

Sport-TIMER 3000™ RECORD OF PURCHASE

The *Sport-TIMER 3000™* is fully warranted to the original purchaser against any defects for one year from the date of purchase from an approved *Sport-TIMER 3000™* 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.

Controller Serial Number _____

Display Serial Number _____

Purchase Date _____

Purchased from:

Dealer _____

Address _____

City _____ State/Prov. _____ Zip/PC _____

Should your *Sport-TIMER 3000™* require service and to assure prompt repair, package the unit in a secure container. Outside of Canada mark the container "**CANADIAN GOODS RETURNING FOR REPAIR**" in plain view, and return the defective unit postage paid to:

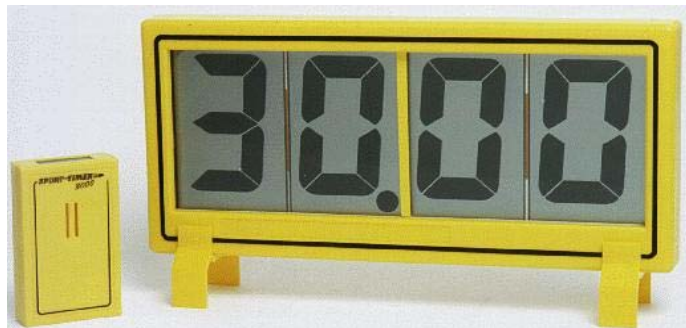
R.U. READY Electronics Ltd.

P.O. Box 10
Inverary, Ontario,
Canada, K0H 1X0

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.



Sport-TIMER 3000™ **Archery and Display System**

Manual

Sport-TIMER 3000™

Index of Uses	Page
The Sport-TIMER 3000 System Component Description and Setup	2
How to Setup the Sport-TIMER 3000 Controller as an Archery, Count Down Sport or Loop Timer	3
How to Use the Sport-TIMER 3000 Controller for an None Standard Archery Event	4
How to Run the Sport-TIMER 3000 Controller as an Archery, Count Down Sport or Loop Timer Plus Tips and Notes.	5
How to Use the Sport-TIMER 3000 Controller to set up a Display ID# or change a Display ID with a Controller	6
Quick Reference Guide Archery Mode	7
Quick Reference Guide Sport Mode	8
Quick Reference Guide Loop Mode	9
Trouble Shooting and Glossary of Terms	10

Trouble Shooting the Sport-TIMER 3000™ and Large LCD Display

Listed below are common problems you may encounter. Should you have a problem not covered below, please call the manufacturer - R. U. Ready Electronics Ltd.

- PROBLEM -** The Controller will not send information to the Large LCD Display.
Answer - Check that the Controller ID# is set to the same ID# as on the Large LCD Display.
- PROBLEM -** The Large LCD Display misses or skips time from the Controller.
Answer - (a) Check the Battery in the Controller or Large LCD Display, range will be effected by battery strength.
(b) The Large LCD Display is too far away from the Controller - recommend distance 75'.
- PROBLEM -** Battery life seems short.
Answer - Units are designed to use alkaline batteries. Use of other types may affect battery life.
- PROBLEM-
Answer-** I do not have any signals.
The signals are turned off see page 3-7-8-9
- PROBLEM-
Answer-** I am using two Displays on one keeps skipping number while the other works fine.
Move the Displays farther apart,
we recommend at least 6 Feet (2 meter) separation.

Glossary of Terms

'set' Function to modify start time
"id 0000" Display ID

The Sport-TIMER 3000™

**Controller, Display, Multifunction Display, and
IR Beam
are Manufactured by:**

**R. U. Ready Electronics Ltd.
P.O. Box 10
Inverary, Ontario, Canada, K0H 1X0
(613) 353-1911
Fax (613) 353-2003
Toll Free USA and Canada
1-877-847-7333**

The Sport-TIMER 3000™ System Component Description

Thank you for purchasing a Sport-TIMER 3000™. This portable, flexible and economic timer is the answer to your Timing needs.

Please check the shipping box to make sure all five (5) components listed below were received undamaged:

Controller

If purchased.

Large LCD Display
AC Adapter
Plastic Feet (2) or Optional Tripod Mount

A Brief Description of the Components:

Controller: A 2.75" x 4.5" x 1" yellow plastic case marked Sport-TIMER 3000, with a display screen at the top, a key pad on the side, a belt clip and battery compartment on the back side. The timer should only be used with a **9V Alkaline** battery, installed in the battery compartment of the Controller.

Key Pad: (Industrial Tactile Type)

Start-Reset - used to start, stop and reset

Mode - used to reset, set event, and program ID#

Up Arrow - used to change events, time and ID#



4 Digit Large LCD Display: A 6.75" x 18" x 2" yellow plastic case with a large display screen. It can be used with either the enclosed **AC Adapter**, or a **9V Alkaline** battery. It can be turned on with the small black switch on the left side of the Display (up for 'On' and down for 'Off').

AC Adapter: Plugs into the round socket on the bottom of the Large LCD Display and your electrical outlet.

Plastic Feet (2): Used to support the LCD Display in an upright position.

*Optional Tripod Mount available, contact your Dealer.

How to Setup the Sport-TIMER 3000™ and Display.

Setup

Install a 9 Volt Alkaline Battery in the battery compartment of the Controller and either a 9 Volt Alkaline Battery or plug the 9 volt/110 volt power adapter (included) into the small plug located on the bottom of the large Display and then into a suitable power source.

The Display

Turn on the Large Display. A four digit ID will appear on the screen and then the Display will display to 0.00.

We recommend that you read the complete Operating Instructions before using your new Sport-TIMER 3000™

Quick Reference Page Loop Mode

The Controller has three modes.

Arch = (Archery) SPor = (Sport) and Loop = (Loop)

To enter and use the Loop Mode

Note: Display screen on the Controller must be blank for the following setup. If not, push and hold the **MODE** key for two (2) seconds or longer and release to blank the display.

Hold down the **MODE** key for two (2) seconds or longer until "set" appears, then release the key.

Press and release the **up arrow** to choose between an **Arch = (Archery) SPor = (Sport) or Loop = (Loop)** event.

In this case "**Loop**"

Special Note: That a "**S**" will appear in the upper left corner of the Controller screen, pressing the **Start/Reset** Key at this point with turn the "**S**" on or off. Turning the "**S**" off will turn off all start signals, should this be required for your event.

Press and release the **Mode** Key to select and save your choice (the event.)

(**Note:** Any previous programmed time will now be displayed on the Controller Screen.)

Press the **up or down arrows** to toggle between a **0.05** and **10 hours** event in the **Loop** Mode.

Note: In the Loop Mode you will get a stop signal only and the Controller will instantly start your Loop over again until the **Start/Reset** Key is pushed to stop the event. (Unless they are turned off see above **Special Note**.)

Once your timing has been selected:

Hold down the **MODE** key for two (2) seconds or longer to exit the setup mode and **store your choice**. (the Controller screen will go blank to confirm your selections).

Your choice is now stored in memory and will remain stored unless changed using the above setup.

Note: Removing or changing a Battery will not effect this stored setup.

To run your Loop Event

Push and release the **Start/Reset** Key to Display the event time on the Controller and on the Large Display if purchased.

Push and release the **Start/Reset** Key to start or stop the event. With the Controller stopped, Push and Hold the **Mode** Key until the screen goes blank will reset your event. Push the **Start/Reset** Key to start a new event.

How to Setup the Sport-TIMER 3000™ Controller as an Archery, Count Down Sport, or Loop Timer

The Controller has four modes.

Arch = (Archery)
Ar-2 = (Archery Double Line)
SPor = (Sport)
Loop = (Loop)

To enter one of the four modes.

Note: Display screen on the Controller must be blank for the following setup. If not, push and hold the **MODE** key for two (2) seconds or longer and release to blank the display.

Hold down the **MODE** key for two (2) seconds or longer until “set” appears, then release the key.

Press and release the **up arrow** to choose between an Arch - Ar-2 - SPor - Loop event.

Special Note: That a “S” will appear in the upper left corner of the Controller screen, pressing the **Start/Reset** Key at this point with turn the “S” on or off.

Turning the “S” off will turn off all signals, should this be required for your event.

Press and release the **Mode** Key to select and save your choice (the event.)

(**Note:** Any previous programmed time will now be displayed on the Controller Screen.)

(In “Arch or Ar-2” Mode) Press the **up or down arrows** to toggle between a 2.10, 2.20, 4.10 or 4.20 event in the Archery Mode. (Eg. 2 Min. 10 seconds or 4 Min. 20 Seconds)

or

(In “Sport” Mode) Press the **up or down arrows** to set a count down time from 0.01 seconds to 10.00.00 (10 Hours, see note below).

or

(In “Loop” Mode) Press the **up or down arrows** to set a count down time from 0.01 seconds to 10.00.00 (10 Hours, see note below).

Once your timing has been selected:

Hold down the **MODE** key for two (2) seconds or longer to exit the setup mode and store your choices. (the Controller screen will go blank to confirm your selections).

Your choice is now stored in memory and will remain stored unless changed using the above setup.

Note: Removing or changing a Battery will not effect this stored setup.

Note: When running events longer that one (1) hour we recommend purchasing one of our Six (6) Digit Large Displays.

Quick Reference Page Sport Mode

The Controller has four modes.

Arch (Archery) - Ar-2 (Archery Repeat)
SPor = (Sport) and Loop = (Loop)

To enter and use the Sport Mode

Note: Display screen on the Controller must be blank for the following setup. If not, push and hold the **MODE** key for two (2) seconds or longer and release to blank the display.

Hold down the **MODE** key for two (2) seconds or longer until “set” appears, then release the key.

Press and release the **up arrow** to choose between an Arch— Ar-2— SPor—Loop event.

In this case “SPor”

Special Note: That a “S” will appear in the upper left corner of the Controller screen, pressing the **Start/Reset** Key at this point with turn the “S” on or off.

Turning the “S” off will turn off all signals, should this be required for your event.

Press and release the **Mode** Key to select and save your choice (the event.)

(**Note:** Any previous programmed time will now be displayed on the Controller Screen.)

Press the **up or down arrows** to toggle between a **0.05** and a **10 hour** event or any time in between in the **SPor** Mode.

Note: In the Sport Mode you will get a start and stop signal. (Unless they are turned off see above **Special Note**.)

Once your timing has been selected:

Hold down the **MODE** key for two (2) seconds or longer to exit the setup mode and store your choice. (the Controller screen will go blank to confirm your selections).

Your choice is now stored in memory and will remain stored unless changed using the above setup.

Note: Removing or changing a Battery will not effect this stored setup.

To run your Sport Event

Push and release the **Start/Reset** Key to Display the event time on the Controller and on the Large Display if purchased.

Push and release the **Start/Reset** Key to start or stop the event. With the Controller stopped, Push and Hold the **Mode** Key until the screen goes blank will reset your event. Push the **Start/Reset** Key to start a new event.

Quick Reference Page Archery Mode

The Controller has four modes.

Arch (Archery) - Ar-2 (Archery Repeat)
SPor = (Sport) and Loop = (Loop)

To enter and use the Archery Mode

Note: Display screen on the Controller must be blank for the following setup. If not, push and hold the **MODE** key for two (2) seconds or longer and release to blank the display.

Hold down the **MODE** key for two (2) seconds or longer until "set" appears, then release the key.

Press and release the **up arrow** to choose between an **Arch— Ar-2— SPor—Loop** event.

In this case "Arch or Ar-2"

Special Note: That a "S" will appear in the upper left corner of the Controller screen, pressing the **Start/Reset** Key at this point will turn the "S" on or off.

Turning the "S" off will turn off all signals, should this be required for your event.

Press and release the **Mode** Key to select and save your choice (the event.)

(**Note:** Any previous programmed time will now be displayed on the Controller Screen.)

Press the **up or down arrows** to toggle between a **2.10, 2.20 4.10 or 4.20** event in the Archery Mode. (Eg. 2 Min. 20 seconds or 4 Min. 10 Seconds)

Note: In the "Arch" Mode you will get two start signals at the start of the prep period, one star signal at the start of the official timing and three stop signals when the event time has elapsed. (Unless they are turned off see above **Special Note**.)

Note: In the "Ar-2" Mode you will get two start signals at the start of the prep period, one star signal at the start of the official timing and two stop signals when the first event time has elapsed, the Controller will then loop and start the sequence over with no start signal for the prep period, a signal at the start of the official time and three signals to end the event.. (Unless they are turned off see above **Special Note**.)

Once your timing has been selected:

Hold down the **MODE** key for two (2) seconds or longer to exit the setup mode and store your choice. (the Controller screen will go blank to confirm your selections).

Your choice is now stored in memory and will remain stored unless changed using the above setup.

Note: Removing or changing a Battery will not effect this stored setup.

To run your Archery Event

Push and release the **Start/Reset** Key to Display the event time on the Controller and on the Large Display if purchased.

Push and release the **Start/Reset** Key to start or stop the event. With the Controller stopped, Push and Hold the **Mode** Key until the screen goes blank will reset your event. Push the **Start/Reset** Key to start a new event.

How to Setup the Sport-TIMER 3000™ Controller for a None Standard Archery Event.

Special Application.

Note: Display screen on the Controller must be blank for the following setup. If not, push and hold the **MODE** key for two (2) seconds or longer and release to blank the display.

Hold down the **MODE** key for two (2) seconds or longer until "set" appears, then release the key.

(In "Spor" Mode) Press the **up or down arrows** to set a count down time from 0.01 seconds to 1.00.00 (1 Hour).

Hold down the **MODE** key for two (2) seconds or longer to exit the setup mode and store your choices. (the Controller screen will go blank to confirm your selections).

"Immediately return to setup mode" by Holding down the **MODE** key for two (2) seconds or longer until "set" appears, then release the key.

Press and release the **up arrow** to choose an **Arch or Ar-2** event, but do not change the set time that you set In the Sport Mode above..

Hold down the **MODE** key for two (2) seconds or longer to exit the setup mode and store your choices. (the Controller screen will go blank to confirm your selections).

Your choice of a none standard Archery event is stored in memory and will remain stored unless changed using the above setup.

The Controller will now run a none standard Archery event in the Archery Mode. Follow the instructions on page 5.

Note: When set in the Archery Mode (**Arch or Ar-2**) Only, the Large Display (if Purchased) will flash the displayed time for the first 20 seconds, and the last 30 seconds to indicate prep time and end time approaching.

How to Run the Sport-TIMER 3000™ Controller as an Archery, Count Down Sport, or Loop Timer

To Run an Archery Event, Sport or Loop Event.

First turn on the Large Display (if purchased) and hold the 'START-RESET' key on the Controller for one (1) second or longer and release, both the Controller and Large Display (if purchased) will show the selected time. (Ready to Start Position as selected on page 4 of this manual).

Press and hold the **START-RESET** key until the event is ready to begin. (There is no limit on the time you can hold this position (see Tip 2)

Release the **START-RESET** key to start the timing of your event.

A start signal (s) will sound if selected.

A double signal in the Archery Mode, a single signal in the Sport Mode and no signal in Loop Mode.

The Controller will count down until stopped using the **START-RESET** key or until the set time has expired, at which time a triple signal will sound in the Archery Mode or and single signal in the Sport Mode or Loop Mode, signaling the maximum event time has been reached.

Note: When set in the Archery Mode Only, the Large Display (if Purchased) will flash the displayed time for the first 20 seconds, and the last 30 seconds to indicate prep time and end time approaching.

Repeat "To Run an Archery Event, Sport or Loop Event".
to run additional events with the same timing.

Note:

At anytime during the event you may stop the event with the **START-RESET** an then reset the event with a single push of the **Mode** Key.

**** Important: Turning off your Controller.****

With the Controller stopped, hold down the **MODE** key for two (2) seconds or longer to turn off the Controller (the screen will go blank). This will save your battery when the unit is not in use and is the only way to turn off the Controller other than removing the Battery.

Tip 1:

You may at anytime stop your event but simply pressing and releasing the **START/RESET** key. Pressing and releasing the **START/RESET** key a second time will resume the event. With the Controller stopped, Push and Hold the **Mode** Key until the screen goes blank will reset your event. Push the **Start/Reset** Key to start a new event.

Tip 2:

Anytime that the Controller is stopped while running in either the Archery Mode - Loop Mode - Sport Mode, you may sound a Signal manually by simply pushing and releasing the Down Arrow. This is handy should you need to end a event early or sound a All Stop Command to a line of Competitors.

Tip 3:

The Controller has been designed to work (stop and start) on the release of the **START/RESET** Key, this method has been proven to be the most accurate method of manual Timing. Practice this function before use. Example push and release to start / push and release to stop. Holding the **START/RESET** key, in, before the end of the event and then release is recommended, in the Sport Mode if you intend to stop the event early.

Note Important:

*****The Official Time of any event should be the time shown on the Controller, in 100's of a second *****
The Large Display (if purchased) is for reference only and displays the time in full seconds.

How to Set the Sport-TIMER 3000™ Controller ID# to work with one or more Wireless Large Display (s).

The Controller ID# has been preset at the factory with the same ID# as the Large Display (if purchased together). Under normal circumstances, there is no reason to change the ID#, however, you may change it with the following instructions.

Turn on the Large Display and make a note of the four (4) digit ID# which is displayed for approximately three (3) seconds.

The Display screen on the Controller must be blank. If not, push and hold the **MODE** key for two (2) seconds or longer and release to blank the display.

Hold down the **MODE** key on the Controller until 'id' appears (approximately 5-7 seconds), then release. You should now see the coded ID# on the right side of the display screen, and the first digit should be flashing.

To change the first digit press and release the up arrow. Change the first digit to equal the first digit of the Large Displays ID that was recorded as above.

To change to the second digit press the **MODE** key. The second digit should now be flashing. Again, use the up arrow to change the digit to that of the second digit of the Large Display.

Repeat these steps for the third and fourth digits.

Once the fourth digit is flashing and set press and release the **MODE** key once more to save the change, exit the ID function and blank the Controller display.

The Controller will continue to control this the Large LCD Display until the above procedure is used to change the ID# in the Controller to work with a different Large LCD Display ID#.

Changing or removing the batteries in either the Controller or Large LCD Display will not effect these settings.

Changing the Display ID# using the Optional Cable Plug.

This procedure is used if you would like to run multiple Displays with one Controller

Set the Controller ID# you wish "as above".
Start the Timer running so that it is transmitting a time.
With the power off on the Large Display, plug the Cable Plug into the Telephone Jack on the bottom of the Large Display.
Turn on the Display, and wait for a few seconds until the Display display's the ID# that you choose and stops.
Turn the Large Display off, remove the Cable Plug and then back on again to confirm the new ID#.
You are now ready to proceed with your events.