Barrel Racing / Equestrian Display, Controller and Beams

Thank you for purchasing our Barrel Racing / Equestrian Controller, Display and Beams. A portable, flexible and economic answer to your timing and scoring needs. Please check the shipping box to make sure all components listed below were received undamaged:

LCD Display, Controller, Beam (consisting of a Transmitter and Receiver), Tripod Mount / Stand, 9/110 Volt Power Supply and a 8 Foot Cable.

A Brief Description of the Components:

Controller
A yellow in color, small box, which has a small LCD Display, a four button keyboard and a RJ9 (telephone style jack on the side)

LCD Display (If Purchased) - Either a 6.75" x 14.5" (4 Digit Display) or 6.75 x 21" (6 Digit Display) yellow case with a clear plastic display window on one side. It can be used with either the enclosed AC Adapter, or a 9VDC Alkaline Battery. It is turned on with the small black button on left side of Display - Up for 'On' and Down for 'Off'.

Beam - Consisting of a 10" Black Tube (the Receiver) and a small Yellow box 5" x 2 " x 1" (the Transmitter)

Cable 8 Foot RJ9 Cable (Controller to Receiver)

Tripod Mount (If a Display was Purchased) used to hold the Display upright on a flat surface or to mount the Display on a Tripod (not included).

Power Supply 9/110 Volt Power Adapter that can be used if 110 Volt Power is available, included with a Display.

Operating Instructions - which you are now reading.

How to Use the Controller, *Display* with IR Beam as a Stand Alone unit. (Western Barrel Racing Etc.)

Install a 9 Volt **Alkaline Battery** in the Battery compartment of the Controller.

Mount the Receiver (10" tube) onto a suitable tripod (not included) and set the Receiver at the desired height.

Plug the 8 Foot Cable (included) into the jack located on the back of the Receiver and the other end of the cable into the jack located on the side of the Controller.

Install an 9 Volt **Alkaline Battery** in the Battery Compartment of the Transmitter.

Mount the Transmitter on a suitable tripod and position it between 3 and 200 Feet away. Turn on the Transmitter using the small switch on the side of the Transmitter and aim it in the direction of the Receiver and Controller.

Turn on the Controller by pushing holding the start/reset button in for one second and then releasing. A "0" will appear in the upper right corner (seconds) and "000" will appear in the bottom left corner (thousands of a second) of the Controllers screen. Please note that the red (LED) light on the back of the receiver is now blinking, telling the user it is looking for the Transmitter. Now aim the Receiver towards the Transmitter.

Observe a Red flashing light (LED) on the back of the Receiver. Move the Receiver on its stand, pointing it in the direction of the Transmitter. When the units are aligned the Red (LED) will go out, indicating alignment of the two units and creating a invisible thin beam between the units. A second indication of a correctly aligned is when the Display on the Controller turns on the word **'on"** above the "000" on its display. (This feature will help in alignment in bright sunlight).

Using the Controller, Display, Beam (Receiver and Transmitter) when they are aligned.

Move through the invisible beam between the Receiver and the Transmitter will start the clock running on the Controller, move through the beam between the Receiver and the Transmitter a second time will stop the clock. (See Delay Setup) Record this finish time as the competitors time.

4 or 6 Digit Display (If Purchased)

Install an 9 Volt **Alkaline Battery** in the Battery Compartment of the 4 or 6 Digit Display or using the 110 Volt adapter plug the Display into a suitable 110 volt outlet. Turn on the Display using the on and off switch on the left side of the Display. Your Time will be Displayed on the Display as the Controller runs.

Turning "OFF" your Controller and Receiver

The Controller must be stopped for this operation, if it is running, simply push and release the "**Start/Reset"** button to stop the clock, if the Controller has any data on its screen, push and hold the "**Mode"** keyboard for three seconds or until the Controller LCD goes blank. The Controller and Receiver are now **"OFF"**

Setting up the Controller (May not be required)

The Controller must be stopped for this operation, if it is running, simply push and release the start/reset button to stop the clock, if the Controller has any data on its screen, push and hold the start/reset keyboard for three seconds or until the Controller LCD goes blank.

Delay Setup

Delay setup is used to adjust the time that the beam is inactive at the start and finish of the event. This allows large object to clear the start line and finish line before the beam is activated again looking for another object in its path. This time is factory set at "03" or three seconds, but can be adjusted by the user as required. If you decide that the starting object maybe present in the beam for more than 3 seconds, adjust as required.
To adjust, and starting with a blank screen as above, simply push and hold the Mode Key in for 3 second or until the word "set" appears and then release. Adjust the number up or down by using the up and down arrows, then push, hold and release the Mode key until the screen goes blank to store your time. This time remains stored until it is changed again, removing the batteries will not effect this storage.

Note: When the Controller is running a count down will appear above the word "on" in the Controller screen, indicating the length of time before the beam will be activated to stop the clock. This time would equal the set delay time,

Large Display Setup (May not be required)

The Controller is factory set before it leaves the factory to the 4 or 6 Digit Display's ID. This ID is displayed on the 4 or 6 Digit Display when it is turned on and is unique to each Display. (Example ID 1234)

However you can change this ID if necessary or if you are using a Display other than the one that you purchased. With the screen blank as above, simple push and hold as above the Mode Key until the letters ID appear on the Controllers screen, and release, you will then see four numbers, with the first one flashing, using the up arrow to change the first number to match the ID you would like to entry, push the Mode Key to move to the next number and so on to change the four number. Push and release the Mode Key on the fourth number will store the new ID. This ID remains stored until it is changed again, removing the batteries will not effect this storage.

Note: You may start the next event anytime after the clock has been stopped and the time recorded