How to Use the *Sport*-TIMER 3000^{TM}
as a Game Timer

TO SET TIMER FUNCTION

Note: Display Screen on the Controller must be blank, if not PUSH AND HOLD the Mode Key for (6) six seconds or longer and release to blank the display.

Hold down Mode Key for 7-10 Seconds until either 'tr-nr', 'tr-rES' or 'Sb' is displayed in left corner of the Controller Screen.

Use the Start-Reset Key, toggle to 'tr-nr'. (See illustration below).

Press Mode Key one time to blank the Controller Screen. The Controller is now programmed to work as a Game Timer.

TO SET SIGNAL FUNCTION

Note: Display Screen on the Controller must be blank, if not PUSH AND HOLD the Mode Key for (6) six seconds or longer and release to blank the display.

Touch Mode Key once to place Controller in the Signal Setup Mode.

Use the Mode Key to toggle to the Signal you want to use 'S -' = (Start Signal-No Stop Signal) '-S' = (No Start Signal-Stop Signal) 'S S' = (Start and Stop Signal) 'OFF' = (No Signal). (See illustrations below)

TO SET START TIME

Use the Up or Down Arrow Keys, to set the required game or period time. (See example illustration below, set for Start and Stop Signal with 20.00-Minute Start Time.)
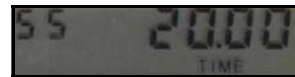
Touch the Start-Reset Key once to: 1) Store the Start Time in Memory, 2) Blank the Controller Screen and 3) Send the Start Time to the LCD Display.

TO RUN THE GAME TIME

Push and release the Start-Reset Key to start the Timer Clock running. Push and release the Start-Reset Key to stop the Timer Clock. Repeat as necessary.

TO CORRECT THE GAME TIME REMAINING

When the LCD Controller and LCD Display are stopped use the Up or Down Arrow Key to adjust the time remaining on the Controller Screen. The correct time will not be displayed on the Display until the game resumes.

How to Use the *Sport*-TIMER 3000^{TM}
As a Basketball Shot Clock

TO SET TIMER FUNCTION

Note: Display Screen on the Controller must be blank, if not PUSH AND HOLD the Mode Key for (6) six seconds or longer and release to blank the display.

Hold down Mode Key for 7-10 Seconds until either 'tr-nr', 'tr-rES' or 'Sb' is displayed in left corner of the Controller Screen.

Use the Start-Reset Key, toggle to 'tr-rES'. (See illustration below).

Press Mode Key one time to blank the Controller Screen. The Controller is now programmed to work as a Basketball Shot Clock with automatic reset.

TO SET SIGNAL FUNCTION

Note: Display Screen on the Controller must be blank, if not PUSH AND HOLD the Mode Key for (6) six seconds or longer and release to blank the display.

Touch Mode Key once to place Controller in the Signal Setup Mode.

Use the Mode Key to toggle to the Signal you want to use '-S' =(No Start Signal-Stop Signal) 'S S' =(Start and Stop Signal) 'OFF' =(No Signal). (See illustration below)

TO SET SHOT CLOCK TIME

Use the Up or Down Arrow Key, to set the required shot clock time (See example Below set with .35 Second Shot Clock and stop signal.)

Touch the Start-   Reset Key once to: 1) Store the Start Time in Memory, 2) Blank the Controller Screen and 3) Send the Start Time to the LCD Display.

TO RUN THE BASKETBALL SHOT CLOCK

Push and hold the Start-Reset Key for more than a 1/4 Second and release. When Key is released the Controller will start counting down. To stop the timer, reset the time, and start the clock running, push and hold the Start-Reset Key for more than a 1/4-second and release.

How to Use the *Sport*-TIMER 3000^{TM} with IR Beam as a stand alone unit.

Note: To use the IR Beam Kit you must have purchased an Multifunction
Display which has an telephone style jack located on the bottom of the
Multifunction Display next to the plug that attaches the 110 Volt AC
power adapter. See Page 8 for details.

Install an 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.

Turn the Multifunction Display on and observe the program number.
E.G. for this operation the Multifunction Display must be set for the P-9
program. Should you observe that the Multifunction Display is in any
other program other than P-9 refer to page 8 for instructions on how to
change this setting.

Turn the Multifunction Display off once you have set the Multifunction
Display as above.

Mount the Beam (8" tube) onto a suitable tripod (not included) and set
the Beam at the desired height.

Plug the 3 meter cable (included) into the jack located on the back of
the Beam and the other end of the cable into the jack located on the
bottom Multifunction Display.

Install an 9 Volt Alkaline Battery in the Battery Compartment of the
Transmitter (Black Box)

Mount the Transmitter on a suitable tripod and position it between 1 and
15 meters (3 - 50 Feet) away. Turn on the Transmitter and aim it in the
direction of the Beam.

Turn on the Multifunction Display which will then display a P-9 and then
the word "rdy". Now aim the Beam towards the Transmitter. Observe 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 (LED) will go out, indicating alignment of the two units
and creating a invisible thin beam between the units. A second indica-
tion of a correctly aligned Multifunction Display will be when the Multi-
function Display turns out the word 'rdy" and displays 0.000.

Note: Should the Red (LED) not be flashing and the Multifunction Dis-
play goes to 0.000 the units are aligned when they were turned on and
no further action is required.

**Using the Multifunction Display, Beam and Transmitter when they
are aligned.**

Move through the invisible beam between the Beam and the Transmit-
ter to start the Multifunction Display clock running, move through the
beam between the Beam and the Transmitter to stop the clock.

Note: Read the finish time from the Multifunction Display within 30 sec-
onds of the finish and make a note of this time. The Multifunction Dis-
play will automatically reset for the next pass after this 30 second inter-
val.

Note: The Multifunction Display will not allow the clock to be stopped
until it has reached a time in access of 3 Seconds (3.000) so that a
large objects may have time to clear the beam to start the event. (E.G.
A slow moving Horse or Car)

How to Use the *Sport*-TIMER 3000^{TM} As a Race Timer

TO SET TIMER FUNCTION

Note: Display Screen on the Controller must be blank, if not PUSH AND
HOLD the Mode Key for (6) six seconds or longer and release to blank the
display.

Hold down Mode Key for 7-10 Seconds until either 'tr-nr', 'tr-rES' or 'Sb' is
displayed in left corner of the Controller Screen.

Use the Start-Reset Key, toggle to 'tr-nr'. (See illustration below).

Press Mode Key one time to blank the Controller Screen. The Controller is
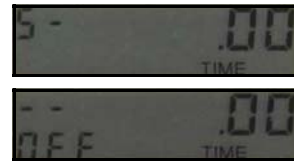now programmed to work as a Race Timer.

TO SET SIGNAL FUNCTION

Note: Display Screen on the Controller must be blank, if not PUSH AND
HOLD the Mode Key for (6) six seconds or longer and release to blank the
display.

Touch Mode Key once to place Controller in the Signal Setup Mode.

Use the Mode Key to toggle to the Signal you want to use 'S-' =(Start
Signal-No Stop Signal) 'OFF' =(No Signal). (See illustration below)

NOTE - A Stop Signal is not available in the Race Timer Mode.

TO SET THE START TIME TO ZERO

Use the Down Arrow Key, to set the time to '.00'. Touch the Start-Reset
Key once to: 1) Store the Start Time in Memory, 2) Blank the Controller
Screen and 3) Send the Start Time '.00' to the LCD Display.

TO RUN THE RACE

Push and release the Start-Reset Key to start the Race Timer Clock
running. Push and release the Start-Reset Key to stop the Race Timer
Clock.

How to Use the *Sport*-TIMER 3000™
As a Scoreboard

Note: Display Screen on the Controller must be blank, if not PUSH AND HOLD the Mode Key for (6) six seconds or longer and release to blank the display.

Hold down Mode Key for 7-10 Seconds until either 'tr-nr', 'tr-rES' or 'Sb' is displayed in left corner of the Controller Screen.
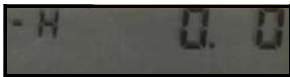
Use the Start-Reset Key, toggle to 'Sb' (See illustration below).

Press Mode Key one time to blank the Controller Screen. The Controller is now programmed to work as a Scoreboard.

TO SET CONTROLLER & LCD DISPLAY TO 0-0

Press and release Start-Reset key on the Controller Screen once. The upper left corner will read '-H'. The upper right corner will read '0.0' (See illustration below). The LCD Display will read '0.0' also.

TO CHANGE THE SCORE DURING THE GAME

To Add to the Away Score: Use the Mode Key, toggle to 'A-'. Use the Up Arrow Key to increase the Away Score. When correct, touch the Start-Reset Key to send the new Away Score to the LCD Display.

To Add to the Home Score: Use the Mode Key, toggle to '-H'. Use the Up Arrow Key to increase the Home Score. When correct, touch the Start-Reset Key to send the new Home Score to the LCD Display.

TO SHUT OFF THE CONTROLLER AT THE END OF THE GAME

Hold down the Start-Reset Key until the Controller Screen reads 'OFF' in the lower left hand corner. Release the Start-Reset Key. The Controller Screen will blank and the LCD Display will retain the final score until the Black Button on the Left Side of the LCD Display is turned Off. (See illustration below).

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 an Multifunction Display which has an telephone style jack located on the bottom of the Multifunction Display next to the plug that attaches the 110 Volt AC power adapter.

In addition the Multifunction Display will have located on its back and to the right of center when viewed from the rear a small dial that can be rotated to one of ten positions.

The following is a break down of the ten position switch, and how the Multifunction Display will identify which mode it is currently in.

Install an 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.

Turn on the Multifunction Display, the Display will show one of the following:

The ID (E.G. 1234) and then display to 0.00 which would indicate position 0 on the switch.

Should the Multifunction Display show P-1 or any number letter combination between P-1 to P-9, this will indicate the switch position, the Display will also show the ID as above in all positions except P-9 and in all positions will display the time at 0 or a variation of 0 when it has completed the above and is ready for operation.

The following is a break down of the use of the 10 position switch:
0 Position = 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 = Displayed Started and Stopped by the IR Beam

To adjust the Multifunction Display switch position, turn off the Multifunction Display, using a small screw driver rotate the dial the required number of clicks to achieve the desired program position.