

# TIMER INSTRUCTIONS



Confirm Eyes (on Timer poles) are aligned and ready: Display in lower left corner should show Eye #1 2

## **Standard/Grand Prix/Steeplechase/Jumpers/Pairs**

- 1) Press the GO button when the judge gives you a ready signal (thumbs up, etc.)
- 2) Start and Stop is automatic, just be sure the timer starts (hear the "beep" and the time is increasing)
- 3) If the timer stops mid-run (you hear the "beep"), press the RESTART button...NOT the big black button.
- 4) Once the timer stops, read the time to the scribe to record on the scribe sheet.

## **Gamblers**

- 1) Press the GO button when the judge gives you a ready signal (thumbs up, etc.)
- 2) If there is a Start jump, the timer will start automatically, just be sure the timer starts (hear the "beep" and the time is increasing)
- 3) If there is a start LINE, you need to start the clock manually (press the big black START/STOP button). The judge will show you the line and tell you when to press the button. You start the clock when the DOG crosses the line...not the handler.
- 4) If the timer stops mid-run (you hear the "beep"), press the RESTART button...NOT the big black button.
- 5) There is always a finish jump, the timer will stop automatically at the end of the run. If the dog doesn't cross the finish jump, press the big black START/STOP button to stop the time. Tell the scribe "No Time".
- 6) Once the timer stops, read the time to the scribe to record on the scribe sheet.

## **Snooker**

- 1) Press the GO button when the judge gives you a ready signal (thumbs up, etc.)
- 2) If there is a Start jump, the timer will start automatically, just be sure the timer starts (hear the "beep" and the time is increasing)
- 3) If there is a Start LINE, you need to start the clock manually (press the big black START/STOP button). The judge will show you the line and tell you when to press the button. You start the clock when the DOG crosses the line...not the handler.
- 4) If the timer stops mid-run (you hear the "beep"), press the RESTART button...NOT the big black button.
- 5) If there is a Finish jump, the timer will stop automatically at the end of the run. If the dog doesn't cross the finish jump, press the big black Start/Stop button to stop the time. Tell the scribe "No Time".
- 6) If there is a Finish LINE, you will need to stop the clock manually (press the big black START/STOP button). Sometimes it takes a while for the dog to cross the line, so be patient! :)
- 7) If the judge blows the whistle during the run, keep the time running until the dog either crosses the Finish line or takes the Finish jump. The dog is NOT eliminated...this is the ONLY class in which the dog is not eliminated when the whistle is blown.

## **Changing the horn options for Snooker and Gamblers**

- 1) The judge will enter the horn options for the different jump heights. the timer will need to change the options as the jump heights change. The judge will provide you a list of the option numbers for the jump heights
- 2) To change the horn options:
  - on the timer box, press SETUP
  - press NEXT CHOICE 4 times (you will see Set Game Horns on the display)
  - press ENTER
  - press NEXT CHOICE until you see the option you want (Option 1, 2, 3, etc.)
  - press ENTER when you see the option you want
  - Wait 2 seconds, and then press SETUP

## **Troubleshooting**

Find a Previous Time – Press the PREV button the number of times you need to go back to find a dog's time that has already run

Timer Fails to Start – Press the HORN button to alert the handler and the judge that the timer failed to start

Timer Stops Mid-run – Press the RESTART button...NOT the big black button.