



***Sport-TIMER 3000***<sup>TM</sup>  
**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.

Index of Uses	Page
<hr/>	
The Sport-TIMER 3000™ Component Description .....	2
How to Use the Sport-TIMER 3000™ As a Game Timer .....	3
How to Use the Sport-TIMER 3000™ As a Basketball Possession Timer .....	4
How to Use the Sport-TIMER 3000™ As a Race Timer .....	5
How to Use the Sport-TIMER 3000™ Controller ID# .....	6
How to Setup the Sport-TIMER 3000™ Multifunction Display for use with a Controller or IR Beam. .....	7
How to Use the Sport-TIMER 3000™ Multifunction Display with IR Beam as a Stand Alone Unit. .....	8
Trouble Shooting the Sport-TIMER 3000™ .....	9
Glossary of Terms .....	9

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.

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.

**PROBLEM -** The LCD Display misses or skips time from the Controller.  
**Answer -** (a) Check the Battery in the Controller 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.

**PROBLEM -** Time Keeper keeps resetting game time by mistake.  
**Answer -** Make sure Controller is set in the 'nrES' mode and not the 'rES' mode. The 'rES' mode will automatically reset the original game time if the Start-Reset Key is held down longer than one (1) second.

## Glossary of Terms

'set'	Function to modify start time
'rES'	Function to modify reset time / Auto Reset & Start
'nrES'	No Reset
"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 timing and scoring needs.

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

- Controller
- LCD Display or Multifunction Display (if purchased)
- AC Adapter
- Plastic Feet (2)
- Warranty Registration Card
- IR Beam Kit (if purchased)

### 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 Mode - used to start, stop and reset
- Mode - used to set count down, count up, signals, scores and program ID#
- Up Arrow - used to change time, scores and ID#
- Down Arrow - used to change time, scores and ID#

**LCD Display:** A 6.75" x 14.5" **4 Digit** or 6.75" x 21" **6 Digit** large display screen in a yellow plastic case. 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').

**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.

### Optional Products (if purchased):

**Multifunction LCD Display:** (purchased separately)

A 6.75" x 14.5" **4 Digit** or 6.75" x 21" **6 Digit** large display screen in a yellow plastic case. 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'). This display has a small telephone jack on the bottom, next to the AC Adapter jack, and a ten position dial on the back of the display above the battery compartment.

**IR Beam Kit:** (purchased separately)

Kit contains a Transmitter and Receiver and 10 Foot Cable (3 meters). These are used to transmit a invisible beam to start and stop the Multifunction Display.

**Tripod Mount:**(purchased separately) Used to support the LCD Display in an upright position and attaches to a standard Camera Tripod Stand.

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

## How to Use the Sport-TIMER 3000™ as a Game Timer

### To Set the Reset / No-Reset Function

**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 four (4) seconds until 'res' appears, then release the key.
2. Press and release the up or down arrows to choose between 'rES' for **reset** or 'nrES' for **no-reset**. For a game timer it is suggested to set the timer to 'nrES' as seen below. This stops the option to easily reset the timer, ensuring that the time will not be lost.
3. Hold down the MODE key for two (2) seconds or longer to exit the reset function (the screen will go blank).

### To Set the Signal Function

**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 four (4) seconds until 'res' appears, then release the key.
2. Press and release the 'START-RESET' key to toggle to the signal you want to use.
  - 'S - S' = Start signal and stop signal
  - 'S - ' = Start signal, no stop signal
  - ' - S' = No start signal, stop signal
  - ' - ' = No start signal, no stop signal
3. Hold down the MODE key for two (2) seconds or longer to exit the reset function (the screen will go blank).

### To Set Start 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 the up and down arrow keys to change the time.
  - a. To Count Up: Set the timer to zero (0) so the time will increase.
  - b. To Count Down: Set the timer to any other time (i.e. 2.00 for two (2) minutes) so the time will decrease until zero (0) is reached.
3. Hold down the MODE key for two (2) seconds or longer to exit the reset function (the screen will go blank).

### To Run the Game 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. To display the start time, hold the 'START-RESET' key for one (1) second or longer.
2. To start the timer, release the 'START-RESET' key.
3. To stop the timer, press and release the 'START-RESET' key.

### To Correct the Game Time Remaining

When the LCD Controller and LCD Display are stopped use the up or down arrow keys to adjust the time remaining on the Controller screen. The correct time will not be displayed on the LCD Display until the game resumes.

## How to Use the Sport-TIMER 3000™ with the IR Beam as a Stand Alone Unit (Western Barrel Racing, etc.)

**Note 1:** To use the IR Beam Kit you must have purchased a Multifunction Display which has a small dial located above the battery compartment on the back side of the display. In addition, the display will have a telephone style jack on the bottom next to the plug that attaches to the 110 Volt AC power adapter.

1. Install a 9 Volt Alkaline battery in the battery compartment of the Multifunction Display or plug the 9 Volt DC to 110 Volt AC Adapter into the bottom of the Multifunction Display and to a suitable power source.
2. Turn on the Multifunction Display and note the program number. For this operation the Multifunction Display must be set for the P-9 position. Should you observe that the Multifunction Display is in any other program other than P-9 refer to page 7 for instructions on how to change this setting.
3. Turn the Multifunction Display off once you have set it as above.
4. Mount the Beam (10" tube) onto a suitable tripod (not included) and set the Beam at the desired height.
5. Plug the 3 meter cable (included) into the jack located on the back of the Beam. Plug the other end of the cable into the jack located on the bottom of the Multifunction Display.
6. Install a 9 Volt Alkaline battery into the battery compartment of the Transmitter (Black Box)
7. Mount the Transmitter on a suitable tripod and position it between 1 and 80 meters (3-250 feet) away. Turn on the Transmitter and aim it in the direction of the Beam.
8. Turn on the Multifunction Display which will then display a P-9, followed by the letters 'rdy' (for 'ready').
9. Aim the Beam towards the Transmitter. You should notice a RED flashing light (LED) on the back of the Beam. Move the Beam on its stand, pointing it in the direction of the Transmitter. When the units are aligned the RED light will go out, indicating alignment of the two units and creating an invisible thin beam between the units. A second indication of a correctly aligned Multifunction Display will be when the word 'rdy' on the Multifunction Display disappears and decimal value of 0 displays.

**Note 2:** If the RED light (LED) is **not** flashing and the Multifunction Display is displaying 0, the beam is aligned and no further action is required.

### Using the Multifunction Display, Beam and Transmitter Once They are Aligned

1. Move through the invisible beam between the Beam and the Transmitter to start the Multifunction Display clock running.
2. Move through the beam between the Beam and Transmitter to stop the clock.

**Note 3:** Read the finish time from the Multifunction Display within 20 seconds of the finish and make a note of this time. The Multifunction Display will automatically reset for the next pass after this 20 second interval.

**Note 4:** The Multifunction Display will not allow the clock to be stopped until it has reached a time in excess of three (3) seconds so that a large object may have time to clear the beam at the start of the event (e.g a slow moving horse or car).

## How to Setup the Sport-TIMER 3000™ Multifunction Display for use with a Controller or IR Beam

To use the IR Beam Kit you must have purchased a Multifunction Display which has a small dial located above the battery compartment on the back side of the display. In addition, the display will have a telephone style jack on the bottom next to the plug that attaches to the 110 Volt AC power adapter.

The following is how the Multifunction Display can be used, how it will identify which mode it is currently in, and a breakdown of the ten position switch.

1. Install a 9 Volt Alkaline battery in the battery compartment of the Multifunction Display or plug the 9 Volt DC to 110 Volt AC Adapter into the bottom of the Multifunction Display and to a suitable power source.
2. Turn on the Multifunction Display.
  - a. If set to position 0, the ID# will display, followed by a decimal value of 0.
  - b. If set to position 1-8 (i.e. P-1 to P-8), the ID# will display, followed by the letter-number combination of the position (e.g. P 1) and then a decimal value of 0.
  - c. If set to position 9, 'P 9' will display followed by a decimal value of 0. In this mode the ID# will not display as the Multifunction Display is not connected to a Controller for this function.
3. To adjust the Multifunction Display switch position, turn off the Multifunction Display and, using a small screw driver, rotate the dial the required number of clicks to achieve the desired switch position.

The following is a breakdown of the use of the 10 position switch:

0	= Standard Display Functions
P-1	= ID 9998 with Standard Display Functions
P-2	= ID 9997 with Standard Display Functions
P-3	= Not used (future functions)
P-4	= Not used (future functions)
P-5	= Display started by Controller and stopped by switch
P-6	= Not used (future functions)
P-7	= Western Fast Draw position
P-8	= Not used (future functions)
P-9	= Display started and stopped by the IR Beam

## How to Use the Sport-TIMER 3000™ as a Basketball Possession Timer

### To Set the Reset / No-Reset Function

**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 four (4) seconds until 'res' appears, then release the key.
2. Press and release the up or down arrows to choose between 'rES' for **reset** or 'nrES' for **no-reset**. For a Basketball Possession Clock it is suggested to set the timer to 'rES' as seen below. This provides the option to easily reset the time.
3. Hold down the MODE key for two (2) seconds or longer to exit the reset function (the screen will go blank).

### To Set the Signal Function

**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 four (4) seconds until 'res' appears, then release the key.
2. Press and release the 'START-RESET' key to toggle to the signal you want to use.
  - 'S - S' = Start signal and stop signal
  - 'S - ' = Start signal, no stop signal
  - ' - S' = No start signal, stop signal
  - ' - ' = No start signal, no stop signal
3. Hold down the MODE key for two (2) seconds or longer to exit the reset function (the screen will go blank).

### To Set Start 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 the up and down arrow keys to change the time. To count down as suggested for a Possession Timer, set the timer to the desired time (i.e. 0.35 for 35 seconds) so the time will decrease until zero (0) is reached.
3. Hold down the MODE key for two (2) seconds or longer to exit the reset function (the screen will go blank).

### To Run the Possession 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 display the start time, hold the 'START-RESET' key for one (1) second or longer.
2. To start the timer, release the 'START-RESET' key.
3. To stop the timer, press and release the 'START-RESET' key.

### To Correct the Possession Time Remaining

When the LCD Controller and LCD Display are stopped use the up or down arrow keys to adjust the time remaining on the Controller screen. The correct time will not be displayed on the LCD Display until the game resumes.

## How to Use the Sport-TIMER 3000™ as a Race Timer

### To Set the Reset / No-Reset Function

**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 four (4) seconds until 'res' appears, then release the key.
2. Press and release the up or down arrows to choose between 'rES' for **reset** or 'nrES' for **no-reset**. For a Race Timer it is suggested to set the timer to 'nrES' as seen below. This stops the option to easily reset the timer, ensuring that the time will not be lost.
3. Hold down the MODE key for two (2) seconds or longer to exit the reset function (the screen will go blank).

### To Set the Signal Function

**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 four (4) seconds until 'res' appears, then release the key.
2. Press and release the 'START-RESET' key to toggle to the signal you want to use.
  - 'S - S' = Start signal and stop signal
  - 'S - ' = Start signal, no stop signal
  - ' - S' = No start signal, stop signal
  - ' - ' = No start signal, no stop signal
3. Hold down the MODE key for two (2) seconds or longer to exit the reset function (the screen will go blank).

### To Set Start 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 the up and down arrow keys to change the time. To count up as suggested for a Race Timer, set the timer to zero (0) so the time will increase.
3. Hold down the MODE key for two (2) seconds or longer to exit the reset function (the screen will go blank).

### To Run the Race 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 display the start time, hold the 'START-RESET' key for one (1) second or longer.
2. To start the timer, release the 'START-RESET' key.
3. To stop the timer, press and release the 'START-RESET' key.

### To Correct the Race Time Remaining

When the LCD Controller and LCD Display are stopped use the up or down arrow keys to adjust the time remaining on the Controller screen. The correct time will not be displayed on the LCD Display until the game resumes.

## How to Set the Sport-TIMER 3000™ 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.