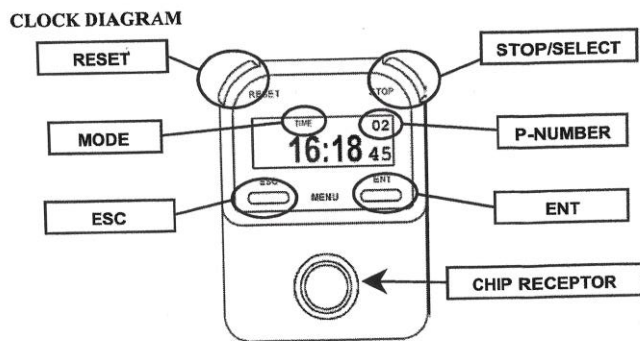


## Using the CD200 Rally Timer at a Special Test Start (TS)



## 1. BASIC 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 or his due start time.
- Take the Competitor’s Time Card clipboard and write the time onto the Competitor’s Time Card and your Marshal’s Check Sheet.
- Hold the Competitor’s Time Card clipboard in your right hand and the clock in your left hand.
- Wait until less than 30 seconds to go and then -
- Touch the Competitor’s Time Card clipboard chip to the receptor on the clock ensuring that you can see the clock display at all times.
- **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.**
- **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.
- 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. At zero, a long beep sounds and the LED changes from red to green. Call out the countdown to the crew.
- That's it. 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

- Each competitor will need to be started on the whole minute.
- Competitors will not be penalised for starting later than their "due time".
- If a problem arises on this, see the notes below.

## 3 BEWARE - THINGS TO WATCH OUT FOR

- You cannot transfer the start time from the Timer to the Chip when there is less than 10 seconds to go.
- If you need to abort the start and hold the competitor back until the next minute, the Chip can be reprogrammed to the Timer and the previous data will be overwritten. You must also change the Competitor's Time Card and Marshal's Check Sheet.
- 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 (e.g.. 04) is the control sequence number. Pressing the 'Esc' button should show 'St 0:30' on the display to confirm the correct functional mode for a Special Test Start 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.