

# SportTIMER-3000 Recording Lap Timer

**Controller, START/FINISH Beam  
4 or 6 Digit Big Display (optional)  
Operating Instruction Manual  
Version 1.0**



(optional mini-tripods and 6-digit display shown)

## Multiple lap Recording Lap Timer Controller, START/FINISH Beam and Display

Thank you for purchasing our SportTIMER-3000 Controller, Beam and Display. A portable, flexible and economic answer to your timing and scoring needs. Please check the shipping box to make sure all components on your order were received undamaged:

Controller, 1 set of IR Beams (consisting of a Transmitter and Receiver), Beam cable, Optional Tripod Mounts, Optional Big LCD Display with 9/110 Volt AC Power Supply.

### A Brief Description of the Components:

#### Controller

A yellow in color, small box, which has a small LCD Display, a four button keyboard and a RJ9 (telephone style jack on the side) Turn the Controller ON by pressing and holding the **START/RESET** button for 3 seconds. Turn the Controller OFF by pressing and holding the **MODE** button for 3 seconds.

IR Beam – Consisting of a black box (the Receiver) and a small yellow box (the Transmitter)

Beam Cable Custom length RJ11/RJ11 Cable (From Beam to Controller)  
Optional Tripod Mounts, or other mounting Used to position IR Beam at START/FINISH line. Also used to hold the optional Big Display upright on a flat surface.

Big LCD Display (If Purchased) - Either a 6.75" x 14.5" (4 Digit Display) or 6.75 x 21" (6 Digit Display) yellow case with a clear plastic display window on one side. It can be used with either the enclosed AC Adapter, or a 9VDC Alkaline Battery. It is turned on with the small black button on left side of Display - Up for 'On' and Down for 'Off'.

Power Supply 9/110 Volt AC Power Adapter that can be used if 110 Volt Power is available, included with a Big Display.

Operating Instructions - which you are now reading.

(Components may not all be exactly as shown due to manufacturing revisions)

### **The Multiple lap Recording Lap Timer offers multiple configurations of START and STOP functions**

#### **START/FINISH using IR Beam**

- **Manual pushbutton START, IR Beam STOP**  
**IR Beam START, manual pushbutton STOP**
- **Manual pushbutton START and STOP (stopwatch mode)**  
**with or without IR Beam attached**
- **Multiple START/STOP IR Beams – Any Beam STARTS or STOPS Timer**

**Some functions may require additional parts or cables  
(not included)**

### **How to Setup the Sport-TIMER 3000™ Lap-Timer and Display.**

#### **Setup**

Install a 9 Volt Alkaline Battery in the battery compartment of the Controller, and a 9 Volt Alkaline Battery in the Transmitter (Yellow Box) and then plug the 25 Foot Cable into the jack on the side of the controller and the rear of the Receiver. (Black Box)

Mount your Beam (Transmitter and Receiver) on two suitable tripods. Then either a 9 Volt Alkaline Battery or plug the 9 volt/110 volt power adapter (included) into the small plug located on the bottom of the Large Display if purchased and then into a suitable power source.

#### **The Display**

Turn on the Large Display. A four digit ID will appear on the screen and then the Display will display to 0.00.

### **Distributed By:**

**THUNDERPAWS Racing Equipment**  
P.O. Box 3033  
Leslie, MO 63056  
573-484-0030  
[support@raceqp.com](mailto:support@raceqp.com)  
[www.raceqp.com](http://www.raceqp.com)

## How to Setup the Sport-TIMER 3000™ Lap-Timer Controller To Time Laps

### The Controller has three setup modes.

“no” = Number of Laps to be run, “Set” = Beam Delay Time and “id” to set the Controller ID, should you be using an optional Large Display.

### To enter one of the three modes.

**Note:** Display screen on the Controller must be blank for the following setup. If not, push and hold the **MODE** key for two (2) seconds or longer and release to blank the display.

Press and hold down the **MODE** key for two (2) seconds or longer until either “no” - “Set” - “id” appears, then release the key to select the program you would like to change.

Using the up or down arrows, change the setup configuration for that particular program, either “no” for number of laps, “Set” for delay time or “id” for the display ID setting.

- **no** = any number between 1 and 25 to set the number of laps you wish to run.
  - **Set** = an number between 0 and 200 in seconds. This is the time that the Beams are turned off after being triggered to allow large objects to clear the Beam before it records another lap.
  - **Id** = See “How to Use the Optional BIG Display” to set the display ID
- Once your timer configuration has been set up:

Hold down the **MODE** key for two (2) seconds or longer to exit the setup mode and store your choices. (the Controller screen will go blank to confirm your selections ).

Your choice is now stored in memory and will remain stored unless changed using the above setup.

**Note:** Removing or changing a Battery will not effect this stored setup.

## How to Use the Controller with START/FINISH IR Beam (For Multiple lap Events)

Install a 9 Volt **Alkaline Battery** in the Battery compartment of the SportTIMER-3000 Controller.

Install an 9 Volt **Alkaline Battery** in the Battery Compartment of the IR Beam Transmitter.(yellow box)

Mount the IR Beam Receiver Box (black box) onto a suitable tripod (not included) at the desired height at one side of the START/FINISH Line.

Mount the IR Beam Transmitter (yellow box) on a suitable tripod and position it between 3 and 120 Feet away on the other side of the START/FINISH Line. Turn on the Transmitter using the small switch on the side of the Transmitter and aim it in the direction of the Receiver and Controller. (**Note:** Distances greater than 120 Feet are possible but you must use fresh batteries in both the Controller and Transmitter)

IR Beams may also be mounted on vertical or horizontal surfaces, or attached to other objects, fences, etc., using our universal tunnel brackets (not included) or any other means of mounting, using the standard tripod socket on the beams (1/4” – 20 UNC thread).

### IR Beam at START/FINISH Line:

Plug one end of a Beam cable (included) into the jack on the back of the IR Beam Receiver (black box) and the other end of the cable into the jack on the SportTIMER-3000 Controller.

Turn on the Controller by pushing and holding the **START/RESET** button in for three seconds and then releasing. A “0” will appear in the upper right corner (seconds) and “000” will appear in the bottom left corner (thousands of a second) of the Controllers screen. Please note that the red (LED) light on the back of each IR Beam Receiver is now on solid or blinking, telling the user it is looking for the Transmitter. Now aim the Receiver towards the Transmitter.

Observe a Red light (LED) on the back of the Receiver. Move the Receiver on its stand, pointing it in the direction of the Transmitter. When the units are aligned the Red (LED) will be on solid, indicating alignment of the two units and creating a invisible thin beam between the units. A second indication of a correctly aligned Beam is when the Display on the Controller turns on the word “on” above the “000” on its display. (This feature will help in alignment in bright sunlight).

## Using the Controller, Display, Beam (Receiver and Transmitter) when they are aligned.

Moving through the invisible beam between the Receiver and the Transmitter at the START/FINISH Line will ZERO the timer and start the clock running on the Controller, moving through the IR Beam again will stop the clock. Record this finish time as the competitors time.

**Note:** Timer START or STOP can always override the IR Beams by manually pressing the **START/RESET** button on the SportTIMER-3000 Timer.

### Turning “OFF” your Controller and IR Beam Receiver (\*Important\*)

The Controller must be stopped for this operation, if it is running, simply push and release the **START/RESET** button to stop the clock, if the Controller has any data on its screen, push and hold the **MODE** key for three seconds or until the Controller LCD goes blank. **To turn the IR Beam Receiver(s) “OFF” always unplug it from the Controller when not in use.**

## How to Use the Optional BIG Display

### 4 or 6 Digit Display (If Purchased)

Install an 9 Volt **Alkaline Battery** in the Battery Compartment of the 4 or 6 Digit Display or using the 110 Volt adapter plug the Display into a suitable 110 volt outlet. Turn on the Display using the on and off switch on the left side of the Display. Your Time will be Displayed on the Display as the Controller runs.

### Large Display Setup (May not be required)

The Controller is factory set before it leaves the factory to the 4 or 6 Digit Display's ID. This ID is displayed on the 4 or 6 Digit Display when it is turned on and is unique to each Display. (Example ID 1234)

You can change this ID if necessary or if you are using a Display other than the one that you purchased. With the Controller screen blank, push and hold the **MODE** button until the letters “id” appear on the Controller's screen, and release, you will then see four numbers, with the first one flashing, using the up arrow to change the first number to match the ID you would like to enter, push the Mode Key to move to the next number and so on to change the four number. Push and release the Mode Key on the fourth number to store the new ID. Removing the batteries will not affect this configuration in memory.

## How to Run the Sport-TIMER 3000™ Lap-Counter Controller to run an Event.

### To Run the event, count your laps and store your Lap Times

First turn on the Large Display (if purchased) and then hold the ‘**START-RESET**’ key on the Controller for one (1) second or longer and release, both the Controller and Large Display (if purchased) will show the selected time. 0.000 and 1 for Lap one on the Controller and 0 on the Large Display if purchased.( Ready to Start Position ).

Passing through the Beam will now start the timing for Lap one, passing through the Beam a second time will record Lap one and reset the Controller to start timing Lap two. This will continue until the number of laps you selected in the setup program has been reached.

The Sport Timer will sound a “BEEP” at the end of the last lap as set in the Timer configuration.

**Note:** You may also manual start and record laps by pressing and releasing the **START/RESET** Key. See Tip 2 for more information.

### Note:

At anytime during the event you may stop to event by simple holding the **MODE** Key for two seconds or less, until the Controller sounds a “BEEP” and goes into the review mode. At this time you can if required review all recorded laps up to the time the Controller was stopped by pushing a release the **MODE** key of one second or less.

### \*\* Important: Turning off your Controller.\*\*

Hold down the **MODE** key for two (2) seconds or longer to turn off the Controller (the screen will go blank) and the Red LED on the back of the Receiver if attached will go out, indicating that the units are off. This will save your battery when the unit is not in use.

### Tip 1:

You may at anytime stop your event but simply pressing and releasing the **START/RESET** key. Pressing and releasing the **START/ RESET** key a second time will resume the event. With the time stopped you may reset your event to the set time in memory by simply pressing and holding the **MODE** key. (Reset the Event)

### Tip 2:

The Controller has been designed to work (stop and start) on the release of the **START/RESET** Key if used manually, this method has been proven to be the most accurate method of manual Timing. Practice this function before use. Example push and release to start / push and release to stop. Holding the **START/RESET** key, in, before the end of the event and then release is recommended, in if you intend to stop the event early.

### Important Hint.

When aligning the Transmitter and Receiver if you are using an adjustable tripod, tilt the Receiver (Black Box) up until the light on the back of the Receiver flashes then down until it starts to flash then adjust the vertical height in the middle of these two setting and the light is on solid. Adjust the horizontal the same way moving the Receiver left and right until the light on the back of the Receiver flashes then adjust the tripod to achieve the centering of the beam with the Transmitter and the light is on solid. This procedure assure that Beam is centered between the Receiver and Transmitter.

**Note:** Gate width in excess of 120 Feet is possible but care must be taken that the batteries in both the Display and Transmitter are fairly fresh. Use Alkaline Batteries Only, and check the expiry dates!

**DON'T RISK YOUR EVENT. ALWAYS USE FRESH BATTERIES!!!**

### Optional Mobile IR Receiver and IR Transponder



### Mounting:

Mount the Sport Timer 3000 Lap Timer in a secure and convenient location so the driver can see it.

Securely mount the Mobile IR Receiver on the vehicle frame in a location where the "window" can see to one side of the vehicle. Plug the Mobile IR Receiver into the Sport Timer. Secure the wire that runs between them with tape or wire ties.

Install 9V Alkaline batteries in each unit and mount the IR Transponder trackside on a suitable tripod so that the bottom transponder is at the same level above ground as the Mobile Receiver is mounted on the vehicle. Locate it on the side of the track so that the Mobile IR Receivers can "see" the IR Transponder as they pass by.

### Operation during an event:

Turn on all 4 units on the trackside IR Transponder using the switches located on the side of each unit.

Press and hold the START/RESET button on each competitor's Sport Timer until the Time display shows 000 time and lap 1

Each time the vehicle passes by the trackside IR Transponder, the Mobile IR Receiver will detect the IR beam and send a signal to the Sport Timer to reset to 0 and start to time another lap. The Sport Timer will display the current lap number and the running time for that lap.

If a trackside Big Display is in use, it will show the lap time for the previous lap for that competitor that has just passed the IR Transponder, for any competitor where the Timer and Display ID numbers are identical.

The Sport Timer will sound a "BEEP" at the end of the last lap as set in the Timer configuration.

### Reviewing the recorded lap times in memory:

At anytime during the event you may stop the event by simply holding the **MODE** Key for two seconds or less, until the Controller sounds a "BEEP" and goes into the review mode. At this time you can review all recorded laps up to the time the Controller was stopped by pushing and releasing the **MODE** key to scroll through the laps from 1 up to the total laps configured.

## RECORD OF PURCHASE

The Controller, Display and Beams (Transmitter and Receiver) are fully warranted to the original purchaser against any defects or workmanship for one year from the date of purchase from an approved Dealer. This warranty does not cover physical damage & will be voided if any attempt has been made to remove the sealed covers on the Display or Beams (Transmitter and Receiver). It is not necessary to register your warranty, your receipt from the reseller will be considered the start date of your warranty.

Display Serial Number \_\_\_\_\_

Purchase Date \_\_\_\_\_

Purchased from: \_\_\_\_\_

Dealer \_\_\_\_\_

Address \_\_\_\_\_

City \_\_\_\_\_ State/Prov. \_\_\_\_\_ Zip/PC \_\_\_\_\_

Should our products require service and to assure prompt repair, please call our Toll Free Support Line for instructions and if instructed, package the unit in a secure container with proof of purchase.

Outside of Canada mark the container "**CANADIAN GOODS RETURNING FOR REPAIR**" in plain view, and return the defective unit postage paid to:

**R. U. READY Electronics Ltd.**

**P.O. Box 10**

**Inverary, Ontario,**

**Canada, K0H 1X0**

**Phone 613-353-1911**

**Fax 613-353-2003**

**Your Dealer is NOT equipped to support our Products**

**For Technical Support or Repairs**

**Please Call Toll Free**

**1- 877- 84 SPEED (77333)**

**Or contact your Distributor:**

**THUNDERPAWS Racing Equipment**

**P.O. Box 3033**

**Leslie, MO 63056**

**573-484-0030**

[support@raceqp.com](mailto:support@raceqp.com)

[www.raceqp.com](http://www.raceqp.com)

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Except as provided herein, we shall have no liability or responsibility to the purchaser or any other person or entity with respect to any liability, loss or damages caused or alleged to be directly or indirectly by use of this product, including, but not limited to, any incidental or consequential damages.

Some states or countries do not allow the limitation or exclusion of incidental or consequential damages or limitations on the length of implied warranties; therefore, the aforesaid limitations or exclusions may not apply to you. This warranty gives you specific legal rights and you may also have other rights, which vary from state to state.