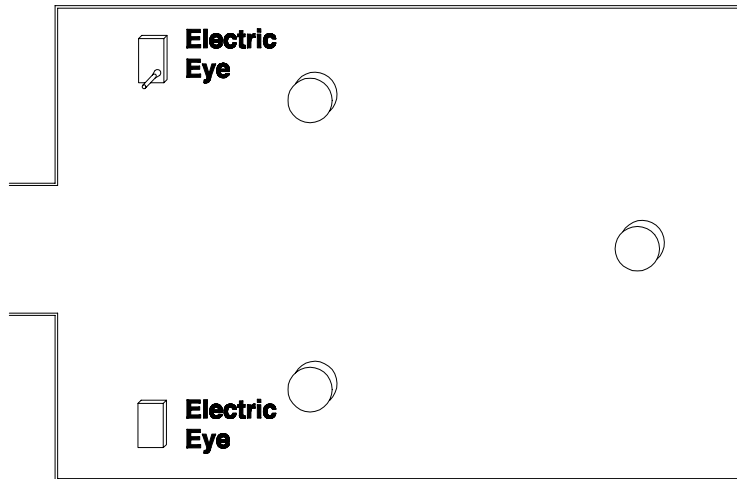
Typical Barrel Racing Layout

Checking Eye Alignment

The **bottom right corner** of the Status display shows the alignment status of the electric eyes. When the eyes are aligned, the eye number is displayed ("#1"). If not aligned, or if the beam is broken, "x" is shown.

Alignment	Display Shows
Eyes aligned	Eye #1
Not aligned (or beam broken)	Eye #x

Important! When setting up the electric eyes, always take time to align the eyes as outlined above – *even if the timer indicates the eyes are aligned.* This ensures a strong alignment instead of a possibly marginal alignment.

When the rider enters the arena and breaks the beam, the timer automatically begins timing from zero. The timer *does not* need to be reset to zero before the rider starts! Once broken, the beam is ignored for about two seconds to allow dust to settle.

As the rider completes the run and breaks the beam again, the timer stops and shows the final time. The timer is now ready for the next rider! (As when starting the timer, the beam is ignored for about two seconds after stopping to allow dust to settle.)

Useful Features

Manual Start/Stop
The START/STOP button starts and stops the timer just as if the electric eye beam had been broken.

Accidental Beam Break
If the timer accidentally stops during the middle of a run, *the rider can still be accurately timed* (the Polaris timer continues timing even while the timer is stopped!). Pressing the RESTART button resumes timing as if the timer had never been stopped. As long as RESTART is pressed before the ride is completed, the time is not lost. (Note: The Polaris timer console beeps whenever the beam is broken to alert you if the timer happens to stop during the middle of a run.)

Locking Out The Electric Eyes
Some events require the rider to pass through the beams several times during a run. For these events, the eyes can be disabled during the run, then re-enabled before the rider completes the run. To disable the electric eyes, press the EYES OFF button. "Off" is flashed over the electric eye alignment display while the eyes are off. To re-enable the electric eyes, press the EYES ON button.

Previous Time Recall
Use the PREV and NEXT keys to scan back and forth through previous times. The previous time display is removed after about ten seconds, or by pressing any other key. You may view a previous time even while the timer is running.

Skipping a Rider / No Time
If using the optional printer, pressing the NO TIME button prints "-- No Time --" on the printer. This ensures a line is present on the printer for each contestant registered to ride.

Penalties

Entering a Penalty
With the timer stopped, press the SCORE/PENALTY button. Then, key in the penalty, followed by the ENTER button. Pressing the decimal point button moves the input cursor to the right of the decimal. However, zeros to the right of the decimal do not need to be entered.

After the penalty is entered, the Time display is updated to include the penalty. The Status display shows the original time and the penalty value. If a scoreboard is connected, it displays the time including penalty. If a printer is connected, an additional line is printed showing the penalty and time with penalty.

Correcting Mistakes
To correct a mistake while entering a penalty, press *and hold down* the CLEAR TIME button until the timer beeps and the penalty value is cleared to zero.

If ENTER has already been pressed, simply start the penalty entry process over – the new entry replaces the previous penalty.