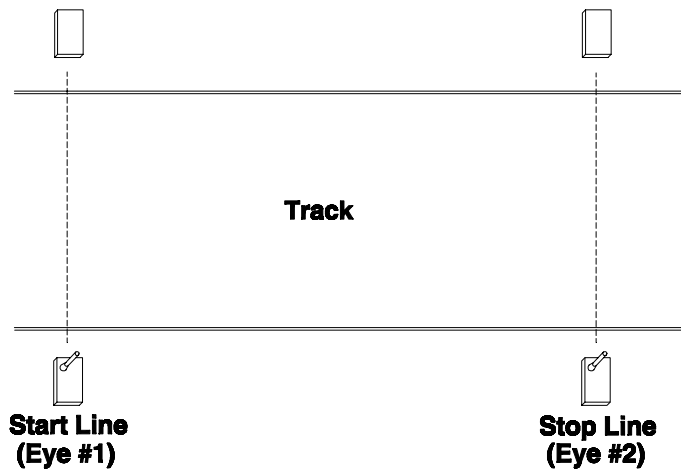


Preparation For Use

SPRINT/GENERAL (1)

The Sprint/General event can be used to time a wide variety of non-standard events. The most common is to time from Point “A” to Point “B”. These instructions follow. Look under “Advanced Features” on the next page and on Sprint/General page 3 for more features.

- 1) Attach each electric eye to a tripod. Place Transmitter/Receiver pairs facing each other to form start/stop lines between the eyes. Adjust the tripod height to ensure the beam is broken by the body of the horse or vehicle.
- 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 opposing electric eye 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 eye (up and down alignment).
- 4) 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. (If purchased, the optional A/C Eliminator battery pack can be used instead of an A/C adapter).
- 5) Walk through each 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 indicators (see below).



Checking Eye Alignment

The **bottom right corner** of the Status display shows the alignment status of the electric eyes. When the eyes are aligned, its number is displayed (1 or 2). If not aligned, or if the beam is broken, “x” is shown.

Alignment	Display Shows
Eyes aligned	Eye #1 Ξ
Eye #2 not aligned (or beam broken)	Eye #1 \times

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.

- | | |
|---|---|
| 1) When the electric eye beam across the start line is broken, the timer automatically begins timing from zero – there is no need to reset the timer. | 2) When the electric eye beam across the finish line is broken, the timer stops timing and shows the final time. The timer is ready for the next run! |
|---|---|

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 stops 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.

Advanced Features

In addition to starting the timer with Eye #1 and stopping the timer with Eye #2, the timer provides several other electric eye combinations as shown to the right.

To select a different electric eye combination:

- 1) Press SETUP to access Setup options.
- 2) Press NEXT CHOICE once so Set Eye Usage is displayed, then press ENTER.
- 3) Press NEXT CHOICE to scan through the available eye combinations as shown to the right. Press ENTER when the desired eye combination is displayed.

Note: An asterisk (*) is displayed next to the currently active eye combination.

Timer Display	Timer Action
Start #1, Stop #2	Start with Eye #1, Stop with Eye #2.
Start #2, Stop #1	Start with Eye #2, Stop with Eye #1.
Start1/2 Stop2/1	Start with either eye, then stop with the opposite eye.
Any Start/Stop	Start with either eye, stop with either eye.
Breakout Timer	Time difference between steer and rider for roping.
Winning Lane	Start with either eye, then stop with the opposite eye, indicate which eye started the timer (winning lane).

The *Breakout Timer* is part of the Sprint/General event. It allows you to time the interval from when the steer crosses the score-line to when the rider exits the box (or vice-versa). This is a great practice tool for getting the best jump possible on the steer.

If the steer leads the rider, it is a clean start. If the rider leads the steer, a breakout has occurred. In the case of a breakout, the horn sounds (if attached), the bottom display shows “Breakout” and the scoreboard,

if used, shows a negative time instead of a positive time.

To use the *Breakout Timer* function, select the *Breakout Timer* option as detailed under “Advanced Features” on the previous page. Once you have selected the Breakout Timer option, it will already be selected whenever you choose the Sprint/General event in the future.

Split Times

In addition to the various combinations of Eye #1 and Eye #2 for starting and stopping the timer detailed on the previous page, the timer can also work with up to two more eyes for providing split times. As split times occur, they are displayed on the bottom display while the main time display continues to run. If a scoreboard is connected, the split time is displayed for an interval you can specify before the display returns to showing the running time.

The split-time eyes are designated Eye #3 and Eye #4. Options for controlling split time functions are in the Split Times menu. To access the Split Times menu, follow these steps:

- 1) Press SETUP to access Setup options.
- 2) Press PREV CHOICE until `Split Times` is displayed, then press ENTER.

You can then scroll through the Split Times options by pressing the NEXT CHOICE key:

Timer Display	Function
Set Eye #3 ID	Program Eye #3 into timer.
Set Eye #4 ID	Program Eye #4 into timer.
Print Times ON/OFF	Controls whether split times are printed on the printer.
Save Times ON/OFF	Controls whether split times are saved in memory.
Hold for 1/3/5/10s	Choose the amount of time a split time is displayed on the scoreboard.