

Sports TimeKeeper™

The sports TimeKeeper™ has many features. The primary features are described below. See the user manual for a complete description of all the features down loadable from the Alzatex web site.



Features

- Count up timing in hours, minutes and seconds. Selectable as HH:MM:SS (99:59:59).
- Count up timing in minutes, seconds and hundredths of a second. Selectable as MM:SS:HH (99:59.99).
- Lap time display shows the accumulated time for each lap.
- Count down timing in hours, minutes and seconds.
- Scorekeeper mode displays scores 0 to 99 for two teams.
- Lap counter mode displays the number of laps of multi-lap events.
- Performance indicator shows the results of various events.
- Agility timer. Count down to zero. Automatically reset and count down again.
- Built in history memory records the history for the most recent 64 events.
- Displays times at mile markers for long races.
- Built in RF wireless communications interface. *(With wireless option)*
- Built in rechargeable battery will operate the display 10 hours or more. *(With battery option)*
- Time of Day Clock.
- When connected to a Gill wind gauge, this display will show the wind speed and direction.

Count down timer Options

- Loud horn sounds when the timer reaches zero.
- Loud horn sounds when the horn button is pressed.

Display Options

- Optional Back-to-back displays.
- When using multiple displays, multiple results can be displayed simultaneously for first, second, third place, etc.
- When using a single display, multiple results can be displayed by cycling through first, second and third place, etc.

Display sizes

Six digit displays are standard. Two or four digit displays are also available. All displays have super bright red LEDs visible for outdoor use. The displays have a wide 120 degree viewing angle.

- Six inch high digits. *(Viewing distance 100-240ft)*
- Seven inch high digits. *(Viewing distance 120-300ft)*
- Ten inch high digits. *(Viewing distance 150-340ft)*
- Fifteen inch high digits. *(Viewing distance 200-400ft)*
- Twenty-four inch high digits. *(Viewing distance 250-600ft)*

NOTE: Viewing distance depends on your eyesight. If you have poor eyesight, your viewing distance may be ½ to ¼ or less of the maximum viewing distance.

Setup Options

- Tripod stand for portable use.
- D-Rings for hanging the display on a wall or fence.
- Tie-downs to secure the display to the ground in windy conditions.
- Includes easy carry handle.
- Includes feet for setting on the table-top, ground or floor.

Photo-Finish Options

- Results from the Flash Timing (FAT) photo finish system can be displayed on these displays.
- Results from the Hi-Tek software system can be displayed on these displays.
- Results from the Eagle Eye (FAT) photo finish system can be displayed on these displays.
- Results from the Finish Lynx (FAT) photo finish system can be displayed on these displays.

Communication Options

- Wireless connection from the keypad or controller to the display.
- Computer interface to generate display data directly from a computer.

Other Options

- Built in rechargeable battery will operate the display 4 hours or more.
- The unit can be charged while it is being used.
- An external battery can be connected when longer battery life is required.
- Hard shell carrying case.

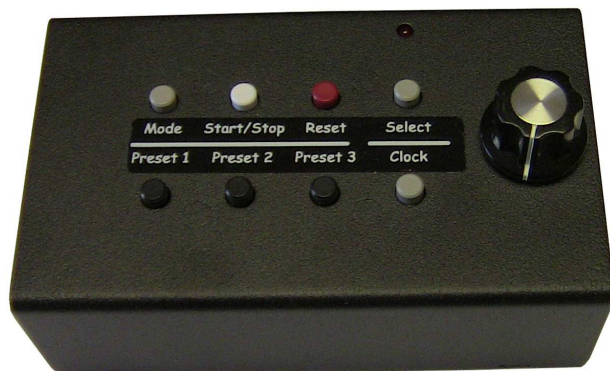
Sports TimeKeeper™ reference guide.

Several keypad models are available for the Sports Timer. The KP214A, KP215A or KP216A keypads have 8 buttons and a knob.

The KP218A-SS keypad provides additional functions including Score keeping, lap timing and a horn button.

The KP219A-SSW keypad provides KP218A functions plus Wireless Communication (with a wireless display) and direct number entry.

Note that the **Start/Stop** button on the 8 button keypads function exactly the same as the **Run/Pause** button on the KP218A-SS and KP219A-SSW keypads.



KP215A - ASM

Buttons and Controls

Tap the desired button to cause the action to occur.

- **Reset** – Select timer mode, reset the count up timer zero, reset the count down timer to the preset value.
- **Mode** – Selects count up or count down while in timer mode. Selects 12 or 24 hour while in time of day clock display mode.
- **Select** – Selects between setting hours, minutes and seconds.

- **Start/Stop** – Runs or pauses the timer.
- **Clock** – Changes the display to show the time of day clock. Tapping this button while in the clock mode changes between 12/24 hour display.
- **Score Left** – Puts the unit into score keeper mode. Increments the left score.
- **Score Right** – Puts the unit into score keeper mode. Increments the right score.
- **Score Reset** – Puts the unit into score keeper mode.
- **Preset** – Recalls a stored setting.
- **Knob** – Turn the knob to change a value.

Press and hold the desired button to cause the action to occur.

- **Reset** – Select timer mode, reset the count up timer zero, reset the count down timer to the preset value. Stores the power up presets into memory if in the timer setup mode.
- **Mode** – Displays the Beeper mode setup.
- **Select** – Displays the Yellow warning setup time. Tapping select toggles between yellow warning and yellow blink times.
- **Start/Stop** – Enters the setup mode. *See manual for details.*
- **Clock** – Enters the time of day clock set mode.
- **Score Reset** – Resets the score to zeros.
- **Preset** – Stores the current timer settings into the stored setting memory.

Count up Timing Mode

- Tap the **Reset** button to select timer mode.
- If not already in the count up mode, Tap the **Mode** button to select count-up timer mode.
- Tap the **Start/Stop** or **Run/Pause** button to start the timer.
- If using the KP218A-SS keypad, pressing the start button while the timer is running displays the lap/split time. After a few seconds, the running clock display reappears.

Count up Mile Marker Mode

- Tap the **Reset** button to select timer mode.
- Tap the **Mode** button to select count-up timer mode. *You may need to Tap the **Mode** button twice, if you were already in count up mode. The **Mode** button must be pressed at least once to enable the knob to change the start time.*
- Turn the **Knob** to set desired start time. The **Select** button selects between setting hours, minutes and seconds.
- Tap the **Start/Stop** or **Start/Lap** button to start the timer.
- Tap the **Start/Lap** button while the timer is running to display the lap time.

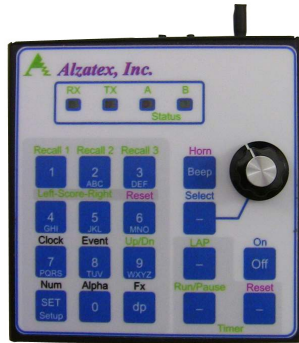
Synchronizing the time in Mile Marker Mode

You can synchronize the mile marker clocks while the timer is running.

- We are assuming that you are in count up mode with the timer running.
- Tap the **Mode** button to select the count down mode.
- Tap the **Mode** button again to select the count up mode. This enables the knob.
- You are ready to synchronize the timer with a reference timer.
- Turn the **Knob** to set desired time. The **Select** button selects between setting hours, minutes and seconds.



KP218A-SS



KP219A-SSW

Count down Timing Mode

- Tap the **Reset** button to select timer mode.
- If not already in the count down mode, Tap the **Mode** button to select count-down timer mode.
- Turn the **Knob** to set desired time. The **Select** button selects between setting hours, minutes and seconds.
- Tap the **Start/Stop** or **Run/Pause** button to start the timer.

The **Mode** button selects between count-up and count-down modes. You may change between count-up and count-down modes while the timer is running. In count-down mode, the timer stops when it reaches zero. In count-up mode, the timer keeps running when the preset time is reached.

Press and hold the **Mode** button to select the desired horn sounder mode. Turn the knob to select the desired horn mode.

User Programmable Presets

- Setup the timer preset time to the desired time.
- Set the Green and Yellow Warning times the way you want them.
- Also, select the desired count up/down mode and beeper mode.

- If you want the preset to start the timer automatically, start the timer running.
- Press and hold the desired **Preset** button to save the timer preset time, Yellow Warning and Yellow Blink times, timer count up/down mode, beeper mode, special timer modes, timer run status, tallye counter preset value, and tallye counter scale factor. When the display changes, the settings are stored.
- To activate the **Preset**, a single button press will set the timer to the exact conditions that were saved.

Power Up Presets

- Setup the timer preset time to the desired time.
- Set the green and yellow warning times the way you want them.
- Also, select the desired count up/down mode and beeper mode.
- Press and hold the **Start/Stop** button to enter the timer setup mode.
- Press and hold the **Reset** button to save the timer preset time, green and yellow warning times, timer count up/down mode, beeper mode and special timer modes. When the display changes, the settings are stored.
- The next time the unit is powered up, these settings will be restored.
- To delete the power up presets, set the hours, minutes and seconds to 00:00:00. Press and hold the **Reset** button. The next time the unit is powered up, the factory default settings will be loaded.



Scorekeeper Mode

- Tap the **Score Reset** button to select scorekeeper mode.
- Tap the **Score L** button to increment the left score.
- Turning the **Knob** increments or decrements the left score.
- Tap the **Score R** button to increment the right score.
- Turning the **Knob** increments or decrements the right score.
- Press and hold the **Reset** button clear the scores to zero. This action also stores the scores into the history memory prior to clearing the scores.

Clock Mode

- Tap the **Clock** button to select clock mode.
- The **Clock** or **Select** buttons select displaying 12 hour time, military time or seconds. In 12 hour mode, the PM LED will be on for PM and off for AM.

Press and hold the **Clock** button to enter set time mode.

- Turn the **Knob** to set the hours.
- Tap the **Clock** button again.
- Turn the **Knob** to set the minutes.
- Tap the **Clock** button again to return to normal display, or other available settings, like seconds.

Special Timer Modes

While in the count down mode, when the timer reaches zero, it stops. Two other special timer modes are available. Press and hold the **Start/Stop** or **Run/Pause** button until the display changes. Turn the **Knob** to select the desired mode.

- Mode 0: **(default)** Stop when the timer reaches zero. In this mode, the timer stops when the elapsed time reaches zero.
- Mode 1: Red blink on timer zero. The red indicator blinks until the timer is reset.
- Mode 2: Auto-Restart mode. In this mode, the timer automatically restarts counting down from the preset value each time the timer reaches zero. The Auto-Restart mode works in both count up and count down modes. The count up mode uses the count down timer preset time to determine when to reset the count up timer back to zero and restart.
- Mode 3: Change to count up when the timer reaches zero. In this mode, the timer changes to the count up mode and starts counting up when the timer reaches zero.

Beeper Modes

This feature is available if a beeper or horn is installed.

The Timekeeper™ has five beeper modes: Single beep; Beep at each of the warning times; Pulsing beep until reset; steady beep until reset, and beeper disabled. Press and hold the **Mode** button until the display changes. Turn the **Knob** to select the desired beeper mode.

- Mode 0: Beeper off.
- Mode 1: A single beep when the timer reaches zero.
- Mode 2: Beep at the warning times and at zero.
- Mode 3: Continuous pulsing beep when the timer reaches zero. Pressing the **Reset** button stops the beep.
- Mode 4: Continuous steady beep when the timer reaches zero. Pressing the **Reset** button stops the beep.

Manual Horn Operation

This feature is available if a beeper or horn is installed.

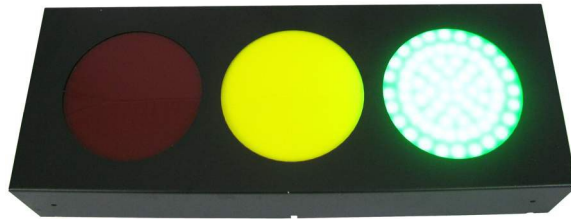
- Tap the **Horn** button to sound the horn. The horn will sound for approximately 1 second.

Red-Yellow-Green Display

This feature is available if the optional red-yellow-green indicator is installed.

*Press and hold the **Select** button to enable setting the Yellow Steady Warning/Wrap-It-Up time. Turn the **Knob** to set the desired number of minutes and seconds this indicator should appear before time zero.*

*Tap the **Select** button again to set the Yellow Blink Warning/Green Warning time. Turn the **Knob** to set the desired number minutes and seconds this indicator should appear before time zero.*



- The **Green** lamp comes on when the timer is started and remains on until the warning time is reached.
- When the **Yellow** blink time is reached, the **Green** lamp goes off and the **Yellow** lamp blinks on and off every second. The default **Yellow** blink time is 2 minutes before the count down timer reaches zero.
- When the **Yellow** warning time is reached, the **Yellow** lamp remains on steadily. The default **Yellow** steady time is 1 minute before the count down timer reaches zero. Note that the **yellow** steady and **yellow** blink times may occur in any order depending on the programmed setting. If they are set to the same time, the **yellow** steady takes precedence.
- When the timer reaches zero, the **Red** lamp comes on and the **Yellow** lamp goes off. In the count down mode, the timer stops when the **Red** lamp turns on. In the count up mode, the timer keeps running after the lamp turns **Red**.
- Tap the **Reset** button on the TimeKeeper™ to turn off the **Red** lamp.

NOTE: Different models present the warning times in different ways, such as “Wrap-it-up” time or “Yellow Steady”, but the basic behavior is the same, typically displaying different colors for the warnings.

Connecting multiple Timekeeper™s together

When multiple units are connected together, only one unit may become the controlling unit. The rest of the units become remote displays.

- The Timekeeper™ defaults to remote display mode at power up.
- Be sure to connect the units up such that the controlling unit's transmit port is connected to the receive unit's receive port.
- Once a button is pressed, the controlling unit changes to clock/timer mode.
- The controlling unit remains in timer mode until the power is turned off or a command is received that returns it to remote display mode.
- When connecting more than 2 units together, data on the transmit port of a remote display is echoed from the receive port.