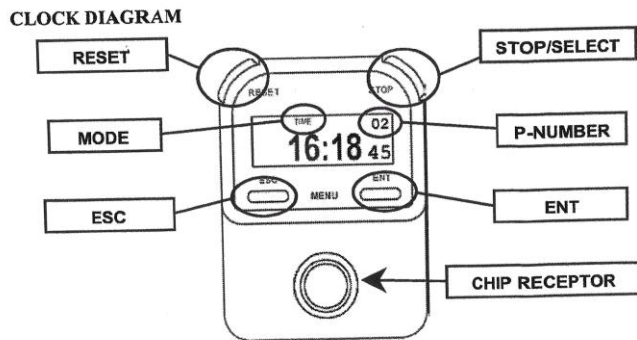


MI-1

Updated BPMCK – 17/11/2023

Using the CD200 Rally Timer at a Regularity Start (RS)



10 – 15 minutes before the 1st car is due to depart
Start of Reg.

- Press “Esc” – check it reads “St00”
- Check Pno is set to
 - o “01” for start of Reg A
 - o “06”(*) for Reg B – (* - check Pno on Changing your P-Number sheet).

1 Basic operating instructions.

- Hold the clock in your left hand.
- Keep your thumb & other fingers away from the “Reset” and “Start” buttons.
- The car will draw up and request to start on the next whole minute.
- Take the Competitor’s Time Card clipboard and write the time into the Competitor’s Time Card and your Marshal’s Time Check Sheet.
- Hold the Competitor’s clipboard in your right hand and the clock in your left hand.
- Wait until less than 1 minute to go and then –
 - o Touch the Time Card clipboard chip to the receptor on the clock ensuring that you can see the clock display at all times.
 - o **Ensure the chip is central in the receptor and apply a slight sideways pressure so that the chip makes contact with the side of the receptor.**
 - o **Hold it until**
 - **the Clock beeps, and**
 - **the LED above the clock display illuminates,**
 - **but also look at the “P” to the left of the clock display as it shows for about 3 seconds to confirm the data has been transferred.**

One or all of these three confirm that chip has been read.

- **DO NOT JIGGLE OR BOUNCE THE CHIP. If it does not work for you then, SLOW DOWN, RELAX and TRY AGAIN. The clocks are very reliable, and it is nearly always an operator problem when the time is not transferred.**
- If successful, the running man in the top left hand corner changes to a standing man. After the countdown has finished the running man re-appears and the clock is ready for chipping the next car.
- The information written on the Competitor's Time Card is the 'legal record', not the time held in the chip or the Marshal's Check Sheet.
- If you think there might be a problem with the chipped time, put an **X** in the LT column on the Competitor's Time Card and the Marshal's Check Sheet. That will alert the results team to look at this carefully when checking the results.
- Hand the Competitor's Time Card clipboard back.
- The Timer beeps again at 10 seconds to go, then beeps for a countdown from 5 seconds. Call out the countdown to the crew. At zero, a long beep sounds and the LED changes from red to green.
- The car can go.
- Once you get used to this process, it should take less than 10 seconds from start to finish.

2 IF TWO OR MORE CARS ARRIVE TOGETHER

- Start the next car off on the next full minute.

3 BEWARE - THINGS TO WATCH OUT FOR

- Be careful not to press the 'Reset' button accidentally when pressing the 'Stop' button, or the competitor's time will be lost.
- When waiting for a car to arrive, always check that the clock display is running, and the red LED on the Timer is **NOT** flashing. If the LED is flashing, then something went wrong previously, and you still have a recorded time left in the Timer. Copy the time from the Timer display onto your Marshal's Check Sheet with a note '*Cleared from clock*' and then erase it by pressing the 'Reset' button.
- Your Timer is pre-programmed for the function of your control and the control number and should only be used again for a subsequent control if specifically instructed. The number in the top right corner of the display (i.e. 04) is the control sequence number. Pressing the 'Esc' button should show 'St 030' on the display to confirm the correct functional mode for a Regularity Start Control is set up.
- If for any reason you cannot transfer the time to the competitor's Chip, write an 'X' in the 'LT' column on the Competitor's Time Card and your Marshal's Check sheet, and the Results will ignore the Chip time and take the time from the Competitor's Time Card.