

DOG AGILITY SOFTWARE VERSION 2.9

AKC OR CKC VENUE

Standard , JWW & FAST Classes Setup Procedure

If you have a Controller that is powered by AA batteries, place 4 AA batteries in the compartment on the back of the Controller and turn it on using the ON/OFF switch in the upper right hand corner. If not, turn the Controller on by plugging the A/C adapter in 110 volt power and into the POWER jack on the timer (The optional A/C Eliminator battery pack can be used instead of an A/C adapter).

With the Timer stopped, press SETUP to open the menu

Press ENTER to select Agility Rules

Press NEXT CHOICE until your desired venue appears in the lower window

Press ENTER to select AKC or CKC RULES

Press ENTER for STANDARD COURSE TIME

Key in the STANDARD COURSE TIME using the numbers in the lower left hand corner of each keypad key

HINT: Press and hold the clear key to reset the time to "0" in the event you put in the incorrect time

Press ENTER after you have selected the correct time

HINT: The Maximum Course Time will automatically be set at Standard Course Time plus 20 seconds per AKC Rules (If your Controller does not automatically come up to this time or if you need something different for your venue, see Advanced Menu - AKC Parameters on Page 9 to change the calculation of Maximum Course Time. Effective September 1, 2006 the AKC went to Standard Course Time plus 20 seconds).

Press ENTER for FAST Class

Press Enter for No FAST Horns - or -

Press NEXT CHOICE until the desired value appears in the window and press ENTER to select the it:

20 - 26 in for 20", 24" or 26" Regular Divisions

12-16, 16-20 P for 12" and 16" Regular Divisions and 16" and 20" Preferred Divisions

8 in, 8-12 in P for the 8" Regular Division and 8" and 12" Preferred Divisions

4 in Preferred for the 4" Preferred Division

Press ENTER to Set Finish Eye

If the last obstacle is not used on course as any other obstacle, select Stop on Pass 1

If the last obstacle is used once on course before the last jump, press NEXT CHOICE and select Stop on Pass 2

If the last obstacle is used twice on course before the last jump, press NEXT CHOICE twice and select Stop on Pass 3

Press ENTER to Check Battery

Returns the current percentage of battery remaining - Warning will come on at 5%

Press SETUP to exit SETUP mode if your last entry doesn't automatically do so

HINTS:

- 1 - Press SETUP at any time to exit the SETUP mode
- 2 - An asterisk will identify the selected mode - e.g. *AKC Rules or *Stop on Pass 1
- 3 - All parameters can be updated individually and in any order desired
- 4 - All changes are automatically stored in the timer until changed again in the future

Operating Procedures for Human Timer

Verify that the eyes are adjusted to the correct jump height at the beginning of the class and with each jump height change.

Press the SCORE/PENALTY or RACE/GO button to actuate the audio and visual "GO" feature if you have the optional

Amplified Speaker and/or the optional Scoreboard.

Assuming everything goes normally, the time will automatically start and stop - simply show the time to the scribe to copy

down. If the time does not start, press the HORN key to stop the run before the third obstacle.

If a dog takes the last obstacle out of sequence or if the Timer stops in error, press RESTART on the keypad to resume timing as if the timer had never been stopped.

If a dog is excused or fails to complete the course, press the START/STOP key to stop the time and report "no time" to the scribe.

HINTS:

- 1 - There is no need to clear the time after each run.
- 2 - If a closed tunnel or a broad jump is the last obstacle, the timer will need to stop the time manually with the START/STOP key when the dog crosses the finish line.
- 3 - Use the PREV & NEXT keys to scan back and forth through previous times - this can be done and viewed in the lower window even while a dog is running.
- 4 - This version of the software does not require that the Scoreboard be turned off for FAST as it will go *blank* as soon as the time starts and will stay blank until the time is stopped when it will show the total course time.

DOG AGILITY SOFTWARE VERSION 2.7

USDAA, AAC, ASCA and NADAC VENUES

Standard & JWW Classes Setup Procedure

If you have a Controller that is powered by AA batteries, place 4 AA batteries in the compartment on the back of the Controller and turn it on using the ON/OFF switch in the upper right hand corner. If not, turn the Controller on by plugging the A/C adapter in 110 volt power and into the POWER jack on the timer (The optional A/C Eliminator battery pack can be used instead of an A/C adapter).

With the timer stopped, press SETUP to open the menu

Press ENTER to select Dog Agility Rules

Press NEXT CHOICE until your desired venue appears in the lower window

Press ENTER to select USDAA, AAC, ASCA or NADAC RULES

Press ENTER for STANDARD COURSE TIME

Key in the STANDARD COURSE TIME using the numbers in the lower left hand corner of each keypad key

HINTS: Press and hold the clear key to reset the time to "0" in the event you put in the incorrect time

If you leave STANDARD COURSE TIME at 0.00, be sure to select No Game Horns in the Game Horn Menu

Press ENTER after you have selected the correct time

Press ENTER for MAXIMUM COURSE TIME

Key in the MAXIMUM COURSE TIME using the numbers in the lower left hand corner of each keypad key

HINT: If you leave this set at 0.00, there will not be a maximum course time

Press ENTER after you have selected the correct time

Press ENTER for Table Options

This option is to set the Table Count at RESTART or CONTINUOUS. If you are using the Table Count Handswitch, set the Count to RESTART for Starters/Novice and CONTINUOUS for Advanced and Masters

HINT: Press NEXT CHOICE on the Keypad to pass any menu choice that does not need to be set or reset

Press ENTER to Set Game Horns

Press ENTER for No Game Horns

Press ENTER to Set Finish Eye

Press Enter

If the last obstacle is not used on course as any other obstacle, select Stop on Pass 1

If the last obstacle is used once on course before the last jump, press NEXT CHOICE and select Stop on Pass 2

If the last obstacle is used twice on course before the last jump, press NEXT CHOICE twice and select Stop on Pass 3

Press ENTER to Check Battery

Returns the current percentage of battery remaining - Warning will come on at 5%

Press SETUP to exit SETUP mode if your last entry doesn't automatically do so

HINTS:

- 1 - Press SETUP at any time to exit the SETUP mode
- 2 - An asterisk will identify the selected mode - e.g. *USDAA Rules or *Stop on Pass 1
- 3 - All parameters can be updated individually and in any order desired
- 4 - All changes are automatically stored in the timer until changed again in the future

Operating Procedures for Human Timer

Verify that the eyes are adjusted to the correct jump height at the beginning of the class and with each jump height change. Press the SCORE/PENALTY or RACE/GO button to actuate the audio and visual "GO" feature if you have the optional Amplified Speaker and/or the optional Scoreboard.

Assuming everything goes normally, the time will automatically start and stop - simply show the time to the scribe to copy down. If the time does not start, press the HORN key to stop the run before the third obstacle.

If a dog takes the last obstacle out of sequence or if the Timer stops in error, press RESTART on the keypad to resume timing as if the timer had never been stopped.

If a dog is excused or fails to complete the course, press the START/STOP key to stop the time and report "no time" to the scribe.

HINTS:

- 1 - There is no need to clear the time after each run.
- 2 - If a closed tunnel or a broad jump is the last obstacle, the timer will need to stop the time manually with the START/STOP key when the dog crosses the finish line.
- 3 - Use the PREV & NEXT keys to scan back and forth through previous times - this can be done and viewed in the lower window even while a dog is running.

Gambler's Class Setup Procedure

If you have a Controller that is powered by AA batteries, place 4 AA batteries in the compartment on the back of the Controller and turn it on using the ON/OFF switch in the upper right hand corner. If not, turn the Controller unit on by plugging the A/C adapter in 110 volt power and into the POWER jack on the timer (The optional A/C Eliminator battery pack can be used instead of an A/C adapter).

With the timer stopped, press SETUP to open the menu

Press ENTER to select Dog Agility Rules

Press NEXT CHOICE until your desired venue appears in the lower window

Press ENTER to select USDAA, AAC, ASCA or NADAC RULES

Press NEXT CHOICE to skip STANDARD COURSE TIME

Press NEXT CHOICE to skip MAXIMUM COURSE TIME

Press NEXT CHOICE to skip Table Options

Press ENTER to Set Game Horns

If you have not keyed in Optional Horn Times in the Advanced menu, proceed as follows:

Press NEXT CHOICE until you get to Key-In Times to set each course time individually

Press ENTER to Key-In Time for Horn 1

Key in HORN 1 time - this is the opening sequence time before the gamble

Press ENTER after you have selected the correct time

Key in HORN 2 time - this is the total time including the opening sequence (add the opening sequence time and the gamble time to calculate this number)

Press ENTER after you have selected the correct time

If you have entered Options for the Horn times in the Advanced Menu (see instructions under Advanced Menu on pages 5 and 6):

Press NEXT CHOICE until you get to the Option 1 through 8 that you desire and press ENTER to select it

Press ENTER to Set Finish Eye

Press Enter

If the last obstacle is not used on course as any other obstacle, select Stop on Pass 1

If the last obstacle is used once on course before the last jump, press NEXT CHOICE and select Stop on Pass 2

If the last obstacle is used twice on course before the last jump, press NEXT CHOICE twice and select Stop on Pass 3

HINTS:

- 1 - Press SETUP at any time to exit the SETUP mode
- 2 - An asterisk will identify the selected mode - e.g. *USDAA Rules or *Stop on Pass 1
- 3 - All parameters can be updated individually and in any order desired
- 4 - All changes are automatically stored in the timer until changed again in the future

Operating Procedures for Human Timer

If the start line is the length of the ring, place the timer at either end of the start line

Verify that the eyes are adjusted to the correct jump height at the beginning of the class and with each jump height change.

Press the SCORE/PENALTY or RACE/GO button to actuate the audio and visual "GO" feature if you have the optional Amplified Speaker and/or the optional Scoreboard.

If the start line is the full length of the ring, start the time manually using the START/STOP key when the dog crosses the start line.

Assuming everything goes normally, the horns will go off and the time will stop automatically - simply show the time to the scribe to copy down. If the time does not start, press the HORN key to stop the run before the third obstacle.

If a dog is excused or fails to complete the course, press the START/STOP key to stop the time and report "no time" to the scribe.

HINTS:

- 1 - There is no need to clear the time after each run.
- 2 - If a closed tunnel, table or a broad jump is the last obstacle, the timer will need to stop the time manually with the START/STOP key when the dog crosses the finish line.
- 3 - Use the PREV & NEXT keys to scan back and forth through previous times - this can be done and viewed in the lower window even while a dog is running.
- 4 - The Finish Eye will be turned off until after the first horn sounds.
- 5 - This version of the software does not require that the Scoreboard be turned off as it will go *blank* as soon as the time starts and will stay blank until the time is stopped when it will show the total course time.

Snooker Class Setup Procedure

If you have a Controller that is powered by AA batteries, place 4 AA batteries in the compartment on the back of the Controller and turn it on using the ON/OFF switch in the upper right hand corner. If not, turn the Controller unit on by plugging the A/C adapter in 110 volt power and into the POWER jack on the timer (The optional A/C Eliminator battery pack can be used instead of an A/C adapter).

With the timer stopped, press SETUP to open the menu

Press ENTER to select Dog Agility Rules

Press NEXT CHOICE until your desired venue appears in the lower window

Press ENTER to select USDAA, AAC, ASCA or NADAC RULES

Press NEXT CHOICE to skip STANDARD COURSE TIME

Press NEXT CHOICE to skip MAXIMUM COURSE TIME

Press NEXT CHOICE to skip Table Count

Press ENTER to Set Game Horns

If you have not keyed in Optional Horn Times in advance, proceed as follows:

Press NEXT CHOICE until you get to Key-In Times to set each course time individually

Press ENTER to Key-In Time for Horn 1

Key in HORN 1 time - this is the opening sequence time before the gamble

Press ENTER after you have selected the correct time

Key in HORN 2 time of 0.00

Press ENTER after you have selected the correct time

If you have entered Options for the Horn times in the Advanced Menu (see instructions under Advanced Menu on pages 5 and 6):

Press NEXT CHOICE until you get to the Option 1 through 8 that you desire and press ENTER to select it

Press ENTER to Set Finish Eye

Press Enter

If the last obstacle is not used on course as any other obstacle, select Stop on Pass 1

If the last obstacle is used once on course before the last jump, press NEXT CHOICE and select Stop on Pass 2

If the last obstacle is used twice on course before the last jump, press NEXT CHOICE twice and select Stop on

Pass 3

HINTS:

1 - Press SETUP at any time to exit the SETUP mode

2 - An asterisk will identify the selected mode - e.g. *USDAA Rules or *Stop On Pass 1

3 - All parameters can be updated individually and in any order desired

4 - All changes are automatically stored in the timer until changed again in the future

Operating Procedures for Human Timer

If the start line is the length of the ring, place the timer at either end of the start line

Verify that the eyes are adjusted to the correct jump height at the beginning of the class and with each jump height change.

Press the SCORE/PENALTY or RACE/GO button to actuate the audio and visual "GO" feature if you have the optional Amplified Speaker and/or the optional Scoreboard.

If the start line is the full length of the ring, start the time manually using the START/STOP key when the dog crosses the start line.

Assuming everything goes normally, the horn will go off and the time is to be stopped manually using the START/STOP key - simply show the time to the scribe to copy down. If the time does not start, press the HORN key to stop the run before the third obstacle.

If a dog is excused or fails to complete the course, press the START/STOP key to stop the time and report "no time" to the scribe.

HINTS:

1 - There is no need to clear the time after each run.

2 - If a closed tunnel, table or a broad jump is the last obstacle, the timer will need to stop the time manually with the START/STOP key when the dog crosses the finish line.

3 - Use the PREV & NEXT keys to scan back and forth through previous times - this can be done and viewed in the lower window even while a dog is running.

4 - This version of the software does not require that the Scoreboard be turned off as it will go *blank* as soon as the time starts and will stay blank until the time is stopped when it will show the total course time.

Practice Mode Setup Procedure

With the Timer stopped, press SETUP to open the menu
Press ENTER to select Dog Agility Rules
 Press NEXT CHOICE until PRACTICE MODE appears in the lower window
 Press ENTER
Press ENTER for COURSE LENGTH
 Key in the Course Length using the numbers in the lower left hand corner of each keypad key
 HINT: Press and hold the clear key to reset the length to "0" in the event you put in the incorrect length
 Press enter after you have entered the correct Course Length
Press ENTER if your Course Length is in Yards, otherwise
Press NEXT CHOICE and then ENTER to select Meters per Second
Press ENTER to Set Finish Eye
 Press Enter the Finish Eye Menu
 If the last obstacle is not used on course as any other obstacle, select Stop on Pass 1
 If the last obstacle is used once on course before the last jump, press NEXT CHOICE and select Stop on Pass 2
 If the last obstacle is used twice on course before the last jump, press NEXT CHOICE twice and select Stop on Pass 3

HINTS:

- 1 - Press SETUP at any time to exit the SETUP mode
- 2 - An asterisk will identify the selected mode - e.g. *AKC Rules or *Stop on Pass 1
- 3 - All parameters can be updated individually and in any order desired
- 4 - All changes are automatically stored in the timer until changed again in the future

Operating Procedure

Run the course
The course time in Total Seconds will appear in the Upper Window
The course time in Yards or Meters per Second will appear in the Lower Window

ADDITIONAL FEATURES IN THE ADVANCED MENU

Walkthru Time

With the timer stopped, press SETUP to open the Setup Menu
Press NEXT CHOICE until you see Press ENTER for ADVANCED MENU
 Press ENTER and follow the procedure below
Press ENTER to adjust the course walk time
 Key in the WALKTHRU TIME using the numbers in the lower left hand corner of each keypad key
 HINT: Press and hold the clear key to reset the time to "0" in the event you put in the incorrect time
 Press ENTER after you have selected the correct time
 HINT: If you have no other features on the ADVANCED MENU to set, press SETUP to exit the Menu
Press the COUNTDOWN key on the keypad to start the Course Walkthru Timer
 HINT: If you wish to interrupt the Course Walk, press the COUNTDOWN key again
 If you wish to abort the Course Walk, press CLEAR TIME

Game Horns

If you are not in the Advanced Menu
 With the Timer stopped and the Status Displaying Dog Agility press SETUP to open the Menu
 Press NEXT CHOICE until you see Press ENTER for Advanced Menu
 Press ENTER and follow the procedure below
Once you are in the Advanced Menu, simply press NEXT CHOICE until you see Press ENTER to SET GAME HORNS
 Press ENTER to enter the Game Horn Menu
 Press ENTER to SET HORN OPTION 1
 Key in the time for Horn 1 using the numbers in the lower left hand corner of each keypad key - This will be the opening sequence before the gamble for Gamblers or the total time for Snooker
 HINT: Press and hold the clear key to reset the time to "0" in the event you put in the incorrect time

Press ENTER after you have selected the correct time
 Key in HORN 2 time - this is the total time including the opening sequence (add the opening sequence time and the gamble time to calculate this number) for Gamblers or 0.00 for Snooker
 Press ENTER after you have selected the correct time
 Press ENTER to SET HORN OPTIONS 2 through 8
 Same as the sequence above for each option
 HINT: Press NEXT CHOICE to skip an Option
 HINT: If you have no other features on the ADVANCED MENU to set, press SETUP to exit the Menu

Time Format

If you are not in the Advanced Menu

With the Timer stopped and the Status Displaying Dog Agility press SETUP to open the Menu
 Press NEXT CHOICE until you see Press ENTER for Advanced Menu
 Press ENTER and follow the procedure below

Once you are in the Advanced Menu, simply press NEXT CHOICE until you see Press ENTER to SET TIME FORMAT

Press ENTER to open the Time Format menu
 Press NEXT CHOICE until the format you want appears in the status display
 Press ENTER to select the format
 HINT: All dog agility venues are currently .00 format

Eye Usage

If you are not in the Advanced Menu

With the Timer stopped and the Status Displaying Dog Agility press SETUP to open the Menu
 Press NEXT CHOICE until you see Press ENTER for Advanced Menu
 Press ENTER and follow the procedure below

Once you are in the Advanced Menu, simply press NEXT CHOICE until you see Press ENTER for EYE USAGE

Press ENTER to open the eye usage menu
 Press NEXT CHOICE until the option you want appears in the status display
 Press ENTER to select the option

The Light Curtain combinations in "Automatic Mode" are as follows:

| Start Eye | Finish Eye | Split Eyes |
|-----------|------------|------------|
| 1 | 2 | 3, 4 |
| 2 | 1 | 3, 4 |
| 3 | 2 | 1, 4 |

Note that If you are using Eye #3 at the Start Obstacle, you must use Eye #2 at the Finish Obstacle.

The Light Curtain combinations in "Start 1, Start 1" mode are as follows:

| Start Eye | Finish Eye | Split Eyes |
|-----------|------------|------------|
| 1 | 1 | 3, 4 |

Note that Eye #2 can not be used as a Split Eye

HandSwitch 1 Usage

HandSwitch 1 is automatically set to be the Table Timer if you have one and HandSwitch 2 is automatically set to be a remote Start/Stop if you have one - other options are available in these menus if you need them.

If you are not in the Advanced Menu

With the Timer stopped and the Status Displaying Dog Agility press SETUP to open the Menu
 Press NEXT CHOICE until you see Press ENTER for Advanced Menu
 Press ENTER and follow the procedure below

Once you are in the Advanced Menu, simply press NEXT CHOICE until you see Press ENTER for HandSw 1 Usage
Press ENTER to open the HandSwitch 1 menu
Press NEXT CHOICE until the option you want appears in the status display
Press ENTER to select the option

HandSwitch 2 Usage

HandSwitch 1 is automatically set to be the Table Timer if you have one and HandSwitch 2 is automatically set to be a remote Start/Stop if you have one - other options are available in these menus if you need them. Use the same procedures for adjusting HandSwitch 2 options as delineated above for HandSwitch 1.

Table Count

The Table Count is automatically set to RESTART when AKC, CKC or AAC is the selected Venue and to CONTINUOUS when the INTL venue is selected. The option to set the Table Count at RESTART or CONTINUOUS is in the primary menu when USDAA is the selected Venue.

If you are not in the Advanced Menu

With the Timer stopped and the Status Displaying Dog Agility press SETUP to open the Menu
Press NEXT CHOICE until you see Press ENTER for Advanced Menu
Press ENTER and follow the procedure below

Once you are in the Advanced Menu, simply press NEXT CHOICE until you see Press ENTER for Table Count

Press ENTER to open the Table Count menu
Press NEXT CHOICE until the option you want appears in the status display
Press ENTER to select the option you want

HINT: Once you have selected an option, the Controller will retain that option until you change it so on September 1, 2006, change the option to Continuous for AKC Trials - See Handswitch 1 Usage on Page 6.

Faults/Second

This is automatically set at 1 Fault/Second for all Venues. When AKC is the selected Venue and you are using this feature, change the option to 2 Faults/Second for Open and 3 Faults/Second for Excellent.

Fault Math

If AKC or CKC are the selected Venues, the Fault Math is automatically set to round down. All other Venues are set for NO ROUNDING.

Program Eyes/Handswitch ID Codes

Each wireless electric eye is permanently programmed with an electronic identification code. No two units have the same ID code. The ID code is transmitted along with other information whenever the electric eye beam is broken or restored. For a set of wireless electric eyes to work with a particular timer console, the timer console must "know" the ID code of the electric eye being used.

If you use a different set of electric eyes or a different timer console than usual or the software in your console was just updated, you must have the timer console "learn" the ID code of the electric eyes being used as detailed below.

Set up the electric eyes and the timer console as normal (The alignment indicators on the timer console will probably not update until after the ID codes have been set).

If you are not in the Advanced Menu

With the Timer stopped and the Status Displaying Dog Agility press SETUP to open the Menu
Press NEXT CHOICE until you see Press ENTER for Advanced Menu
Press ENTER and follow the procedure below

Once you are in the Advanced Menu, simply press NEXT CHOICE until you see Press ENTER to PROG EYES/HndSw

Press ENTER to open the Programming Menu
Press ENTER to Set Eye #1 ID

Press ENTER when you are ready to break the electric eye beam
Break the beam when you see Break Eye #1 Beam Now - As soon as the beam is broken, the timer momentarily displays the ID code for the eye

That's it!

Repeat the process for Eye #2, Eye #3 (Short Light Curtain eye if you have a Full Height Light Curtain system) if you have one and Eye #4 if you have one, Handswitch #1 if you have one and Handswitch #2 if you have one.

HINT: Press NEXT CHOICE to skip any eye you do not need to program.

Program Wireless Speaker

If you have the Wireless Amplified Speaker, you will need to program it's unique ID into the Controller as well.

TURN THE AMPLIFIED SPEAKER OFF!!!!

If you are not in the Advanced Menu

With the Timer stopped and the Status Displaying Dog Agility press SETUP to open the Menu

Press NEXT CHOICE until you see Press ENTER for Advanced Menu

Press ENTER and follow the procedure below

Once you are in the Advanced Menu, simply press NEXT CHOICE until you see Press ENTER to Program Speaker

Press ENTER

Turn the Amplified Speaker ON

You will hear a series of "beeps" followed by the word READY.

When the speaker squawks READY, it is programmed.

HINT: As with the Eyes and HandSwitch, you will not need to reprogram the ID unless you switch speakers or have the Controller software updated.

Program Speaker Options

If you are not in the Advanced Menu

With the Timer stopped and the Status Displaying Dog Agility press SETUP to open the Menu

Press NEXT CHOICE until you see Press ENTER for Advanced Menu

Press ENTER and follow the procedure below

Once you are in the Advanced Menu, simply press NEXT CHOICE until you see Press ENTER for Speaker Options

Press ENTER to enter the Speaker Options Menu

The first choices are for Wireless Speaker operation.

Press ENTER when Wireless ON appears or NEXT CHOICE and then ENTER to select Wireless OFF if you don't have the Wireless Amplified Speaker option

The second set of choices are for the Horn Sound

Press ENTER to select the Buzzer Tone or NEXT CHOICE and then ENTER to select the High Pitch Tone
- We suggest different tones for adjacent rings.

The third set of choices is for the "GO" or "READY" voices. The only voice available without the Wireless Speaker Option is the female "GO"

Press NEXT CHOICE until the option you want appears in the status display. The options available are Male GO, Female GO, Male READY, Female READY or No GO or READY

Press ENTER to select the option you want

Depending on the placement of the Amplified Speaker, you may want the Table Count, Buzzer/Go volume to be louder or quieter.

Press NEXT CHOICE until the option you want appears in the status display. The options available are Table Count Full Volume, Table Count Half Volume, Buzzer (or High Pitched Tone) and Go (or Ready) Full Volume or Buzzer (or High Pitched Tone) and Go (or Ready) Half Volume. Factory defaults are all Full Volume

Press ENTER to select the options you want

HINT: You will need to reset these selections each time you turn the Controller Off

Split Times

This feature is only applicable if you have Split Eye #3 and/or Split Eye #4

If you are not in the Advanced Menu

With the Timer stopped and the Status Displaying Dog Agility press SETUP to open the Menu

Press NEXT CHOICE until you see Press ENTER for Advanced Menu

Press ENTER and follow the procedure below

Once you are in the Advanced Menu, simply press NEXT CHOICE until you see Press ENTER for SPLIT TIMES

Press ENTER to open the Split Times Menu

Press ENTER to select PRINT (Split) TIMES OFF or NEXT CHOICE followed by ENTER to select PRINT (Split) TIMES ON

Press ENTER to select SAVE (Split) TIMES OFF or NEXT CHOICE followed by ENTER to select SAVE (Split) TIMES ON

Press NEXT CHOICE to select Hold for 1 Second, 3 Seconds, 5 Seconds, 10 Seconds or 15 Seconds - this refers to the Scoreboard Display

Output Options

If you are not in the Advanced Menu

With the Timer stopped and the Status Displaying Dog Agility press SETUP to open the Menu

Press NEXT CHOICE until you see Press ENTER for Advanced Menu

Press ENTER and follow the procedure below

Once you are in the Advanced Menu, simply press NEXT CHOICE until you see Press ENTER for Output Options

Press ENTER to enter the Output Options Menu

The first choices are for Wireless Scoreboard operation.

Press ENTER when Wireless SB ON appears if you have a Wireless Scoreboard or NEXT CHOICE and then ENTER to select Wireless SB OFF if you don't have the Wireless Scoreboard option

The second set of choices are for SB Hold Time

Press NEXT CHOICE until the option you want appears in the status display. This option will prevent the last run time from falling off of the Scoreboard for a period of time. The factory default is No Hold Time.

Press ENTER to select the option that you want

The third set of choices is for the Scoreboard Font

Press ENTER for the Default SB Font or NEXT CHOICE and then ENTER to select the Alternate Font

The last series of choices relates Printer Output and Computer Output

Press NEXT CHOICE until the option you want appears in the status display.

Press ENTER to select the options you want

AKC Parameters

If you are not in the Advanced Menu

With the Timer stopped and the Status Displaying Dog Agility press SETUP to open the Menu

Press NEXT CHOICE until you see Press ENTER for Advanced Menu

Press ENTER and follow the procedure below

Once you are in the Advanced Menu, simply press NEXT CHOICE until you see Press ENTER for AKC Parameters

Press ENTER to enter the AKC Parameters Menu

The first choices are for Maximum Time Adder (Maximum Course Time under AKC Regs effective 9/1/2006)

Press NEXT CHOICE and then ENTER for Max Time Adder

Key in the Maximum Time Adder using the numbers in the lower left hand corner of each keypad key. If you key in 0.00, the Maximum Course Time will automatically be set at 1.5 times the Standard Course Time. If you key in 20.00 seconds, the Maximum Course Time will be the Standard Course Time plus 20 seconds.

HINT: Press and hold the clear key to reset the time to "0" in the event you put in the incorrect time

Press ENTER after you have selected the correct time

The second choice is to set the FAST Class Maximum Course Time

Press ENTER to only if you wish to change the Factory set Maximum Course Time of plus 20 seconds

The balance of the choices relate to changing the standard course times for the FAST CLASS. DO NOT enter these menus unless the Standard Times for the FAST Class change

OPERATION OF WIRELESS ELECTRONIC EYES

Batteries:

The electronic eyes (barbell type) operate about 70 hours from a 9 volt alkaline battery (use only alkaline batteries) or (PVC Tube type) about 70 hours from 6 AA alkaline batteries (use only alkaline batteries) . The Power lamp on the unit glows steadily while the battery is good and flashes when the battery is low.

The electric eyes operate at least two hours after the first indication of a low battery. If a unit with a low battery is turned off and then later turned back on, the lamp may glow steadily for some time before it starts flashing again - this does not mean there are more than two more hours of operation remaining.

When storing the electric eyes, always remove the batteries.

Placement of the Electric Eyes and Console:

- 1 - Ensure an unobstructed line-of-sight between the antenna on the timer console and the antennas on the electric eyes.
- 2 - Position the timer console away from other electronic equipment and large metal objects.
- 3 - The eyes should be at least 10 feet away from the timer console.
- 4 - The transmitter/receiver eyes must be at least 3 feet apart to operate properly.

Incllement Weather:

The timer console must always be protected from moisture (rain or snow) and kept dry. Place a 1 gallon clear plastic bag over the Controller to keep it dry in rain or snow. Be sure to seal the bag as best you can at the bottom.

Optical Interference from the Sun:

When the sun is low on the horizon (early morning or late afternoon), be sure that the sun is not shining directly into the face or the Receiver eye (the one with the antennae in the case of the barbell style or the one with the red cap in the case of the PVC tube type). Position the eyes so that the Receiver eye is facing away from the sun and the Transmitter eye is receiving the sun directly.

AMPLIFIED SPEAKER

If you do not have Wireless Speaker Interface for your Amplified Speaker option, connect the Amplifier/Speaker to the Timer Console using the PA/Horn cable provided. The stereo phone plug on one end is plugged into the Timer Console in the spot labeled HORN and the RCA jack is plugged into the Amplifier/Speaker either in the spot labeled Line 1 or the spot labeled line 2. Turn the Amplified Speaker on using the toggle switch on the back of the unit and test the sound by pushing the HORN key on the keypad of the timer console.

If you have the Wireless Speaker Interface, please see programming instructions above and DO NOT connect the PA/Horn cable included for emergency purposes only.

Note that you can also connect a microphone to use this as a PA system and you can connect an additional line from a CD player or computer to play music.

TABLE COUNT HANDSWITCH

This optional feature requires connection to a PA system - either the Optional Amplified Speaker provided by Signature Gear or a similar product connected to the Timer Console by means of the PA/Horn Cable.

Battery:

The Table Count HandSwitch operates about 70 hours from a 9 volt alkaline battery (use only alkaline batteries). The Power lamp on the unit flows steadily while the battery is good and flashes when the battery is low.

The Table Count HandSwitch will operate at least two hours after the first indication of a low battery. If a unit with a low battery is turned off and then later turned back on, the lamp may glow steadily for some time before it starts flashing again - this does not mean there are more than two more hours of operation remaining.

When storing the Table Count HandSwitch always remove the batteries.

Use of the Table Count HandSwitch:

- 1 - The Judge is to have the Table Count Handswitch placed around his/her neck or attached to a belt or a pocket.
- 2 - Press the button on the front of the switch to turn it on.
- 3 - Ensure an unobstructed line-of-sight between the antennae on the timer console and the Table Timer HandSwitch. The judge should test the HandSwitch before beginning to judge the class while in the position he/she will be judging the table and adjust as necessary to verify communication.
- 4 - Position the Amplified Speaker near the Timer Console and adjust the volume before the class begins as necessary to be sure that the count can be heard at the table but will not be too loud to scare the dogs. The Volume can be momentarily adjusted for a handler that is hearing impaired.
- 5 - The Judge should position his/her finger on the button as the dog approaches the table to be ready to press the button as soon as the dog is in the designated position.
- 6 - The Judge presses the button as soon as the dog is in position on the table and should not release the button until the sooner of the completion of the count or the dog leaving the designated position. If a dog leaves the designated

position before the end of the count and the judge releases the button, pushing the button an additional time will either RESTART the count or CONTINUE the count depending on the Venue.

7 - The Judge should count silently with the counter so that he/she can continue the count orally if the switch is inadvertently released or fails while the dog is in the designated position.

Important Reminder:

If you are using the optional A/C Eliminator (Blue battery pack), even if it is in line with the A/C Adapter (110 Volt Electricity), be sure the A/C Eliminator is fully charged each day before using the Table Count HandSwitch or the range on the Table Count HandSwitch will be greatly reduced.

Inclément Weather:

The Table Count HandSwitch must always be protected from moisture (rain or snow) and kept dry. Place a small clear plastic bag over the unit to keep it dry in rain or snow. Be sure to seal the bag as best you can around the HandSwitch.

SEE ATTACHED PICTURES OF TYPICAL HANDSWITCH USAGE

**SIGNATURE GEAR
636-584-0113**

**FCC and Industry Canada Statements
for the
SIGNATURE GEAR Polaris Electronic Timing System**

This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference when the equipment is operated in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instruction manual, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation.

If this equipment does cause harmful interference to radio or television reception, the user is encouraged to try to correct the interference by one or more of the following measures:

- (1) Reorient or relocate the receiving antenna.
- (2) Increase the separation between the equipment and the receiver
- (3) Consult the dealer or radio/TV technician for help

CAUTION: Changes made or modifications not expressly approved by the party responsible for FCC compliance of this equipment could void the user's authority to operate the equipment.

This device has been designed to operate with an antenna having a maximum gain of 3.0 dB. Use of an antenna having a higher gain is strictly prohibited per regulations of Industry Canada. The required antenna impedance is 50 ohms.

To reduce potential radio interference to other users, the antenna type and its gain should be so chosen that the equivalent isotropically radiated power (EIRP) is not more than required for successful communication.