Hints:

The number one cause of problems with our systems is the failure to change the batteries. The batteries in our units can last an exceptionally long time, but it is wise to have spares available should they need to be changed. For best results always use **9 Volt Alkaline Batteries**.

Do not store the units for long periods of time (3 months or longer) with the batteries installed. Batteries can discharge and leak, damaging the units.

RECORD OF PURCHASE

The Controller and Display are fully warranted to the original purchaser against any defects or workmanship for one year from the date of purchase from an approved Dealer. This warranty does not cover physical damage & will be voided if any attempt has been made to remove the sealed covers on the Controller or Display. It is not necessary to register your warranty, your receipt from the reseller will be considered the start date of your warranty.

Purchase Date_____

Purchased from:

Dealer_____

Address_____

City_____State/Prov._____Zip/PC_____

Should our products require service and to assure prompt repair, please call our Toll Free Support Line for instructions and if instructed, package the unit in a secure container with proof of purchase.

Outside of Canada mark the container **"CANADIAN GOODS RETURNING FOR REPAIR"** in **plain view**, and return the defective unit postage paid to:

R. U. READY Electronics Ltd.
P.O. Box 10
Inverary, Ontario,
Canada, K0H 1X0

Phone 613-353-1911
Fax 613-353-2003

Your Dealer is NOT equipped to support our Products

For Technical Support or Repairs
Please Call Toll Free
1- 877- 84 SPEED (77333)

Except as provided herein, we make no express warranties and any implied warranty of merchantability or fitness for a particular purpose is limited in its duration to the duration of the written warranty set forth herein.

Except as provided herein, we shall have no liability or responsibility to the purchaser or any other person or entity with respect to any liability, loss or damages caused or alleged to be directly or indirectly by use of this product, including, but not limited to, any incidental or consequential damages.

Some states or countries do not allow the limitation or exclusion of incidental or consequential damages or limitations on the length of implied warranties; therefore, the aforesaid limitations or exclusions may not apply to you. This warranty gives you specific legal rights and you may also have other rights, which vary from state to state.

Team Penning System

Controller and Display
Instruction Manual
Version 2
(6 Digit Display)

We recommend that you read the complete Operating Instructions before using your new Western Barrel Racing / Equestrian Controller, Display and Beams

Team Penning System,
Controller and Display

Thank you for purchasing our Team Penning System, Controller and Display. 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 and Controller, Tripod Mount / Stand, 9/110 Volt Power Supply.

A Brief Description of the Components:

Controller
A yellow in color, small box, which has a small LCD Display, a four button keyboard.

LCD Display - 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 the Display - Up for 'On' and Down for 'Off'.

Tripod Mount 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.

Operating Instructions - which you are now reading.

How to Use the Controller and *Display*
(Team Penning)

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

Turn on the Controller by pushing and holding the **"Start/Reset"** button in for one second and then releasing. A **"0"** will appear in the upper right corner and **"000"** will appear in the bottom left corner of the Controllers screen.

Install a 9 Volt **Alkaline Battery** in the Battery compartment of the Display or plug the included adapter into a suitable power source.

Turn on the Display using the small switch on the left side of the Display, up for on, down for off.

The Display will Display a four digit ID and then display "0.00"

Setting the Cattle Penning event.

With the Controller showing the time as above, push and hold the **"Mode"** key until the screen goes blank.

Push and hold the **"Mode"** key until the word **"set"** appears and then release.

Use the up or down key buttons, to select one of four events, 60-75-90-120 second events.

Use the **"Start/Reset"** to set the desired signals, indicated by the words **"on"** and **"of"**

Your options are;

of - of = no start or 30 second warning signals.
of - on = no start signal with 30 second warning signals.
on - of = start signal with no 30 second warning signal
on - on = start signal and 30 second warning signal

Note: There is no option to turn the double buzzer end signal off, this signal is fixed and is always present.

When the desired program has been selected, push and hold the **"Mode**" key until the screen goes blank, this operation stores your selection and this selection remains in memory, even if the batteries are replaced or removed. You must use the above programming to change your settings.

Using the Controller and Display,

With the Controller programmed, push and hold the **"Start/Reset"** for one second and release. The Controller will display **"0"** in the right corner and **"000"** in the bottom left corner.

To start your selected program, push and release the **"Start/Reset"** key and your selected program will start, and the Controller will start to count up, keeping time of your event. This time in full seconds will be transmitted to your Display. Stopping the event will cause the Controller to Transmit the time in "100's" of a second to the Display.

To restart another event, make a note of the previous time, and with the Controller stopped, push the **"Mode"** Key and release the Key when the Controller display's **"res"** (this resets the program for the next event). The Controller at this time will display **"0"** in the right corner and **"000"** in the bottom left corner and will be ready for the next event.

Turning "OFF" your Controller

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**" key for three seconds or until the Controller LCD goes blank. The Controller and Receiver are now **"OFF"**

Please be aware:

Note: the Controller will display the time in "1000's", read using the right hand number as full seconds and the left had number as "1000's" of a second.

Note: The Official Time is always the Time shown on the Controller. You may record the Competitors time in "100's or 1000's" depending on your requirements. Using this feature can break ties if required.

Note: The Controllers time is started and Stopped by **releasing** the **"Start/Reset"** button. For example, we would recommend pushing and holding the **"Start/Reset"** button after the event is underway, and when you need to stop at the finish of the event, simply release the button. (We have done many tests and it is a proven fact that an operator can react must faster to a release thab a push and release stop. Please practice this so that you are familiar with this keys operation.

Note: When the clock is stopped during the event, the clock although, it Displays a stopped time it is actually still running in the background, it is possible to recover the running time by simply pushing and release the **"Start/Reset"** again to continue the event. This feature is added to safe guard against the accidental stopping of the event by the operator. Please test this feature and understand it, as it can save reruns of events.

Large Display Setup (May not be required)

The Controller is factory set before it leaves the factory to the 6 Digit Display's ID. This ID is displayed on the 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 numbers. 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.

The Official Time is always the
Time shown on the Controller.

May 01/06