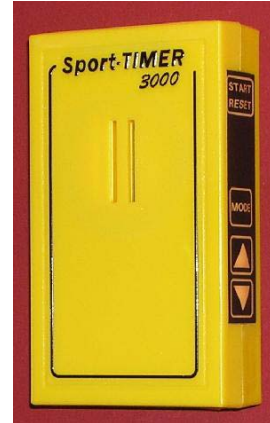


Sport-TIMER 3000™ Team Cattle Penning

Instruction Manual



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.

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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.

Trouble Shooting the Sport-TIMER 3000™

Listed below are some 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 LCD Display.

Answer - Check that the Controller ID# is set to the same ID# as on the LCD Display. (see page 4)

PROBLEM - The LCD Display misses or skips time from the Controller.

Answer - (a) Check the Battery in the Controller and/or LCD Display
(b) The LCD Display is too far away from the Controller - recommend maximum distance 75'.

PROBLEM - Battery life seems short.

Answer - Units are designed to use Alkaline Batteries. Use of other types may affect battery life.

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™ Component Description

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

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

Controller
LCD Display Six (6) Digit
AC Adapter
Plastic Feet or Combo Tripod Mount
Manual

A Brief Description of the Components:

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

Key Pad:

Start-Reset - used to start, stop and reset
Mode - used to set end time, buzzers and program ID#
Up/Down Arrows - used to change end time and ID#



LCD Display: A 6.75" x 21" 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 button on the left side of the Display (up for 'On' and down for 'Off'). Used to Display the running time to the spectators in full seconds. The Hundreds of a second are displayed only when the controller is stopped.

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

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

Tripod Mount (If purchased) Used to support the LCD Display on a standard photo tripod or in a upright position on a flat surface.



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

How to Use the *Sport-TIMER 3000*TM Controller as a Team Cattle Penning Timer

To Set the End Time

Note: 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.

1. Hold down the **MODE** key for two (2) seconds until 'set' appears, then release the key.
2. Press and release the up arrow to choose a 60, 75, 90 or 120 second end time. This time will be stored on the timer until the next time it is changed.
3. Press and release the **START-RESET** key to toggle between 'on' and 'off' to set the state of the start and 30 second warning buzzers. (The double event end buzzer can not be turned off)
 - a. on -> buzzer at start and at warning
 - b. on
off -> buzzer at start only
 - c. of
on -> buzzer at warning only
 - d. of
off -> no start or warning buzzers
4. Hold down the **MODE** key for two (2) seconds or longer to exit the setup mode (the screen will go blank).

To Run the Team Penning Timer

Note: 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.

1. To turn on the timer, hold the **'START-RESET'** key for one (1) second or longer and release.
2. Press and hold the **START-RESET** key until the event is ready to begin. Release the **START-RESET** key to start the timer.
 - a. A start buzzer will sound if 'on' was selected in setup mode.
 - b. The timer will count up until stopped (Note: The timer will not stop at the end time.)
 - b. 30 seconds before the end time a warning buzzer will sound (if 'on' was set).
 - c. At the end time, two buzzers will sound to signal the maximum time has been reached. The timer will continue to count beyond the chosen end time, unless manually stopped.
3. Press and hold the **START-RESET** key anytime during the event. Release the **START-RESET** key to stop the timer.
4. Hold down the **MODE** key for two (2) seconds or longer to turn off the timer (the screen will go blank).

The Automatic Recovery Function

In the case that the timer gets stopped too early, an Automatic Recovery Function has been implemented into the timer.

Upon being stopped, the time still continues to count in the background. Press and release the **START-RESET** key to restart the timer. This will recover the time that the timer would have been at if the **START-RESET** key had not been pressed (ie. The last known time plus the time since stopped).

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 time stopped you may reset your event to the set time in memory but simply pressing and holding the **MODE** key and releasing when "res" appears. (Reset the Event)

Tip 2:

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, 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 1000's of a second *****

How to Set the *Sport-TIMER 3000*TM Controller ID#

The Controller ID# has been preset at the factory with the same ID# as the LCD Display. Under normal circumstances, there is no reason to change the ID#, however, you may change it by the following instructions.

Note 1: 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.

1. Turn on the LCD Display and make a note of the four (4) digit ID# which is displayed for approximately three (3) seconds.
2. Hold down the **MODE** key for six (6) seconds until 'id' appears, then release. You should now see the coded ID# on the right side of the display screen, and the first digit should be flashing.
3. To change the first digit press and release the up or down arrow. Change the first digit to equal the first digit of the LCD Display that was recorded in step 1.
4. To change to the second digit press the **MODE** key. The second digit should now be flashing. Again, use the up and down arrow to change the digit to that of the second digit of the LCD Display.
5. Repeat step 4 for the third and fourth digits.
6. Press and release the **MODE** key once more to save the change, exit the ID function and blank the controller display.

Note 2: The Controller will continue to control this LCD Display until the above procedure is used to change the ID# in the Controller to work with a different LCD Display ID#.

Note 3: Changing or removing the batteries in either the Controller or LCD Display will not effect these settings.