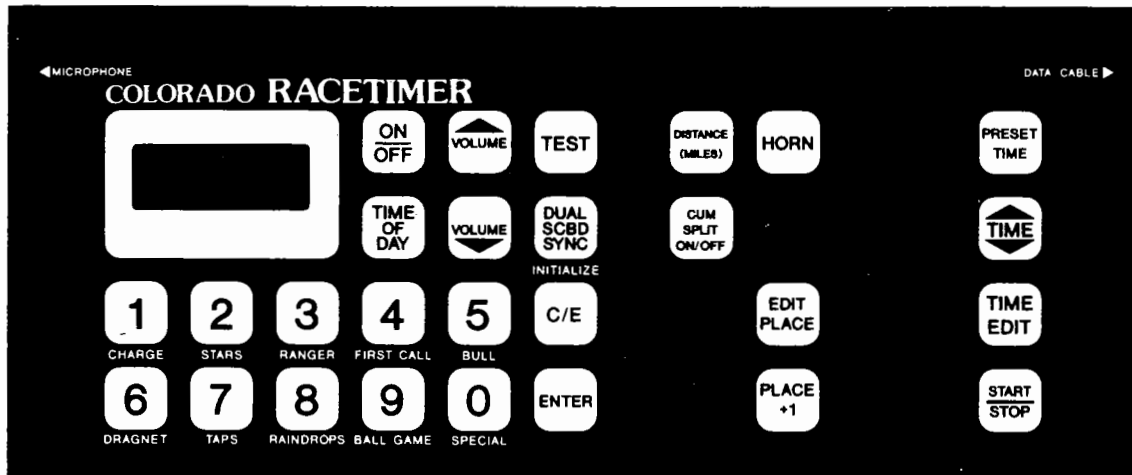


# RACETIMER CLOCK

## CONSOLE OPERATING INSTRUCTIONS



**Model RT - RaceTimer Clock**

### PRESET TIME

Apply power to the clock (scoreboard). Refer to your **SCOREBOARD INSTALLATION MANUAL (F290)**. The clock displays 0:00 and is set for the count time UP mode.

Initially, the scoreboard displays a preprogrammed Preset Time of 65:00. This establishes the clock to count time up indefinitely. If you wish to establish a custom preset time to suit you need, follow these steps:

1. Press the PRESET TIME key once.
2. Using the numeric keys on the console, enter the desired Preset Time. The console LCD display indicates the time you've entered.
3. Press the ENTER key once to display the new Preset Time.

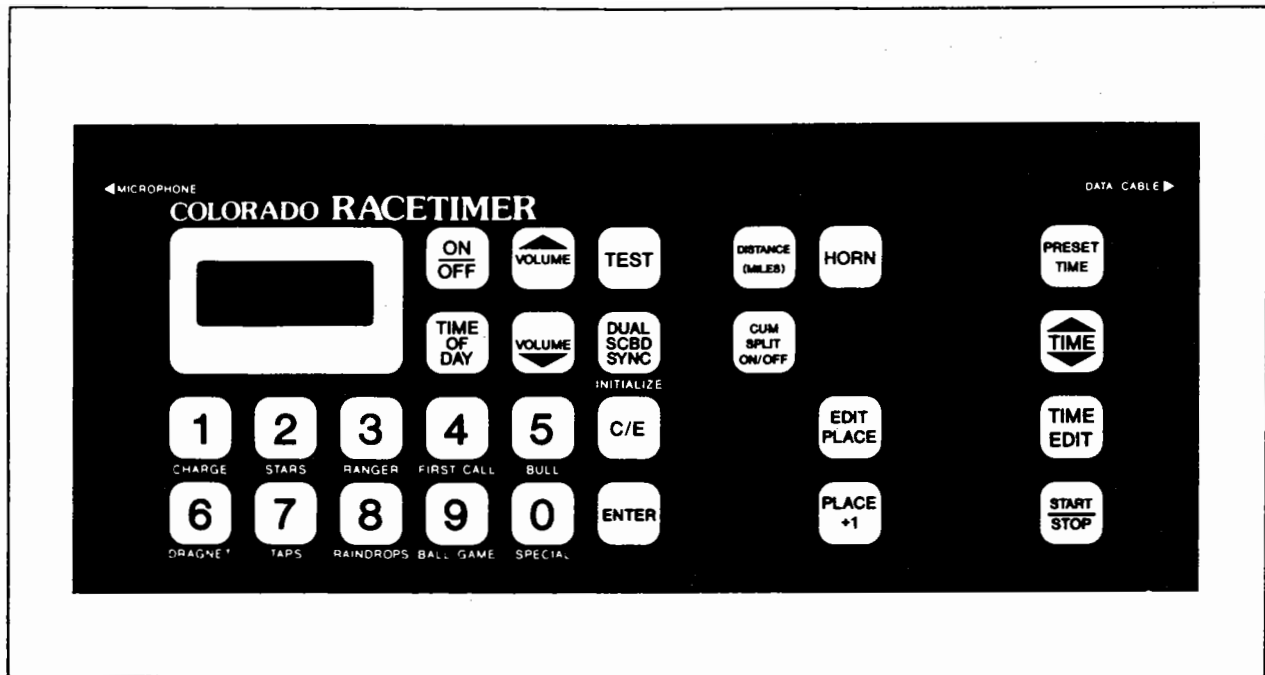
**NOTE:** To restore the Preset Time once the clock has counted down to 0:00, press the **TIME COUNT UP/DOWN** key twice. The Preset Time will have to be reprogrammed after each time electrical power is removed from the system.

### TIME COUNT UP/DOWN

This key is used to set the clock to count time down from the preset time to 0:00; **OR**, to count time up from 0:00 to the preset time.

Press the key once. If "dn" (down) appears in the console LCD window when the START key is pressed, the clock starts at the preset time and counts time down to 0:00. The horn sounds automatically at 0:00.

Press the key once. If "UP" appears in the console LCD window, when the



**Model RT - RaceTimer Clock**

START key is pressed, the clock starts at 0:00 and counts time up to the preset time. Upon reaching the preset time, the clock automatically stops and the horn sounds.

### TIME EDIT

This key is used to edit the time displayed. With the clock stopped, first select the **Count Time Up** or **Count Time Down** mode. Then, press TIME EDIT once. Next, using the numeric keys on the console, enter the time desired. The console LCD display indicates the time entered. Finally, press the ENTER key once. The time immediately changes on the scoreboard to the time entered.

For example, if 7:45 is indicated on the clock, and you want to change the time displayed to 9:24, with the clock stopped, first press the TIME EDIT key once. Then, using the numeric keys on the console, press the "9", then the "2", then finally "4". The LCD console

display will indicate 9:24. Now press the ENTER key once. The display on the clock changes immediately to 9:24.

### START/STOP

Press this key once to start the clock. Press the key again to stop the clock.

All time editing, PLACE editing, and changing count UP/DOWN functions must be performed with the clock in the "stop" mode.

**NOTE:** If you purchased Model RT-5, only minutes and seconds display during running time. The "tenths" digit displays once the STOP key is pressed.

### DISTANCE (MILES)

**NOTE:** This keyboard function operates only if you purchased Model RT-4.

To display the PACE, press this key once and enter the distance from the

start of the race to the clock (scoreboard) location. Entry format is in miles and decimal miles (MM.M). For example, for a 10K race, enter "6" followed by "2" to represent 6.2 miles. Press ENTER to store the information at the clock (scoreboard).

## **CUM SPLIT ON/OFF**

(Cumulative Split Time) When the cumulative split time function is ON, the RaceTimer display of running time is disabled (or interrupted and the cumulative split time is displayed on the clock. To display the cumulative split time, press the CUM SPLIT ON/OFF key once. The RaceTimer display of running time is reinstated on the clock when the CUM SPLIT ON/OFF key is pressed a second time.

## **HORN**

Press to sound game horn manually. Volume of the horn is preset at the factory.

**NOTE:** The horn sounds automatically when the clock reaches 0:00.

## **PLACE +1**

**NOTE:** This keyboard function operates only if you purchased Model RT-2.

To increment the "Place" display by one, press the key once. Each time the key is pressed, the Place display will increase by one (to a possible 9,999 places).

## **EDIT PLACE**

**NOTE:** This keyboard function operates only if you purchased Model RT-2.

To edit or to change the "Place", press this key once. Then, using the numeric keys on the console, enter the corrected (edited) place. The LCD console display will indicate which number is entered. Finally, press the ENTER key once. The display will change immediately on the scoreboard (clock).

## **VOLUME**

The two volume keys adjust the PA volume up or down. Each time you press the key, the LCD console display indicates the relative power level of the PA. (Setting "1" is the lowest level and "16" is the highest level.)

- » Press the ARROW UP key to raise the volume level.
- » Press the ARROW DOWN key to lower volume level.
- » When held down, the level steps up (or down) until maximum (or minimum) level is attained.

**NOTE:** The volume keys do not adjust the volume of the horn.

## **TEST**

Press the TEST key once to display battery voltage in the LCD window. If the voltage displayed is less than 10 volts, your battery needs to be charged. During operation of the scoreboard, "Lob" will be displayed in the LCD window to warn that you have a low battery.

Press the TEST key twice quickly to check or test the scoreboard. The scoreboard sequentially displays "8's" until all digits have turned on. Several seconds later, the scoreboard display returns with the same data displayed originally. The console LCD displays "88:88" throughout the test.

## DUAL SCBD SYNC

(Dual Scoreboard Synchronization) This key is used when you are operating two or more scoreboard displays from the same operator's console. After all scoreboard connections have been made and electrical power applied to the scoreboards, press this key once. The scoreboards will now be synchronized.

## ENTER

Press after manually entering (via the numeric keys) a Home Score, Guest Score, Time Edit, or Time-of-Day.

## C/E

(Clear Entry) Press to clear an entry at the console prior to pressing the ENTER key. If you press ENTER prior to clearing an entry, you will have to perform the original operation over again. The C/E key also terminates a sport tune.

## SPORT TUNES

The numeric keys are used for manually entering or editing times and/or scores as previously explained.

The numeric keys have a secondary function of sport tunes selection. Press the corresponding numeric key to play a particular sport tune. For example, to play "CHARGE", press the "1"; to play "FIRST CALL", press the "4".

**NOTE:** You have the option of **enabling or disabling** the sport tunes

by adjusting selector switch #5 (the selector switch is located on the scoreboard's control board). Refer to your "SCOREBOARD INSTALLATION MANUAL" #F290, page 3-2 for a complete explanation.

## PA OPERATION

Every COLORADO scoreboard system includes a built-in public address amplifier, 40-watt weatherproof speaker, and a hand-held microphone. The microphone plugs into the jack on the left-hand side of the operator's console. Volume is controlled by the VOLUME UP/DOWN keys.

To announce over the PA system, hold the microphone close to your mouth, depress the button on the microphone, and speak clearly into the microphone.

Optional Music Adapter: If you purchased the optional music adapter, Model MA-1 (tape cassette interface cable), plug the 1/4-inch plug into the microphone jack located on the console, and plug the 1/8-inch phone plug into the headphone jack on your tape recorder. Adjust the volume on your tape recorder to prevent distortion over the PA. This optional adapter allows you to amplify over the PA songs such as "The Star Spangled Banner".

If you have any questions regarding the operation of this or any Colorado Time Systems equipment, please call our Customer Service Representatives at 970/667-1000.

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