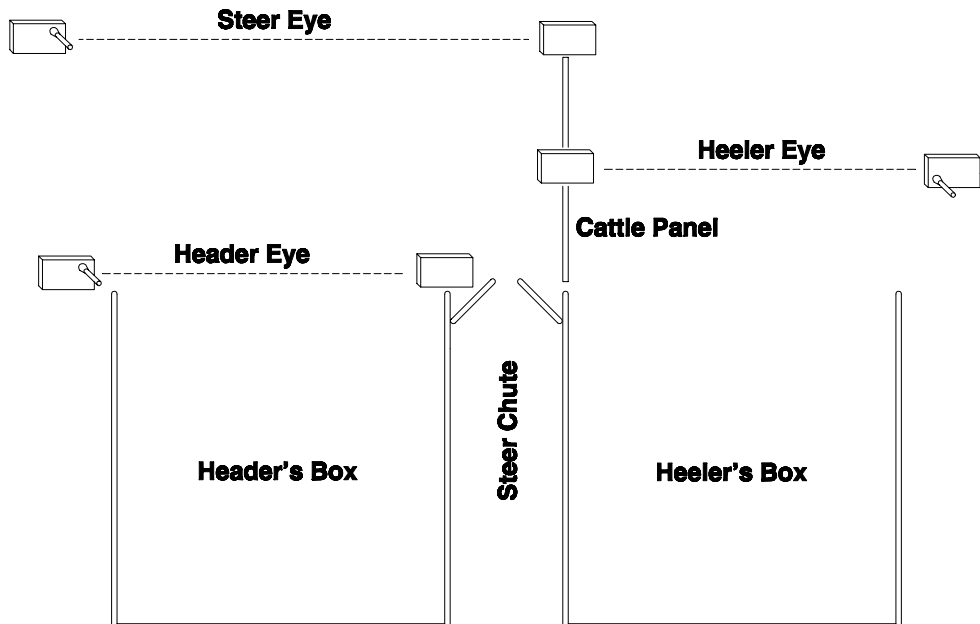


Preparation For Use

ROPING (1)

- 1) Decide where and how each electric eye pair will be mounted. A typical set-up is shown below (the heeler eye is optional). Choose eye locations that are not likely to be hit by riders or the steer.
- 2) Mount each electric eye on a *Quick-Mount* or a tripod. It is best to orient the eye which has the antenna such that the antenna is pointed straight up. The eye without the antenna can be oriented as convenient. Note the flexible positioning provided by the *Quick-Mount* allows you to “recess” the eye out of the way slightly.
- 3) 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.
- 4) Align the electric 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 eye (up and down alignment).
- 5) With the timer console OFF (unplugged from A/C), connect the timer console to whichever horn you are using (see the *Horn Operation / Bull Riding* card.)
- 6) 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. (The optional A/C Eliminator battery pack can be used instead of an A/C adapter).
- 7) 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.
- 8) Walk through each 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 other side of this card).



Checking Eye Alignment

ROPING (2)

The bottom right corner of the Status display shows the alignment status of each electric eye. When an electric eye is aligned, its eye number is displayed. If not aligned, an “x” is displayed. Eye #1 is the steer eye, #2 is the header eye, #3 is the heeler.

Note: After the timer is first turned on, or the “Roping” event has just been selected, the eyes all show “x” until each beam is broken for the first time.

Alignment Indicator Example

Alignment	Display Shows
All eyes aligned.	Eye #1 <u>1</u> <u>2</u> <u>3</u>
Header eye not aligned (or beam is broken)	Eye #1 <u>1</u> <u>x</u> <u>3</u>

Timer Operation

- 1) When the steer breaks its beam, the timer automatically begins timing from zero. Once started, further interruptions of the electric eyes are ignored while the timer is running.
- 2) When the judge drops the flag, press the START/STOP button to stop the timer.
- 3) The timer is now ready for the next team. No reset is required!

Broken Barrier

If the header breaks the barrier, the horn sounds briefly and the message “Header” is displayed. If the heeler breaks out, the horn sounds two short bursts and “Heeler” is displayed. The breakout message remains on the display until it is automatically removed when the timer starts for the next rider.

Clean Start

If the rider does not break the barrier, the message “Clean Start” is displayed momentarily when the steer starts the timer.

By the way...

- The timer “records” a broken barrier only if the timer is started (steer released). Breaking the rider's beam without the release of a steer (front loading the box, crossed by workers, etc.) *does not* cause the timer to display or save the fault.
- The timer can be set to sound the horn when the timer “records” the fault as detailed above, *or* the horn can be sounded *any time* the rider's beam is broken. See the *Roping (Advanced)* instruction card for details.

Practice Mode

In the roping practice mode, the timer stops itself about three seconds after the steer starts the timer. This lets you practice running against the barrier without requiring someone in the announcer's booth to stop the timer.

To select the roping practice mode:

- 1) Press SETUP to access Setup options.
- 2) Press NEXT CHOICE until Practice Mode is displayed and then press ENTER.

Quick Timer Check

Here's a quick check to verify that each eye, the horn, 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) Have an assistant walk through the steer beam. Verify that the alignment indicator for Eye #1 goes to “x” as the beam is broken, then back to “1” as he exits the beam. Repeat for the header eye (Eye #2) and the heeler eye, if used (Eye #3).
- 3) Check the horn by pressing the HORN button. If using the PA horn, make sure the PA system is on and volume controls are properly set.

Accidental Timer Stop

If the timer is accidentally stopped during the middle of a run, *the rider can still be accurately timed* by pressing the RESTART button. (The timer continues timing even when stopped.) As long as RESTART is pressed before the ride is completed, no time is lost.

Previous Time Recall

Use the PREV and NEXT keys to scan back and forth through previous times. Broken barriers, “No Times”, and penalties (if entered) are saved with each time.

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.

No Time

To record a “No Time,” press the NO TIME button after stopping the timer. The message “No Time” is displayed, and if using the optional printer, a “No Time” message is printed. The “No Time” is also displayed whenever the rider's time is recalled later.

Penalties

Entering a Penalty

To enter a penalty, press the SCORE/PENALTY button. To accept the default penalty that is shown, press ENTER, otherwise, key in a new penalty, followed by the ENTER button. (Note: 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 (about one second).

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

Electric Eye ID Codes

As detailed on the *Wireless Electric Eyes* card, each wireless electric eye is assigned a permanent and unique electronic ID code. To operate properly, the Polaris timer must “know” the ID code for the eye that is used on the steer, the ID code for the eye used on the header, and the ID code for the eye used on the heeler (if any).

Prior to shipment, your Polaris timer was “taught” the ID code for each electric eye you purchased. For your convenience, the electric eyes have been labeled with their corresponding use (steer, header, heeler) as set from the factory.

Note, however, that any electric eye can be used in any position (steer, header or heeler), as long as the Polaris timer “learns” which eye is used in each location. Refer to the *Wireless Electric Eyes* card for detailed information on how to force the Polaris timer to learn new electric eye ID codes.

If the stickers come off the electric eyes, or you need to swap eye locations or use a backup electric eye, you must force the Polaris timer to re-learn the ID code of each electric eye and where it is used (steer, header, or heeler). As mentioned above, refer to the *Wireless Electric Eyes* card for detailed instructions.

The *POLARIS* timer has many features that can be customized to meet the particular needs of you and your arena. These items are changed using a “menu” of different setup options. ***Changing settings is easy:***

- 1) With the timer stopped, press the SETUP button to access the setup options.
- 2) If the desired option is displayed, do what is instructed on the display (usually, just pressing the ENTER button). Otherwise, press NEXT CHOICE to show the next available option.

Note the following:

- You can exit Setup without making a change by pressing the SETUP key, or by selecting the Exit Setup option when it is displayed.
- To help you identify the settings currently in use, an asterisk (*) is displayed next to an item when it is the present setting.
- Changes you make are permanently saved until changed again using the Setup menu.

Common Setup Options (change these as outlined above)

Following are a few Setup options that you may want to change. Use the procedure described above to change these items. In addition to the items listed here, there are other options that can be changed to customize your timer. *If the timer is not doing exactly what you need, chances are, it can – call us for assistance!*

Front Loading Rider Boxes

If your arena requires the rider to pass through the barrier beam as he rides into the box – and this causes the horn to sound each time – you can change when the horn is sounded by choosing between the following two options:

- 1) **Horn with Rider** – Factory default. The horn sounds any time the rider's beam is broken and the timer is not running. For example, the horn will sound as a rider front loads the box.
- 2) **Horn with Steer** – The horn sounds only if the rider breaks his beam and a steer is released. (The steer must start the timer within two seconds after the rider's beam is broken.) This option sounds the horn only when the timer “records” a fault as described on ROPING card #1

Yet another way of controlling when the horn sounds is to change the **Auto Eye Off** setting.

- 1) **Auto Eye Off** – Select this option to automatically disable all electric eyes after each run. The timekeeper turns the eyes back on when the next rider is ready by pressing the EYES ON button.
- 2) **No Auto Eye Off** – Factory default. The electric eyes are always enabled. No button presses are required between riders.

Time Expired Horn

To speed up the roping and reduce cattle fatigue, you may want to set a time limit. By choosing the **Set Final Horn** option, you can enter a time limit after which the horn automatically sounds and time stops.

When the **Set Final Horn** option is chosen, the timer displays the current horn time setting and asks you to key in a new time. To keep the horn time already displayed, press the ENTER key. Otherwise, key-in a new value followed by the ENTER key. To correct a mistake, press *and hold down* the CLEAR TIME button until the timer beeps and the time is cleared to zero (about one second).