

3.3 SPT TIMER

The SPT timer gives you six ends of hold/rest functionality.

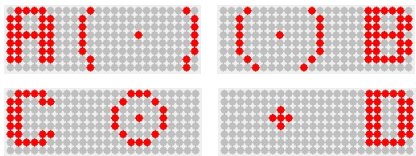
Any value less than 8 seconds gives you 14 seconds rest time (this allows you the ability to perform the 7/14 training exercise), eight seconds or above and the rest time is double the hold time. For example:

Hold Time	Rest Time
5 seconds	14 seconds
7 seconds	14 seconds
10 seconds	20 seconds
30 seconds	60 seconds

4. LEARNING

If you loose/break a remote, you can make the unit learn a new one. It will remember this new remote even if the power is turned off/on.

Once the timer is turned on and in "mode" selection, press the red learn button on the underside of the unit. You will see the word "LEARN" and the unit will start asking you to press each of the four buttons.



If the timer detects four distinct buttons being pressed, it will display "SAVED!", otherwise it will display "FAILED!" and revert back to the previously stored remote codes.

EXPERIMENTAL: You can use this feature to program one remote to control two or more units simultaneously. Position of timers in relation to remote is important.

5. CHARGING

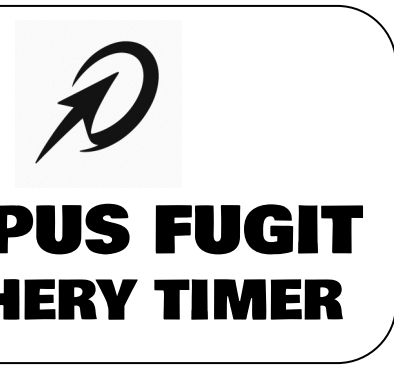
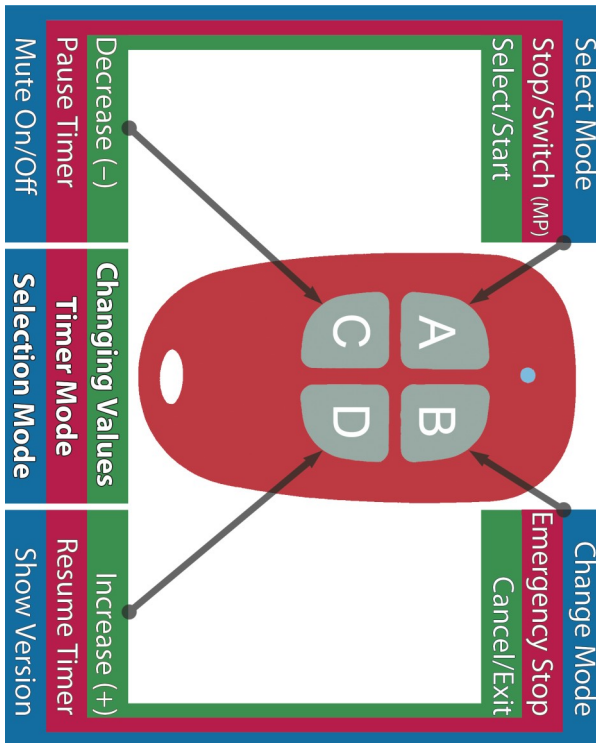
When you plug the power pack into the unit, the blue charging LED will illuminate and remain on until the batteries are fully charged.

6. OTHER FUNCTIONS

While in "mode" selection (i.e. main menu), the "C" and "D" buttons have the following functions:

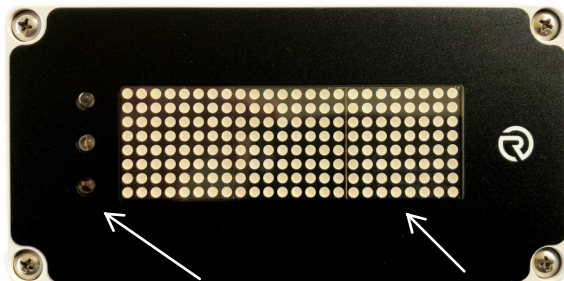
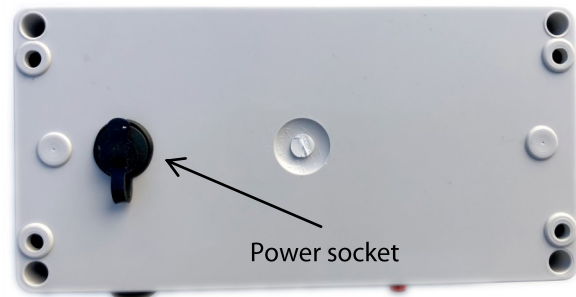
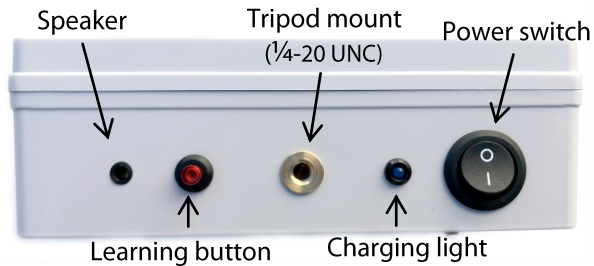
Button	Function
C	Lowers the volume of supplementary sounds ("ticks", feedback sounds etc). It does not apply to safety beeps.
D	Shows the current software version

7. REFERENCE



1. WHAT'S IN THE BOX

- 1 x Archery Timer
 - 1 x 12v Charger
 - 1 x Remote Control
 - 1 x Small Tripod
- A collection of international plug adaptors.



2. FIRST USE (IMPORTANT!)

We recommend charging the unit before first use. Once you've done that, the first time you turn the unit on, you might be required to pair the remote control with the timer.

Note: This ONLY OCCURS the very first time the timer is turned on.

The timer will display "SETUP" and then ask you to press each of the remote control buttons in succession (i.e. A, B, C and D). Once the timer has successfully listened to each button it will display "SAVED!"

If you accidentally press the same button twice or let the unit timeout while "listening", simply turn the timer off and back on and repeat the process, or alternatively, press the "Learn" button.

3. OPERATION

3.1 MODES

The timer has four modes that can be selected using the remote control. The "B" button cycles through each mode, while the "A" button selects or enters that mode.

TIMER Timer mode is a simple countdown timer.

M-PLAY Match-play mode is for three end alternating A/B match-play (normally three arrows, single archers).

TEAMS Teams mode is for two end alternating A/B match-play (normally two arrows, teams/mixed).

SPT SPT mode is designed for training drills where you alternate between holding the bow at full draw and resting (this may involve shooting the arrow).

Once you have selected a particular mode, you

will have the option of decreasing ("C" button) or increasing ("D" button) the countdown timer value. See table below for min/max values in seconds.

Mode	Min	Max
Timer	5	250
Match-play	20	30
Teams	80	120
SPT	5	50

Once you have adjusted the value, you can press "A" to start the timer.

All modes give you a 10 second lead-in and use standard WA whistle commands. It will give a quick "tick" at 30s, and "tick" for the last 10s as a warning unless muted (see "Other Functions")

Once the timer has started, you can use:

- ◆ "A" to **STOP** (or switch A/B for match-play)
- ◆ "B" to **EMERGENCY STOP**
- ◆ "C" to **PAUSE** timer (an indicator flashes in the lower right corner of the display)
- ◆ "D" to **RESUME** timer

3.2 MATCH-PLAY

There are a couple of indicators on the display to let you know progress. For example:

