DOG AGILITY SOFTWARE VERSION 1.0
AKC OR CKC VENUE

Standard & JWW Classes Setup Procedure

With the Timer stopped, press SETUP to open the menu
Press ENTER to select Dog Agility Rules
      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 1.5 times the Standard Course Time per AKC and
            CKC Rules
Press ENTER for Faults/Second
      Default is preset at 1 Fault/Second. If you do not have computer scoring, this can be set at 1 Fault/Second for
            Novice, 2 Faults per second for Open or 3 Faults/Second for Excellent to calculate Time Faults.
      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 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 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.
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.

DOG AGILITY SOFTWARE VERSION 1.0
USDAA, AAC, ASCA and NADAC VENUES

Standard & JWW Classes Setup Procedure

With the timer stopped, press SETUP to open the menu
Press ENTER to select Dog Agility Rules
  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 Faults/Second
  Default is preset at 1 Fault/Second.
  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 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 SETUP to exit the Setup menu

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.
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 the start line is the length of the ring, place the timer at either end of the start line
With the timer stopped, press SETUP to open the menu
Press ENTER to select Dog Agility Rules
        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 Faults/Second
Press NEXT CHOICE to skip Set Finish Eye
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 - 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 instruction 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

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.
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.

Snooker Class Setup Procedure

If the start line is the length of the ring, place the timer at either end of the start line
With the timer stopped, press SETUP to open the menu
Press ENTER to select Dog Agility Rules
        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 Faults/Second
Press NEXT CHOICE to skip Set Finish Eye
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 instruction 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

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.
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.

ADDITIONAL FEATURES IN THE ADVANCED MENU

Walkthru Time

With the timer stopped, press SETUP to open the Menu
Press NEXT CHOICE until you see Press ENTER for ADVANCED MENU
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 Walk Timer
      HINT: If you wish to abort the Course Walk, press the COUNTDOWN key again

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

Horn Sound

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 HORN SOUND
      Press ENTER to open the horn sound menu
      Press NEXT CHOICE until the sound you want appears in the status display
      Press ENTER to select BUZZER or HIGH PITCHED TONE
      HINT: With two ring it is advisable to put a different sound in each ring

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

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.

Faults/Second

This is automatically set at 1 Fault/Second for all Venues. When AKC is the selected Venue, the option to change the Faults/Second appears in the opening Menu.

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.

Electric Eye 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 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, Handswitch #1 if you have one, Handswitch #2 if you have one, Split Eye #3 if you
         have one and Split Eye #4 if you have one.
      HINT: Press NEXT CHOICE to skip any eye you do not need to program.

HandSwitch 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.

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 TIMES OFF or NEXT CHOICE followed by ENTER to select PRINT TIMES ON
  Press ENTER to select SAVE TIMES OFF or NEXT CHOICE followed by ENTER to select SAVE 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

Operation of Wireless Electric Eyes

Batteries:

The electric eyes operate about 70 hours from the 6-AA battery pack. 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 transporting or storing the electric eyes for an extended period of time, always remove the battery pack.

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.

Inclement Weather:

The electric eyes and the timer console must always be protected from moisture (rain or snow) and kept dry. Place a 1 gallon clear plastic bag over each unit to keep them 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). Position the eyes so that the Receiver eye is facing away from the sun and the Transmitter eye is receiving the sun directly.

Amplifier/Speaker

If you have the Amplifier/Speaker option, connect the Amplifier/Speaker to the Timer Console using the PA/Horn cable provided. The stereo phone plus 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 Amplifier/Speaker on using the toggle switch on the back or the unit and test the sound by pushing the HORN key on the keypad of the timer console.

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.

FCC and Industry Canada Information
Polaris Timer Console

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.

CAUTION: Use of cables other than those provided as original equipment with timer peripherals will void FCC compliance of the Polaris timer console.