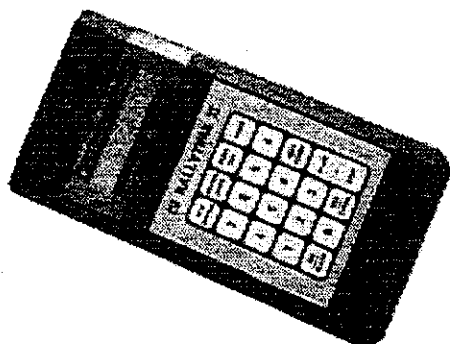


RALLYTIME II

INSTRUCTIONS FOR USERS

DO's and DON'Ts :

- DO :** treat RALLYTIME with care and respect - each unit is expensive. Keep out of direct sunlight and rain.
- DO :** use the 12 V DC car battery lead when in use on a rally, or optional mains power pack for testing, printout or computer downloading.
- DO :** ensure that everything is working and that the time shown is correct prior to the first car coming through. You can practice using dummy car number 00.
- DO :** practice all you like prior to the event, then Clear Memory before your first real control setup. Thereafter, keep the memory blocks free for the rally records only.
- DO :** take your RALLYTIME clock to the score room whenever possible to print out times, or download into a computer. Clear Memory before using the clock again.
- DONT :** operate radio equipment too close to RALLYTIME - it could cause interference.
- DONT :** press the keypad with anything sharp - nails, screwdrivers, pens. The membrane switches will stay on permanently if indented.
- DONT :** PANIC. Answer the "prompts" on the display and you will get there. Remember that 00 is a dummy car number to enter if you press Stop/Start by mistake.
- DONT :** give the equipment back covered in dust or mud, or with tangled cables. Before returning RALLYTIME, please wipe down with a soft cloth or tissue paper, and roll up cables neatly. Wipe the starting lamp tripod legs before closing to prevent jamming.



GENERAL DESCRIPTION

RALLYTIME is designed to supervise and record various types of controls used in motor rallying. Simple user selectable programs are available for **Special Stage Start** with countdown and starting lights or **Flying Finish** with Split Time and Car Number. Stop control and time control are also Split Time with Car Number recording. Times and Numbers are stored in 4 memory blocks with a maximum of 999 cars in each. The data stored in the RALLYTIME clock's memory cannot be lost, even if the 12V DC power supply is disconnected.

When RALLYTIME is connected to a standard serial printer or personal computer, it can download its memory onto hard copy or into a scoring, spreadsheet or database program. Front panel controls can select modes **New Control**, **Control Times**, **Printout**, and **Mode** selects **Clear Memory** or **Set Time**. A password is required for **Clear Memory** and **Set Time**.

1 - STANDARD TIME

Standard Time is displayed as soon as power is applied to RALLYTIME. Check that the time displayed is correct. If not, see **Set Time** procedure. Report any time alterations to officials or in Sequence Sheet. If the clock is being used for the first time on the rally, press **Mode** until **Clear Memory** is displayed, then Yes. Enter **Password 555**, then Yes. The memory will be cleared. RALLYTIME can store data for cars numbered 1 to 999 in each of 4 controls.

NOTE : DO NOT CLEAR MEMORY AGAIN UNTIL ALL THE TIME RECORDS HAVE BEEN PRINTED OUT OR DOWNLOADED.

2 - NEW CONTROL

See **Special Stage Start** or **Flying Finish** instructions overleaf.

3 - CONTROL TIMES

Press **Control Times**, then Yes. Press **No** until the required **Control Number** is shown, then Yes. Enter the required **Car Number**, then Yes. You will now have a readout of the time stored in memory, and the display shows :

CAR:000 00h00:00
NEXT ? Yes/No

Pressing Yes or No scans up and down the various car numbers. Press **Control Times** to exit.

4 - PRINTOUT

Press **Printout**, then Yes. After prompt '**Are you sure**', press Yes. If a computer or serial printer is connected the display will first show '**Printer not ready**' whilst checking for a few seconds, then print out. If a printer is not connected, off-line or without paper, the display will show '**Printer Offline - Print Key Exit**'. If the **Print** key is not pressed, RALLYTIME will time-out and exit after one minute. All controls, car numbers and times are printed out.

5 - CLEAR MEMORY

Press Mode until **Clear Memory** is displayed, then Yes. Enter **Password 555**, then Yes. All memory banks will be cleared - ie, all controls, all cars and all times. To use the clock again press New Control.

CAUTION : PASSWORD - DO NOT ENTER A PASSWORD ON A RALLY WITHOUT SERIOUS THOUGHT AS TO THE RESULT OF THIS ACTION.

6 - SET TIME

Press Mode until **Set Time** is displayed, then Yes. Enter **Password 555**, then Yes. Enter hours, then Yes. Enter the next coming minute, then Yes. Press Yes on the exact minute to start RALLYTIME.

7 - SPECIAL STAGE START

Press New Control, then Yes. Enter your **marshal team number**, then Yes. Enter your **control number**, then Yes. Press Yes for **Control Type - Stage Start**. RALLYTIME will now display :

**MARSHL:00 CTL:00
SSS CONTROL Y/N**

Check all data and if correct, press Yes. If there are any errors, press No and start again from **New Control**. The clock now displays **Standard Time** :

**RALLYTIME
TIME 00h00:00**

When the clock is required, press Next Ready and the display will prompt '**Car Number..?**' Enter the **car number**, then Yes. The display will prompt '**Enter Start Time**' then show :

**NOW 00h00:00
CAR 00h00:00 Y/N**

Enter the competitor's due time of departure in **hours and minutes**, and if correct, press Yes. The RALLYTIME clock will now display :

**TIME : 00h00:00
COUNTDOWN 00:00**

NOTE : IF AN INVALID TIME IS ENTERED, IT WILL BE REJECTED. INVALID TIMES ARE TOO LATE OR MORE THAN ONE HOUR TOO EARLY.

If countdown has started and has to be aborted (stage blocked, for example), press Stop. A new **car number** and **time** will have to be entered.

NOTE : COUNTDOWN CANNOT BE ABORTED AFTER THE 5-SECOND AMBER LAMP HAS COME ON. JUMPED STARTS WILL BE RECORDED IF STOP IS PRESSED DURING THE LAST FIVE SECONDS.

Once countdown is completed, the car number and time will be stored in memory and the display will prompt 'Next car..?' Press Yes if ready. Pressing No will revert the display to RALLYTIME and switch of the green lamp. Press Next Ready when required. **NOTE** : Use countdown lights only when 12 V DC auxiliary power is connected. The Amber lamp is switched on at 30, 20, 10, 5, 4, and 3 seconds then, at 1 second intervals, follows Red-Amber-Green

8 - FLYING FINISH

Press New Control, then Yes. Enter your **Marshal Team Number**, then Yes. Enter your **Control Number**, then Yes. Press No for **Special Stage Start** and **Flying Finish** will be displayed. Press Yes. The clock will now display :

MARSHL:00 CTL:00
FF CONTROL Y/N

If all is correct, press Yes. The clock will now display the **Standard Time**. To operate, press Stop on the clock (or remote start/stop). The **Split Time** will be display with a **Car Number** prompt :

00h00:00 CAR_000
Yes/No

Write the displayed time in the competitor's road book, then enter **Car Number** and press Yes. The **Car Number** and **Time** will now be stored in memory. The clock will revert to **Standard Time**. Press Stop as the next car passes the Flying Finish.

9 - 'NEW CONTROL YES/NO ?' PROMPT

If the RALLYTIME clock has not been used for longer than one hour, you will get this prompt displayed. If you are still on the same control, press No.

10 - STACKING

If more than one car is passing the Flying Finish at once, you can press the Stop pad repeatedly, up to 15 times. The **Car Numbers** can then be entered in order, pressing Yes after each one. When every time in the Stack has been allocated a car number, the display will revert to RALLYTIME.

NOTE : FOR EVERY TIME 'STOP/START' OR 'NEXT READY' IS PRESSED YOU MUST ENTER A CAR NUMBER. IF YOU HAVE PRESSED EITHER OF THESE BY MISTAKE, THEN SIMPLY PRESS YES, YES, YES ... UNTIL THE RALLYTIME DISPLAY APPEARS. PRESSING YES WITHOUT A CAR NUMBER ALLOCATES **Dummy Car 00** TO THE TIME. IN SPECIAL STAGE START MODE, 'STOP/START' OVERRIDES FUNCTIONS SUCH AS **Control Times**.

The remote Stop/Start control switch can operate up to a maximum of 500 metres from the RALLYTIME clock, using an overall screened cable.

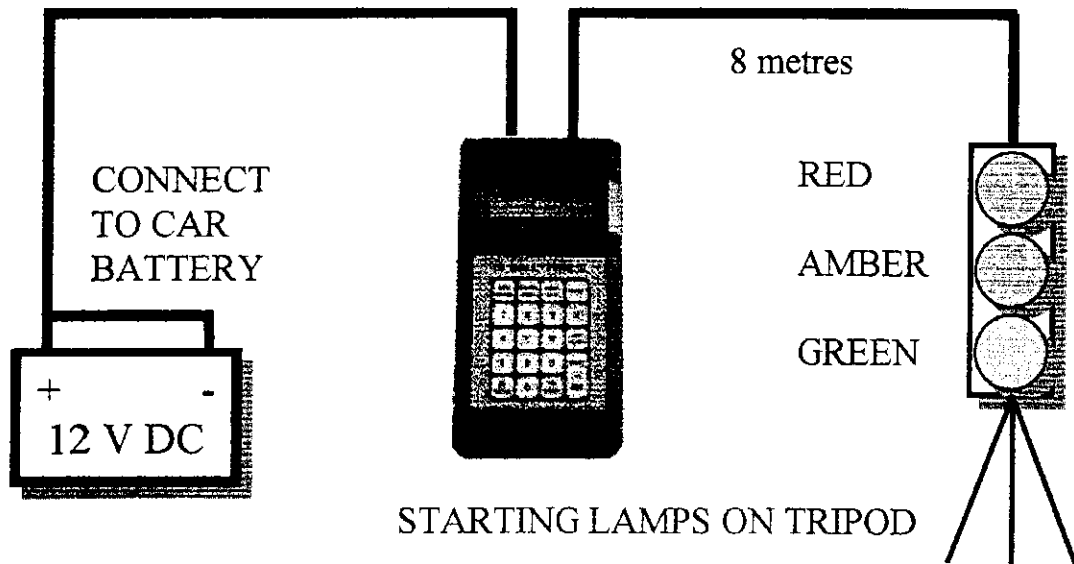
For any further information, please contact :



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RALLYTIME II

STAGE START CONNECTIONS



FLYING FINISH, OR STOP OR TIME CONTROL

