

# TT-3000 Timer

## GTG, Lure Coursing and Agility Tips and Tricks

- **Use of multiple START and STOP Beams for multiple tunnels**
- **SuperEarth and other special GTG tunnels**
- **Agility - basic setup schemes**
- **Lure Coursing setup**
- **More Tips and Tricks**

### Operating Guide Version 1



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May 22, 2009  
Version 1.0

### Multiple configurations of START and STOP functions, using multiple IR Beams, for Go-To-Ground events

A single TT-3000 Timer can be used in conditions that require more than 1 START and/or STOP Beam.

An example would be a single Go-To-Ground judge with 2 separate tunnels (but 1 dog at a time). It is possible to use an individual IR Beam at each tunnel entrance, and connected together to a single TT-3000 Timer. When a dog enters EITHER tunnel, the corresponding START Beam would be broken and the Timer would be started. If each tunnel has a separate end(almost always the case), then a STOP Beam would be needed at EACH end, connected together the same way. When the dog reaches EITHER tunnel end, the Timer would be stopped

If the ends of multiple tunnels are next to each other, it is possible to use a single STOP Beam. A Transmitter would be mounted on the outside of one tunnel end, at a hole drilled in the correct location. Opposite that hole, a hole would be drilled in EACH tunnel end so that the IR light Beam from the transmitter can shine through BOTH tunnels. Finally another hole is drilled on the outside of the second and the Receiver is mounted at that hole. With all 4 holes lined up, a dog reaching EITHER tunnel end would trip the STOP Beam and stop the Timer. If the ends of multiple tunnels are separate, a STOP Beam will be required on each tunnel end.

These functions require additional parts or cables:

To connect two START Beams or two STOP Beams, use a Beam Combiner "Y" cable. It is made up of 3 lengths of cable, connected together in a "Y" configuration. Two of the cable ends have RJ9 connectors to plug into the two Beams. The third cable end has an RJ11 connector to plug into either the **GREEN** or **RED** Start or Stop ports on a standard Beam Splitter "Y".

We do not recommend more than a total of 4 Beams (any combination) be connected to a single TT-3000 Timer at one time. Always use a fresh battery in the TT-3000 Timer because of the additional power load of multiple Beams.

### SuperEarth and other special GTG setups using special configurations of START and STOP functions

Unlike a standard stopwatch, the TT-3000 can receive completely separate START and STOP signals. When you use the IR Beams, these signals are routed through the Beam Splitter "Y". START signals are recognized at the **GREEN** port of the "Y" and STOP signals at the **RED** port. Manual pushbutton (**START/RESET**) will always override the IR Beam signals.

SuperEarth or other special GTG events with multiple entrances that require the dog be dropped into the course by the handler can be timed by the judge with a combination of manual and IR Beam START and FINISH. Install a Beam at the end of the tunnel as usual and plug it into the **RED** port on the Beam Splitter "Y" and nothing in the **GREEN** port. The judge will use the manual pushbutton (**START/RESET**) to START the timer when the dog is dropped, and the FINISH Beam will STOP the timer when the dog reaches the end. This is the preferred method.

If you want fully electronic START and FINISH, you might consider placing a START Beam(plugged into the **GREEN** port) in such a way that it covers ALL of the multiple entrances, or so that it detects when the dog is dropped onto the course by the handler. Beams work effectively over a distance as great as 120 ft.

The general rule is: To use an IR Beam to START, and manual pushbutton to STOP, simply plug in the IR Beam to the **GREEN** port. Or just use an IR Beam in the **RED** port for STOP and manual pushbutton for START.

You can also use combinations of multiple (or none) IR Beams as either START or STOP Beams. A Beam Combiner "Y" cable is used to connect two Beams for a single function, either START line or FINISH line.

Remember, if the Countdown Timer is set for any value other than Zero, breaking the STOP beam will lock out *all* START Beams, until countdown reaches Zero, or the **START/RESET** button is pressed. The **START/RESET** button will always override a Beam, it is never locked out.

May 22, 2009  
Version 1.0

## Tips and tricks for judging GTG with the TT-3000

Suggestions and ideas from actual judges who have used it.

The handy metal Bilbo bracket can be mounted anywhere, on a tunnel end for example, with a screw through the short foot, and the TT-3000 Timer belt clip on the back can be slipped over the end of the bracket, keeping it in clear sight of the judge. This allows complete hands-free timing of the tunnel under normal circumstances.

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If you are judging a tunnel that has 2 different working time requirements, for example 30 seconds for pups and 60 seconds for adults, set the working timer to the larger of the two. (60 seconds for example) When you judge a pup, you can watch for the working timer to count down from 60 to 30. But **ALWAYS** make sure the countdown timer has reached 00 before you start the next dog.

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Turn the working timer "beep" on and you will always know the working timer has counted down to 00. It also helps your steward get the next competitor ready. And of course, you can always turn the "beep" OFF if you don't want to use it.

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If you don't actually use the working timer we still recommend that it be set for 10 seconds or more, so you always have time to record the time before the system resets for the next dog.

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Pups or other classes that allow exit and re-entry of the tunnel one or more times will still be accurately timed, because the START Beam is locked-out once it is tripped, and also while the working timer is counting down. When the STOP Beam is tripped at the tunnel end and the working timer starts, make sure you make a note of the time before it counts down to 00. Once it hits 00 if the dog exits and breaks the START Beam, it will reset and start the time as if it were the next dog.

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Whenever a dog completes the course and the countdown working timer reaches zero, you are immediately ready for the next dog, nothing to reset, nothing to start. The fastest way to run a LOT of dogs through GTG during the day is to have your steward watch after you call the handler back to retrieve their dog. As soon as the dog is securely under the handler's control (this will avoid conflicts between dogs), the steward can start to get the next competitor in line up to the START line. The judge should check the Timer display to make sure it is NOT running, and the countdown timer is at 00, then he can signal the handler he is ready.

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If a dog does not finish by tripping the STOP Beam, or if the START Beam is accidentally tripped, the timer will continue to run. The judge needs to stop the timer by pressing the **START/RESET** button. This will stop the timer and start the working timer. Press and hold the **MODE** button for 1 second to stop the working timer. You are now ready for the next dog.

## Excerpt from the 2008 JRTCA Trial Rulebook For electronic timing of GTG events

The use of electronic timers at a JRTCA sanctioned trial is acceptable under the guidelines provided.

If electronic GTG timer is used the following rules apply:

- a) The electronic timer is activated when a terrier crosses a beam at the starting end of the GTG tunnel. The starting line is to be set up two feet back from the entrance to the tunnel. When a competing terrier crosses the beam at that starting line, timing will commence. Another beam will be activated 18 inches from the quarry at the end of the tunnel. When the terrier breaks that beam, the electronic clock will be stopped. The electronic timing is then written by the judge on the GTG score sheet.
- b). If a terrier does not move directly past the starting line and break the electronic beam when released, the judge should make note on the score sheet of how long a time the terrier spent between its release and when it broke the starting beam. That time should be added to that terrier's time to quarry.
- c). All other JRTCA GTG Rules remain unchanged, i.e., those relating to the working performance of the terrier at the quarry.

## Straight line racing, Lure Coursing and Agility

Straight-line racing and Lure Coursing will typically use START and STOP Beams mounted at different locations on mini-tripods or other mounts at or near ground level.

Agility courses will use Beams mounted near or on agility objects, or Beams at ground level at the approach to or exit from an object.

If your START and FINISH line locations are the same, you can mount a START Beam and a STOP Beam Receiver (black boxes) alongside each other, plugged in to the **GREEN** and **RED** ports. Then use a *single* Beam Transmitter (yellow box) on the other side of the START/FINISH line. Or, you can "piggy-back" the START and STOP Receivers on top of each other on a single tripod or mount, using tape, rubber bands or snap-ties.

The Universal Tunnel Bracket has holes that can be used to attach to the Beams. It can be attached in several different positions, and the other holes used to mount to Agility objects, fences, or other supports. Or you can use your own mounts to attach to the standard 1/4"-20 tripod socket on each Beam unit. Be careful not to over tighten the screws so that the plastic cases are not distorted or broken.

Set the Working Timer for 1 second (or anything a little over 1) and turn the "beep" ON, and when a competitor trips the STOP Beam, the "beep" will sound. Make a note of the time. You are then immediately ready for the next competitor when it counts down to 00. Normal operation is completely "hands-off"!

If a dog does not finish by tripping the STOP Beam, or if the START Beam is accidentally tripped, the timer will continue to run. The judge needs to stop the timer by pressing the **START/RESET** button. This will stop the timer and start the working timer countdown. When it counts down to 00 (and "beeps" if the "beep" is turned ON) you are ready for the next dog.