Preparation For Use (Using Electric Eyes)

1) Attach each electric eye to a tripod. Place the eyes on opposite sides of the arena to form a start 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 eye (up and down alignment).

4) After the timer console is turned on (see below), 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).

Preparation For Use (General)

1) With the timer console off, connect the timer console to whichever horn you are using (see the *Horn Operation / Bull Riding* card).

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

3) The current event type (Barrel Racing, Team Penning, etc.) is shown on the Status Display on the timer console. *If* TEAM PEN *is not displayed, select Team Penning as follows:*

   a) Press SETUP to access setup functions.

   b) Press ENTER to pick a new event.

   c) Press NEXT CHOICE until Team Penning is displayed.

   d) Press ENTER to select Team Penning.

Setting Horn Times

Default horns are at 60 and 91 seconds (warning horn and final horn, respectively). These can be changed as shown below. Once changed, the new horn times are automatically saved in the timer until changed again by this same procedure.

a) Press SETUP to access setup functions.

b) Press NEXT CHOICE until Set Final Horn or Set Warn Horn (your choice) is displayed.

c) Press ENTER to display the current horn setting.

d) To keep the same time, press the ENTER button, or, key in a new time followed by the ENTER button. To correct a mistake while entering a time, *press and hold down* the CLEAR TIME key until the time is cleared to zero.

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. (*Note: Until the electric eye beam is broken for the first time, <u>no</u> alignment information is displayed.*)

1) The timer automatically begins timing from zero when the lead rider breaks the electric eye beam or the START/STOP button is pressed.

2) When the warning horn time is reached, the horn sounds and the timer continues to run.

3) Press the START/STOP button to stop the timer when the cattle are successfully penned.

4) If time expires (timer reaches the final horn time), the horn sounds and the timer automatically stops.
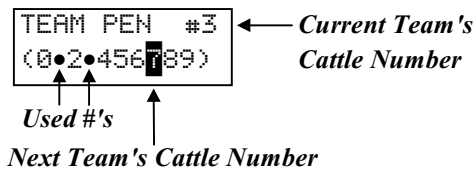
If the electric eyes are used, they are disabled whenever the timer stops. This allows arena preparation between teams without starting the timer. A flashing Off message is displayed over the electric eye status to remind the operator that the eyes are disabled.

After the arena is cleared for the next team, press the EYES ON button to re-enable the electric eyes.

(Note: The electric eyes only start the timer, they *will not stop* the timer).

Cattle Number Selection

By default, the timer automatically generates random cattle numbers. The Status Display shows the cattle number assigned to the current team and the cattle number to be assigned to the next team.

```
TEAM PEN  #3      ◄─── Current Team's
(0●2●456789)             Cattle Number
```
Used #'s

Next Team's Cattle Number

Each time the timer is started, the "next" cattle number is assigned to the current team, and a new cattle number is selected for the next team.

If a scoreboard is connected, the team's cattle number is automatically displayed when the timer starts. The cattle number remains on the scoreboard for 15 seconds, after which, the running time is displayed.

Forcing a New Cattle Number
If the cattle number for the next team is unacceptable, force a new cattle number selection:
1) Press the CATTLE NUM button.
2) Press "0" (as prompted) to reject the current number and force the timer to pick a new number.

Forcing a New Set of Cattle Numbers
1) Press the CATTLE NUM button.
2) Press "1" (as prompted) to force selection of a new set of numbers and a new cattle number.

Choosing a Reduced Set of Cattle Numbers
1) Press the SETUP button.
2) Press NEXT CHOICE until Max Cattle Num is displayed and then press ENTER.
3) As prompted, press the highest cattle number to be used.

Cattle Number Settings

The *POLARIS* timer provides several options for controlling the generation of cattle numbers:

When to Display the Cattle Number
- When timer starts (Display w/Start) or…
- When the number is entered or accepted via the CATTLE NUM key (Display w/Input).

How the Cattle Number is Obtained
- Timer automatically generates the cattle number (Auto Cattle#) or…
- Cattle number manually entered by pressing the CATTLE NUM button (Manual Cattle#).

How Long the Cattle# Stays on Scoreboard
(Display for 5, 10, 15, or 30 seconds).

To change one of these options:
1) Press SETUP to access setup features.
2) Press NEXT CHOICE until Setup Cattle# is displayed.
3) Press ENTER to display the cattle number menu.
4) Press NEXT CHOICE until the desired option (the items shown in parenthesis) is displayed.
5) Press ENTER to activate the displayed choice.