

Sport-Timer 3000 Timing System.

Please Call Toll Free 1- 877- 84 SPEED (77333) should you have any questions.

Thank you for purchasing our **Sport-Timer 3000 System**. A portable, flexible and economic answer to your timing and scoring needs. Please check the shipping box to make sure all components ordered or listed below were received undamaged:

Sport-Timer 3000 Controller, Optional **Beam (s)** (consisting of a **Transmitter** and **Receiver**) and if purchased an **4 or 6 Digit Display**.

A Brief Description of the Components:

Sport-Timer 3000 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 which is **not used** with this Model.

Beam(s) (If Purchased) - Consisting of a Black Box (the **IR Receiver**) with a RJ9 telephone style jack on the back which is **not used** with this Model and a small Yellow box 5" x 2 " x 1" with 4 small lights on the front.(the **IR Transmitter**) **IR = Infra Red (Note that these lights are not visible to a human eye)**

LCD Display (If Purchased) - Either a 6.75" x 14.5" (17 x 37cm) 4 Digit Display or 6.75 x 21" (17 x 53 cm) 6 Digit Display yellow case with a clear plastic display window on one side a RJ9 telephone style jack on the bottom which is **not used** with this Model and a 9/110 Volt adapter jack to 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'**.

Power Supply (If purchased) 9/110 Volt Power Adapter that can be used if 110 Volt Power is available, International Power Supplies are not available from us. For info on these please contact our service department.

Operating Instructions - which you are now reading.

How to Use the Controller and Display if purchased. as a Stand Alone unit.

See the Page 7 for a Quick Start Course or Page 8-9 for a short Training Course.

Install a 9 Volt **Alkaline Battery** in the Battery compartment of the **Sport-Timer 3000 Controller**.

Install a 9 Volt **Alkaline Battery** in the Battery compartment of the **Display** (if purchased) or plug the 9/110 Power supply into a suitable power source and turn the **Display "on"** with the **on-off** switch on the side of the **Display**.

Manual operation of the Sport-Timer 3000 Controller.

The **Sport-Timer 3000 Controller** can be manually operated by simply pushing and holding the **START/RESET** key in and releasing it when you want to start the event. Once the event starts you can **push and hold** the **START/RESET** key in and **release it to stop the time**. This releasing of the key is the most accurate way to time when done manually. If a **4 or 6 Digit Display** is being used and is set at the same ID as the **Controller** the time will be displayed on the **4 or 6 Digit Display** as well as the **Controller**.

*******The Time on the Controller is always the Official Time *******

Turning "OFF" your Controller (*Important*)

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. **To turn the Receiver and Transmitter off, move the small button to "OFF" on each machine. NOTE THE OFF SWITCH ON THE YELLOW TRANSMITTER IS THE ONLY INDICATION THAT THE MACHINE IS TURNED OFF, SET OFF WHEN NOT IN USE TO SAVE BATTERY POWER.**

The Sport-Timer 3000 Controller has Eleven Options.

(1) **cLoc** (clock), (2) **PAS** (reset - no reset), (3) **Sond.**(signals), (4) **StEP** (user defined timing), (5) **circ** (Circuit Timer on or off), (6) **LAP** (Lap Timing) (7) **SPLi** (Split Timing) (8) **ScLc** (interval time), (9) **Strt**, (start), (10) **StoP**, (stop) and (11) **tESt** (test)

******Note 1 Very Important** ****, In order to modify any of the **Controller** setting you must start with the **Display** on the **Controller Blank**. If it is not **Hold** the **MODE** key in on the **Controller** until the screen goes blank and release.****

Note 2 (changing all options except **tESt**, remains in memory even if the batteries are removed and must be reprogrammed as below to remove your choice)

1) To use as a Count Down Clock. (cLoc)

When set, the **Controller** will count down from a pacific preset time, for example 60 seconds. (can be set from 1 Second to 10 hours in full seconds) (see below **StEP** for finer adjustment if required)

To set a count down time, with the **Controller** screen blank, push and hold the **MODE** key in until you see **SEt** appear on the screen and then release the **MODE** Key. Push and release an **up or down arrow** to cycle through the eleven modes as above until **cloc** appears (normally the first choice) . Push the **START/RESET** Key one time to display the clock. Using the **up** and **down** arrows, set the desired time from 1 second to 10 hours in full seconds. (**Holding in the arrows** will cause the timer to **cycle quickly** up or down. Once the desired time is set, simply push and release the **MODE** key once to back out of the menu and save your setting. Continue to program the **Controller** or to leave the menu program push the **MODE** key one more time and the screen will go blank.(your setting will remain in memory until you reverse this process and reset the time to 0.000.

2) To set the reset of the Count Down (PAS)

To set a **NO Reset** or **Reset on your Controller using PAS**. This feature allows the user when running an event to determine if the clock will reset immediately to the set time or to carry on counting down or up to the stopped time. Example if you are timing a game and do not want the clock to be reset until the game time has run down to 0.00 choice **NO rES**.

With the **Controller** screen blank, push and hold the **MODE** key until you see **SEt** appear on the screen and then release the **MODE** Key. Push and release an **up or down arrow** to cycle through the eleven modes as above until **PAS** appears. Push the **START/RESET** Key one time to display "**rES**" or "**no rES**". Using the up and down arrows, set the desired setting. Once the desired program is set, simply push and release the **MODE** key once to back out of the menu and save your setting. Continue to program the **Controller** or to leave the menu program push the **MODE** key one more time and the screen will go blank. (your setting will remain in memory until you reverse this process)

3) To set Start and Stop signals. (sond)

With the **Controller** screen blank, push and hold the **MODE** key in until you see **SEt** appear on the screen and then release the **MODE** Key. Push and release an **up or down arrow** to cycle through the four modes as above until **sond** appears and Push the **START/RESET** Key one time to display the **signal set menu**.. Using the **up** and **down** arrows, set the signals to one of four choices.

Signal set menu

--- = no signals set
S-- = start only
--S = stop only
S-S = start and stop

Once the desired program is set, simply push and release the **MODE** key once to back out of the menu and save your setting. Continue to program the **Controller** or to leave the menu program push the **MODE** key one more time and the screen will go blank.(your setting will remain in memory until you reverse this process)

Note Very Important ! ; When the signals are set , each time the clock is started or stopped manually or passing through a Beam the signals will sound. (**Not recommend around any animals as the signals can be loud.**)

4) To set a Step on the Controller (StEP) (this is used to define the amount of control you would like when setting up signals to stop and start the clocks. Example if you choice **SLo** (for Slow) or **FSt** (for Fast) this will determine how accurate you would like to set your signals. **SLo** will allow you to set the clock to parts of 1000's of a second and **FSt** will allow you to set the clock to full seconds. This setting in no way effects the accuracy of the clock, but allow just a way of fine tuning your signals for very fast timing. Example would be a start signal of 2.250 and stop signal at 0.000. **Very special applications.**

With the **Controller** screen blank, push and hold the **MODE** key in until you see **SEt** appear on the screen and then release the **MODE** Key. Push and release an **up or down arrow** to cycle through the eleven modes as above until **StEP** appears.Push the **START/RESET** Key one time to display the **SLo** or **FSt**. Using the up and down arrows, set the desired timing. Once the desired program is set, simply push and release the **MODE** key once to back out of the menu and save your setting. Continue to program the **Controller** or to leave the menu program push the **MODE** key one more time and the screen will go blank.(your setting will remain in memory until you reverse this process)

5) To set your Controller to cycle a Circuit Training time (circ) as set below use "circ". This mode will turn on the Circuit Training Program and allow the **Controller** to use the Set Time of the Clock (**clOc**) and the Set Time of the Circuit Training Time. (**ScLc**) **In order to use this feature you would need to change the (clOc) and (ScLc) and set (circ) to "on"**.

With the **Controller** screen blank, push and hold the **MODE** key in until you see **SEt** appear on the screen and then release the **MODE** Key. Push and release an **up or down arrow** to cycle through the eleven modes as above until "**circ**" appears. Push the **START/RESET** Key one time to display "**off**" or "**on**". Using the up and down arrows, set the desired setting. Once the desired program is set, simply push and release the **MODE** key once to back out of the menu and save your setting. Continue to program the Controller or to leave the menu program push the **MODE** key one more time and the screen will go blank.(your setting will remain in memory until you reverse this process)

Note Important: *Before using a LAP or SPLi feature below, be aware once the Number of Laps or Splits have been reached ***** you must reset the Start Clock to **0.000** simply by pushing and releasing the **MODE** Key for approximately one second and releasing **both the Controller and Display will now show 0.000.** and are ready for the next event.

6) To set your Controller to cycle through Laps (LAP) This feature allows the user to record Laps either using the **Start/Rest Key** or **one or more sets of Beams**. To review the number of set Laps push and release the up or down arrows to display the Laps in order when you have reached the end of the number of set Laps. Lap time will display only the time of each Lap but not accumulated time. (see below)

With the **Controller** screen blank, push and hold the **MODE** key in until you see **SEt** appear on the screen and then release the **MODE** Key. Push and release an **up or down arrow** to cycle through the eleven modes as above until "**LAP**" appears. Push the **START/RESET** Key one time to display "**off**" or "**the number of Laps previous set if any, 1 - 100**" in the **bottom left corner of the screen**. Using the up and down arrows, set the desired number of Laps. To set one of four Large Display options **2**) sets a two second Display of the running Lap and then the Clock continues **5**) sets a five second Display of the running Lap and then the Clock continues **h**) sets the Display to Hold the time of the running Lap. (**blank**) sets the Display to not Display the time of the running Laps. Once the desired number of Laps is set and the way you would like the Controller to Display you Laps, simply push and release the **MODE** key once to back out of the menu and save your setting. Continue to program the Controller or to leave the menu program push the **MODE** key one more time and the screen will go blank.(your setting will remain in memory until you reverse this process)

7) To set your Controller to cycle to do Splits (SPLi) (Split Timing) This feature allows the user to record the number of times that the **Start/Rest** key is activated or the number of times **one or more Beams have been triggered**. Splits will show each time accumulated by using the Up or Down Arrows and the overall time when the set passes are reached.

With the **Controller** screen blank, push and hold the **MODE** key in until you see **SEt** appear on the screen and then release the **MODE** Key. Push and release an **up or down arrow** to cycle through the eleven modes as above until "**SPLi**" appears. Push the **START/RESET** Key one time to display "**off**" or "**the number of Splits previous set if any, 1 - 100**" in the **bottom left corner of the screen**. Using the up and down arrows, set the desired number of Splits. To set one of four Large Display options **2**) sets a two second Display of the running Split and then the Clock continues **5**) sets a five second Display of the running Split and then the Clock continues **h**) sets the Display to Hold the time of the running Splits. (**blank**) sets the Display to not Display the time of the running Splits. Once the desired number of Splits is set and the way you would like the Controller to Display your Splits, simply push and release the **MODE** key once to back out of the menu and save your setting. Continue to program the Controller or to leave the menu program push the **MODE** key one more time and the screen will go blank.(your setting will remain in memory until you reverse this process)

Note changing either the **LAP** setting or the **SPLi** setting will automatically reset the other to "**oFF**"

8) To set your Controller to cycle a rest period for Circuit Training (ScLc). This feature will set up a rest time and when you set a time in the Count Down Clock the Controller will count down the **clOc** time and then immediately loop and count down the **ScLc** time if the "**circ**" is set to **on**.

With the **Controller** screen blank, push and hold the **MODE** key in until you see **SEt** appear on the screen and then release the **MODE** Key. Push and release an **up or down arrow** to cycle through the eleven modes as above until **ScLc** appears. Push the **START/RESET** Key one time to display "**the clock time**". Using the up and down arrows, set the desired setting in full seconds from 1 second to 10 hours. (please see **4) STEP** for finer adjustment) Once the desired program is set, simply push and release the **MODE** key once to back out of the menu and save your setting. Continue to program the Controller or to leave the menu program push the **MODE** key one more time and the screen will go blank.(your setting will remain in memory until you reverse this process)

Dead Time. Special Events when using Beams (if purchased)

Beam adjustments for special events. (this feature should not be necessary under normal operating use, but was added for the users of none standard events.) When setting a Dead Time you are turning off a **Beam** for a specific time. Once you pass through that **Beam** it will not respond to something going through the Beam for a set time. For example if you set the start beam of the maximum 20, once you go through the beam it is turned off for approximately 40 seconds and will not allow the clock to be started or stopped if something goes through that Beam. An indication that the time has been set is after an object has gone through the **Beam** the Red LED on the back of the **Receiver** will flash the number of times that you chose below and during this time the **Beam** does not respond. (Be aware that if you are using only one Beam the machine will consider the single Beam as a start and stop Beam and adjust its timing as per your choices.) Before using this feature test it and make sure you understand its operation. (a setting of 1=2 seconds of dead time) (**Factory setting is 1 on the Start Beam and 2 on the Stop Beam and should not need be change for most events**)

9) To set Dead Time on a Start Beam (Strt) , with the Controller screen blank, push and hold the **MODE** key in until you see **SEt** appear on the screen and then release the **MODE** Key. Push and release an **up or down arrow** to cycle through the eleven modes as above until **Strt** appears. Push the **START/RESET** Key one time to a display a counter. Using the up and down arrows, set the desired count from **1 to 20**. (a setting of 1=2 seconds of dead time) Once the desired program is set, simply push and release the **MODE** key once to back out of the menu and save your setting. Continue to program the Controller or to leave the menu program push the **MODE** key one more time and the screen will go blank.(your setting will remain in memory until you reverse this process.

10) To set Dead Time on a Finish Beam (StoP) , with the Controller screen blank, push and hold the **MODE** key in until you see **SEt** appear on the screen and then release the **MODE** Key. Push and release an **up or down arrow** to cycle through the eleven modes as above until **StoP** appears. Push the **START/RESET** Key one time to a display a counter. Using the up and down arrows, set the desired count from **1 to 20**. Once the desired program is set, simply push and release the **MODE** key once to back out of the menu and save your setting. Continue to program the Controller or to leave the menu program push the **MODE** key one more time and the screen will go blank.(your setting will remain in memory until you reverse this process)

11)To Test the Controllers reception. (tEst) This test can be helpful in a congested area, where there may a number of Cell Phones, Two Way Radios, or PA Systems running.

Turn **off** all **Receivers** and **Displays** in the area that maybe set to the same ID as your **Controller**. With the **Controller** screen blank, push and hold the **MODE** key in until you see **SEt** appear on the screen and then release the **MODE** Key. Push and release an **up or down arrow** to cycle until **tEst** appears. Push the **START/RESET** Key one time to display a **00** in the lower left corner of the screen and **tEst** on the right side. Turn on a **Receiver** or a **Display** (but not both at the same time)

To test a second **Receiver** or **Display** turn off all other units except the one you want to test.

The only thing that should concern the casually user is the that **Time** Icon is Flashing rapidly and there is a number from **01-10** on the left side of the screen. As you move around the area, this number will change, (10 being the strongest down to 01 being the weakest. Should you think that there may be interference in the area, simply move the **Controller** to a different location. The **Time** icon on the LCD will flash very fast, which means that the turned on device is transmitting at a rate of 1000 times a second. This feature can also be used by one of our Technicians to diagnose a problem over the phone.

To exit this test, first turn off the Device you are testing and then push the **MODE** key twice to exit.

How to Use the Controller, with IR Beam (s) and Display if purchased. as a Stand Alone unit.

Install a 9 Volt **Alkaline Battery** in the Battery compartment of the **Sport-Timer 3000 Controller**.

Install a 9 Volt **Alkaline Battery** in the Battery compartment of the **Display (if purchased)** or plug the 9/110 Power supply into a suitable power source and turn the **Display "on"** with the **on-off** switch on the side of the **Display**.

Install an 9 Volt **Alkaline Battery** in the Battery Compartment of the**Transmitter (s)**,

Install an 9 Volt **Alkaline Battery** in the Battery Compartment of the **Receiver (s)**.

Mount the **Receiver** (Black Box) onto a suitable tripod (not included) and set the **Receiver** at the desired height.

Mount the **Transmitter** on a suitable tripod (not included) and position it between 3 and 100 Feet away and set the height as above.

(**Note: Distances greater than 100 Feet are possible but not recommend between the IR Receiver and Transmitter**)

Turn on the **Transmitter** using the small switch on the side of the **Transmitter to ON** , set it at the desired height and aim it in the direction of the **Receiver**.

Turn on the **Receiver** by moving the small switch on the side of the **Receiver to ON**.

Now aim the **Receiver** (black box) towards the **Transmitter** (Yellow Box).

Please note that the red (LED) light on the back of the **Receiver** *maybe on solid or blinking*, telling the user it has found or if flashing looking for the Transmitter.

If the Red light (LED) is flashing on the back of the **Receiver** slowly. Move the **Receiver** on its stand, pointing it in the direction of the **Transmitter**. When the units are **close** to being aligned the Red (LED) will be on solid, indicating alignment of the two units and creating a invisible thin beam between the units.

Fine alignment of the Beam. (Must be done!)

**** **Important.** ****

When aligning the **Transmitter** and **Receiver** you should be using an **adjustable tripod on the Receiver** . Tilt the **Receiver** (Black Box) up until the light on the back of the **Receiver** flashes, then swing it down until the light comes on solid and then down until it starts to flash again. Adjust the vertical height in the middle (1/2) of these two setting and the light is on solid. Adjust the horizontal the same way moving the **Receiver** left and right until the light on the back of the **Receiver** flashes then adjust the tripod to achieve the centering (1/2) of the beam with the **Transmitter** and the light is on solid. **This procedure assure that** Beam is centered between the Receiver and Transmitter.

Note, the **Transmitter** the yellow box puts out a cone type Beam and the Receiver puts out a very fine pencil beam and for best alignment the fine beam should be in the middle of the cone.

Turn on the **Sport-Timer 3000 Controller** by pushing and holding the **START/RESET** button in for approximately two seconds 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) on the Controllers screen.

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. Record this finish time as the competitors time.

*****The Time on the Controller is always the Official Time *****

Important Hint.

Once you believe you have establish alignment, we suggest starting the Clock running and allow it to run for several minutes, if the Clock does no stop you have successfully aligned the Beam correctly, and you can proceed with your event.

Important Hint.

If you are using two sets of Beam, a Start Gate and Stop Gate, the first Beam will start the clock running and the second Beam will stop the clock. Care must be taken that no object goes through the start gate before the second gate is tripped and the finish time is recorded or the clock will stop on the first detection that is transmitted to the Controller from either gate. See **Controller Dead Time** to modify this feature.

Large Display Setup (May not be required as it is factory set)

The **Sport-Timer 3000 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 on the Controller 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** one time 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; Changing this ID will Disable your Displays operation and Beams, so only change the Controller ID if you understand the above.

Note: You may start the next event anytime after the clock has been stopped and the **time recorded**. The time to beat stays on the **Sport-Timers 3000 Controller** screen and on the **4 or 6 Digit Display** until the next pass through the start gate. However if you would like to set the **Controller** and **Display** to 0.000, with the Controller stopped simple push the **MODE** key for approximately 1 second and release. Both the Controller and Display will now show 0.000.

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 Only**. Care must be taken that the batteries in the **Controller**, **Receiver** and **Transmitter** are fairly fresh. Use **Alkaline Batteries Only**, and check the expiry dates! **Never use Re-chargeable batteries for important events.**

Battery use on the Controller. The **Controller** will shut down after **10 minutes of non use, not running and recording or displaying time**, this does not mean the battery is low, it is normal operation to conserve batteries.

Low Battery Warning on the Receiver. If the Red LED Light on the back of the **Receiver** is flashing rapidly, this is an indication that the Battery has dropped below 8 Volts and should be changed soon as it may effect reliability. It will however keep running until the Battery is total exhausted.

Low Battery Warning on the Display. If the **Display** display's "battery lo" and cycles it across the screen, it is an indication that the Display is going into conserve battery mode and the screen will blank. The Electronics turns off the **Display** but will still function to **Display** your running time. Simply restart an event using the **Controller**. Do not rely on the **Display** to Display the Finish Time for very long after the **Controller** is stopped as it will shut down again shortly to conserve the battery. Read the Official Time from the **Controller** if necessary.

Do not store the units for long periods of time (2 months or longer) with the batteries installed. Batteries can discharge and leak, damaging the units.

Avoid, if possible having the **Receiver** (Black Box) pointing directly or on the same plane as bright sunlight. This will cause premature stopping of the Time, should the **Receiver** not stay in contact with the **Transmitter** by blinding sunlight.

Gate width in excess of 100 Feet are possible **but not recommended** and may cause intermittent starting and stopping of the clock if contact between the Receiver and Transmitter is lost. Beam alignment is critical.

RECORD OF PURCHASE

The Controller, Display and Beams (Transmitter and Receiver) 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 Display or Beams (Transmitter and Receiver). It is not necessary to register your warranty, your receipt from the reseller will be considered the start date of your warranty.

Display Serial Number _____

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.

Quick Reference Start.

Quick reference and user guide for the simply operation of the **Controller** and **Display** or I don't want to read the instructions lets get going. **The below takes for granted that none of the factory setting have been changed yet.**

- 1) Install a 9 Volt **Alkaline Battery** in the Battery compartment of the **Sport-Timer 3000 Controller**.
- 2) Install a 9 Volt **Alkaline Battery** in the Battery compartment of the **Display** (if purchased) or plug the 9/110 Power supply into a suitable power source and turn the **Display "on"** with the **on-off** switch on the side of the **Display**. **The ID will appear and stay on the screen.**
- 3) Push, hold and release the **Start/Reset** Key on the Controller until zero's appear on the screen of the **Controller** and then release, now the Large **Display** if it is turned on will also show zero's.
- 4) Push, hold and release the **Start/Reset** Key to start the clock running. (see the Page 1 in the manual of why we do this with Push, Hold and Release if running manually)
- 5) Push, hold and release the **Start/Reset** Key to stop the clock running, record the time.

If you have not recorded the time, not to worry, with the Clock Stopped you can use the up or down arrows to review the last 100 events, but note if you blank the screen on the Controller (holding the MODE key in for more than two seconds), or have removed the Battery all of the stored times will be lost.

- 6) Push, hold and release the **Start/Reset** Key to start the clock running for second time. **Note** if you would like to reset the Controller to **0.000** and the Display to **0.000** before starting a second operation simply with the Clock stopped push and hold the **Mode** Key in for one second and release and then Push, hold and release the **Start/Reset** Key to start the clock running. The above is not really necessary as the Clock will go back the **0.000** each time is start automatically
- 7) If you have one or two sets of **Beams**, simple install **Alkaline** Batteries in them, and turn them on, the **Controller** will communicate with them and , if they are aligned as per the manual, passing through a single one will start and stop the clock or passing through one and exiting through the another will stop the clock. see **How to Use the Controller, with IR Beam (s) and Display if purchased as a Stand Alone unit in the manual. If you are using a LAP or Split Timing the Beams will record all passes up to the set number see (6) and (7).**
- 8) That's it, for more options, you now need to read the manual., and we suggest the whole manual and take the quick course on page 8.

Notes; The Sport-Timer 3000 Controller has Eleven Options (see page 2)

The Sport-Timer 3000 Controller is shipped with the following settings, if you are having any problems this would be the starting point if you wanted to reset the machine to the factory setting.

As shipped factory defaults.

Menu Factory Setting

cLoc	0.000	1) To set count up or countdown time. (cLoc)
PAS	res	2) To set the reset or no reset of the Count Down (PAS)
Sond	- - -	3) To set Start and Stop signals. (sond)
StEP	FSt	4) To set a Step on the Controller (StEP)
circ	off	5) To Turn Circuit Training <u>on or off</u>
LAP	off h	6) To record Laps and show Lap Times
SPLi	off h	7) To record splits and show finish time
ScLc	0.000	8) To set Circuit Train Count Down Timer Duration

Used only with Beams and or Displays if purchased.

Strt	01	9) To set Dead Time on a Start Beam (Strt)
StoP	02	10) To set Dead Time on a Finish Beam (StoP)
tESt		11) To Test the Controllers reception. (tESt)

Quick Start Training Course

All of the menus work the same.

Step One Training

In order to modify any of the **Controller** setting you must start with the **Display** on the **Controller Blank**. If it is not **Hold** the **MODE** key in on the **Controller** until the screen goes blank and release.

Step Two Training

With the Controller screen blank, push and hold the **MODE** key in until you see **SEt** appear on the screen and then release the **MODE** Key.

Using the **up** or **down arrows** on the keyboard, you can now cycle through the **Eleven** Menus, **Cloc**, **PAS**, **Sond** etc. (**TRY IT!!!**) **Hint**, you can go either direction depending on which arrow you use. Try It !

As shipped factory defaults.

Menu Factory Setting

cLoc	0.000	1) To set count up or countdown time. (cLoc)
PAS	res	2) To set the reset or no reset of the Count Down (PAS)
Sond	- - -	3) To set Start and Stop signals. (sond)
StEP	FSt	4) To set a Step on the Controller (StEP)
circ	off	5) To Turn Circuit Training <u>on or off</u>
LAP	off	6) To record Laps and show Lap Times
SPLi	off	7) To record splits and show finish time
ScLc	0.000	8) To set Circuit Train Count Down Timer Duration

Used only with Beams and or Displays if purchased.

Strt	01	9) To set Dead Time on a Start Beam (Strt)
Stop	02	10) To set Dead Time on a Finish Beam (StoP)
tESt		11) To Test the Controllers reception. (tESt)

Step Three Training (Example changing a Factory Setting for "cLoc")

Using the arrow key as above stop at **cLoc**, normally the first choice. If the menu is not on **cLoc** use the **up** or **down** arrows to cycle to **cLoc** and stop as above.

Now Push and release the **Start/Reset** Key one time to Display the current clock setting, normally **0.000**

You can now set your desired Count Down time from **1** Second to **10** Hours in full seconds. You can push and release the arrow keys to change the time individually or push and hold **down** the arrow keys and the clock will rapidly advance.

Important Hint, Leaving the time set at **0.000** will tell the **Controller** to always count up. Setting a Time other than **0.000** will tell the Controller to only count down from that setting and then stop. Try changing the count down time. **Try It !!!!**

Once you decide for example that you would like a 30 second count down, simply push and release the **MODE** key to display **cloc** again and your choice will be saved until which time you go back and change it. Removing and replacing Batteries will not effect the save Menu programs.

You can now proceed to alter another Menu or simply push and release the **MODE** Key to end your programming and blank the screen but....

At this time lets change one more thing, with **cLoc** showing on the screen, use the up or down arrows to move to "**Sond**" and then press the **START/RESET** Key to enter its menu. You will see three dashes or a combination of **S**'s. You can use the up or down arrows to set one of four options. For example if **S-S** is picked, each time the Clock is started or stopped a signal will sound, so if you were set for a 30 second count down and you started the clock running with a push and release of the **START/RESET** Key or going through a Beam a signal will sound on the start and finish of the event. These signal will carry through on all of the options on this machine.

Signal set menu

- - - = no signals set
- S** - - = start only
- - **S** = stop only
- S** - **S** = start and stop

Simply push and release the **MODE** key to display **Sond** again and your choice will be saved until which time you go back and change it.

Push the **MODE** a second Time will exit setup.

If you set a time in **cLoc** of 30 seconds at this point and **S-S** in **Sond**, the **Controller** will sound a start signal, count down to **0.000** and sound a stop signal or if the Controller is stopped early, it will sound the signal.

Step Four Training (remember to put your previous setting back to factory of **0.000** and if required the **Sond** back to ---.)

Master this and you will be fully training on changing the menus and can go play.

With the **Controller** screen blank, push and hold the **MODE** key in until you see **SEt** appear on the screen and then release the **MODE** Key.

Using the arrow key as above stop at **SPLi**. (for Splits)

Push the **START/RESET** Key one time to show the set **SPLi** (normally it will say **oFF** if it has not been changed).

Push the **up** arrow to display the number of splits and how you would like you Splits display on the Controller or Large Display if purchased.

The number in the bottom left corner is equal to the number of Splits you would like to record.

Using the **up** or **down** arrow to choice between 2 and 100 Splits. (remember **off** means not splits)

Using the **START/RESET** Key choice how you would like these Splits Displayed on the Controller or Large Display if purchased.

(2) sets a two second Display of the running Split and then the clocks continues

(5) sets a five second Display of the running Split and then the clocks continues

(h) sets the Display to Hold the time of the running Splits until the next time a pass is made.

(blank entry) sets the clocks not to Display the time of the running Splits until the last Split is reached.

Simply push and release the **MODE** key to display **SPLi** again and your choice will be saved until which time you go back and change it.

Push the **MODE** a second Time will exit setup.

Note if you have set signals as in Training Three for example **S-S** you would get a start signal and an end signal on the First and Last Split.

Go Play.