

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, or (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 tr-nr mode and not the tr-rES mode. The tr-rES mode will automatically reset the original game time if the Start-Reset Key is held down longer than 1/4 second.

**GLOSSARY OF TERMS**

- 'tr-nr' Timer - No Reset  
 'tr-rES' Timer with Auto Reset & Start  
 'Sb' Scoreboard  
 "id 0000" Display ID

**The Sport-TIMER 3000™**

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

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## Sport-TIMER 3000™

Thank you for purchasing a Sport-TIMER 3000™ the portable, flexible and economic answer to your timing and scoring needs. Please check the shipping box to make sure all seven components listed below were received undamaged:

Controller, LCD Display, AC Adapter, Plastic Feet (2), Warranty Registration Card, Operating Instructions. If purchased a Multifunction Display in place of the LCD Display and a IR Beam Kit.

### A Brief Description of the Components:

Controller - A 2.75" x 4.5" yellow plastic case with a small clear plastic window on the end, marked Sport-TIMER 3000™. It must only be used with a 9V Alkaline Battery, which must be installed in the compartment in the back of the Controller.

The Controller - has four operation keys.  
(See illustration)

Start-Reset - to Start, Stop and Reset.

Mode - to set Count Down, Count Up, Signals, Scores and to Program ID#.

Up Arrow - to change Time, Scores and ID#.

Down Arrow - to change Time, Scores and ID#.



LCD Display - A 6.75" x 14.5" yellow plastic case with a clear plastic display window on one side. It can be used with either the enclosed AC Adapter, or a 9V Alkaline Battery. It is turned on with the small black button on left side of Display - Up for 'On' and Down for 'Off'.

AC Adapter - plugs into round socket on bottom of LCD Display and your electrical outlet.

Plastic Feet (2)

Operating Instructions - which you are now reading.

### **Optional Products that you may or not have purchased.**

Multifunction LCD Display (Purchased Separately) - A 6.75" x 14.5" yellow plastic case with a clear plastic display window on one side. It can be used with either the enclosed AC Adapter, or a 9V Alkaline Battery. It is turned on with the small black button on left side of Display - Up for 'On' and Down for 'Off'. It has a small telephone jack on the bottom next to the AC Adapter Jack and a ten position dial to the right of centre on the back of the Display.

IR Beam Kit (Transmitter and Receiver and 10 Foot Cable (3Meter)) (Purchased Separately) - Used to transmit a invisible beam to start and stop the Multifunction Display.

We recommend that you read the complete Operating Instructions

before using your new Sport-TIMER 3000™

## How to Use the Sport-TIMER 3000™ As an Intermission Timer

When the game or period time reaches 0.00 the Controller will automatically begin to count up towards the pre-set game or period time. This feature allows the Referee or Timekeeper a Visual Reference of the remaining intermission time between periods. This intermission time is not shown on the LCD Display.

## 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 it. However, if necessary you may change it by following the instructions below.

Turn on the LCD Display and make a note of the 4 Digit ID# which is displayed for about 3 seconds.

Note: Screen on Controller must be blank. If not, touch either Start-Reset Key or Mode Key once to blank it.

Hold down Mode Key for 10-15 Seconds until the pre-set ID# appears on the right of the Controller Screen. Eg. "id 3456" with the 1<sup>st</sup> Digit Flashing. (See illustration below).

"id 3456" with First Digit 3 Flashing



Use the Up or Down Arrow Key, to set the 1<sup>st</sup> Digit to that of the 1<sup>st</sup> Digit on the LCD Display's ID#. Then press the Mode Key once.

Now the 2<sup>nd</sup> Digit on the Controller Screen is flashing.

Use the Up or Down Arrow Key to set the 2<sup>nd</sup> Digit to that of the 2<sup>nd</sup> Digit on the LCD Display's ID#, then press the Mode Key once.

Now the 3<sup>rd</sup> Digit on the Controller Screen is flashing.

Repeat the instructions above for the 3<sup>rd</sup> and 4<sup>th</sup> Digits.

Press the Mode Key one final time to: 1) Lock in the 4 Digit LCD Display's ID# into the Controller, and 2) Blank the Controller Screen.

Note 1: The Controller will continue to control this LCD Display until such time as the above procedure is used to change the ID# in the Controller to work with an LCD Display with a different ID#.

Note 2: Changing or removing batteries in either the Controller or LCD Display will not effect these settings.

## Additional Function

The Signal Function, EG. START- STOP- NO SIGNAL can be altered at anytime the clock is stopped by stepping through the signal options using the MODE Key as described on page 3 - 4 - 5 of the operation manual. (SEE: TO SET SIGNAL FUNCTION)