

# How to use your Club Timer

This manual consists of three parts. This first part has been written for those who prefer to read. The second part is intended for those who prefer [flowcharts](#). And the last section contains a [clickable](#) (on the computer that is) [guide](#).

The club timer can be used both for pairs and teams. The principle is:

- That you set a PLAY TIME
- that can be subdivided by one of several ALARMS
- followed by a CHANGE TIME, i.e. the time between rounds (or sessions).
- The process is repeated (after Change Time follows Play time etc).

If you do not want any alarm you can set the Alarm value to zero. The same thing is true with the change time; if you set the value to zero, the next playtime will follow immediately after the previous.

## START

1. Open the lid (the door) and take out the adapter.
2. Plug the adaptor into a power outlet.

## PROGRAMMING

You can program the timer in several ways.

### Factory defaults

1. Press the Prog button when you plug the adaptor into the power outlet AND HOLD IT UNTIL "Fd" appears in the display.
2. Release the Prog button and use the Start and Stop button respectively to select between
  - 2b = 2 boards per round
  - 3b = 3 boards per round
  - 24 = 24 boards teams match
  - 32 = 32 boards teams match
3. Press the Prog button when the desired factory default version appears in the display.

If you always play the same type of game (e.g. 2 boards per round) you should skip the procedure described above, That is to say, do not press the Prog button when you power up but:

- Press the Stop button when the timer has started to count upwards.
- 00 in the display indicates that it is ready to use the preset default values.

## Customized settings

The factory default that you have set can be adjusted in the following way:

1. Make sure that the timer is in ready mode (00 in the display)
2. Press “Prog” and release the button as soon as “PL” (for Play time) appears in the display.
3. Adjust the pre-set value (if necessary) with the Start and Stop button respectively.
4. Press the Prog button and release it when AL (for ALarm) appears in the display.
5. Use Start/Stop to set the Alarm time.
6. Press “Prog”.
7. If you want several alarms, HOLD the Prog button until “A2” appears in the display, cf. the headline “Alarms” below.  
If you do not want more than one alarm, release the Prog button as soon as CH appears in the display.
8. Use Start/Stop to set the change time.
9. Press “Prog” to enter the value.
10. The timer is ready to use when 00 appears in the display.

## GAMETIME

1. Press “Start” when the timer is ready, i.e. when it says 00 in the display.
2. Press “Stop” if you for some reason need to stop the timer.
  - Press “Stop” a second time to re-start.
  - Press “Start” to resume.
3. Unplug the timer when finished.

## ALARMS

If you need no alarm at all, set the alarm value to zero.

If you need more than one alarm, HOLD THE PROG BUTTON WHEN YOU SET THE FIRST ALARM until “A2” appears in the display.

Set the second alarm with Start/Stop and press Prog to proceed to the next alarm. There are four alarms in total. That is to say, you will come to the change time settings when you have entered the value for the fourth alarm. (If you need a fifth alarm, you can use the change time for that purpose).

Note that the defaults for 24 and 32 boards have 3 alarms pre-programmed. That is to say, if you do not want the additional alarms you must hold the Prog button when you enter the first alarm. (And then set A2 and A3 to zero.)

## SOUND

Start and end of the playtime is indicated by a long tone. The alarms are represented by a shorter signal; one, two, three and four beeps for alarm 1-4 respectively.

## Speaker Volume

1. HOLD the Prog button when the timer is in ready mode (00 in the display) until SP (for SPEAKER) appears in the display.
2. Use Start/Stop to set the volume. Zero is no sound.
3. Press Prog to enter the value that you have set.

# SPECIFICATION CLUB TIMER

## TEST MODE

Upwards counting, i.e. seconds 01, 02... then minutes/seconds, then hours/minutes.

## DEFAULTS

Default = Last programmed values.

Four factory defaults (two each for pairs and teams respectively).

## BUTTONS

Start = Start and up

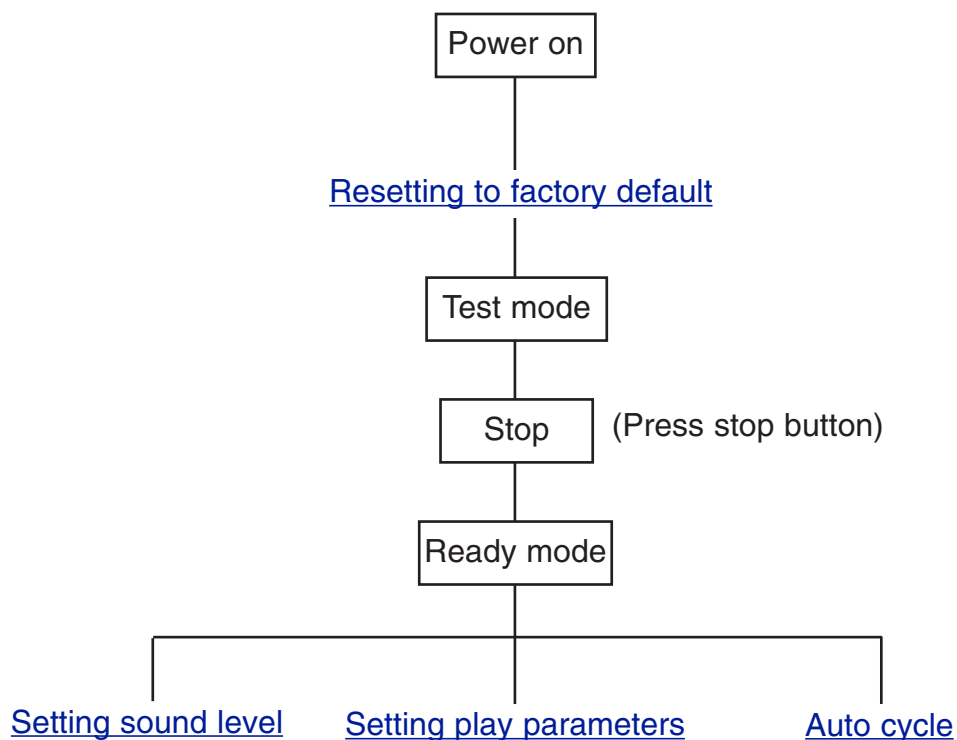
Stop = Stop and down

Prog = Enter value

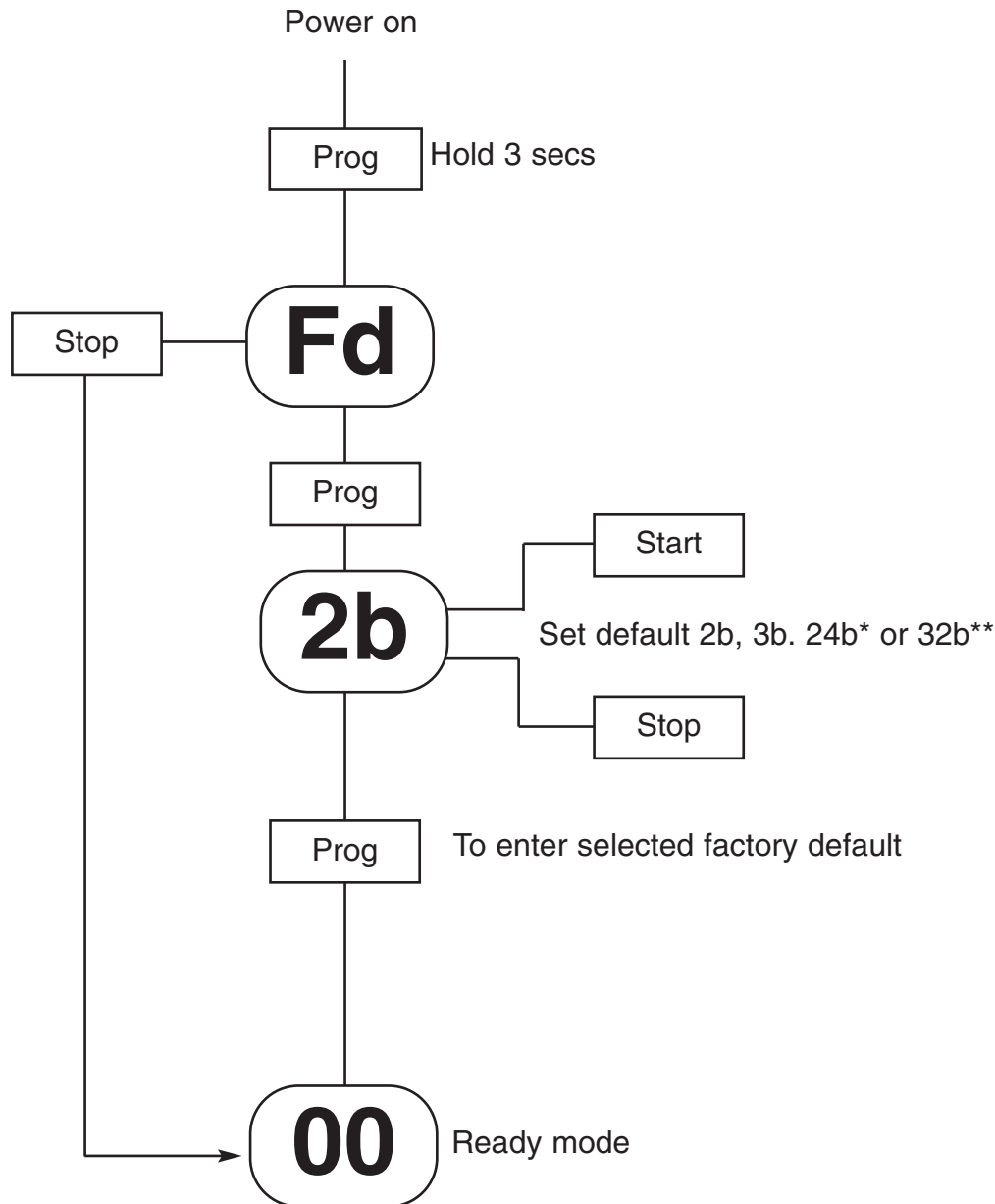
## SETTINGS

The operator's programming can be subdivided in four parts:

- i. Resetting (to factory default)
- ii. Setting the speaker level
- iii. Setting the play parameters that will be used during the auto cycle
- iv. Running the auto cycle



# I. RESETTING TO FACTORY DEFAULT



## VALUES FOR 2b

PL=14 mins  
 AL=2 mins  
 A2=0  
 A3=0  
 A4=0  
 CH=1 min  
 SP=1

## VALUES FOR 3b

PL=21 mins  
 AL=3 mins  
 A2=0  
 A3=0  
 A4=0  
 CH=1 min  
 SP=1

\*Display 24 1 sec

24

and b 1 sec

b

\*\* same as 24b but 32 instead of 24

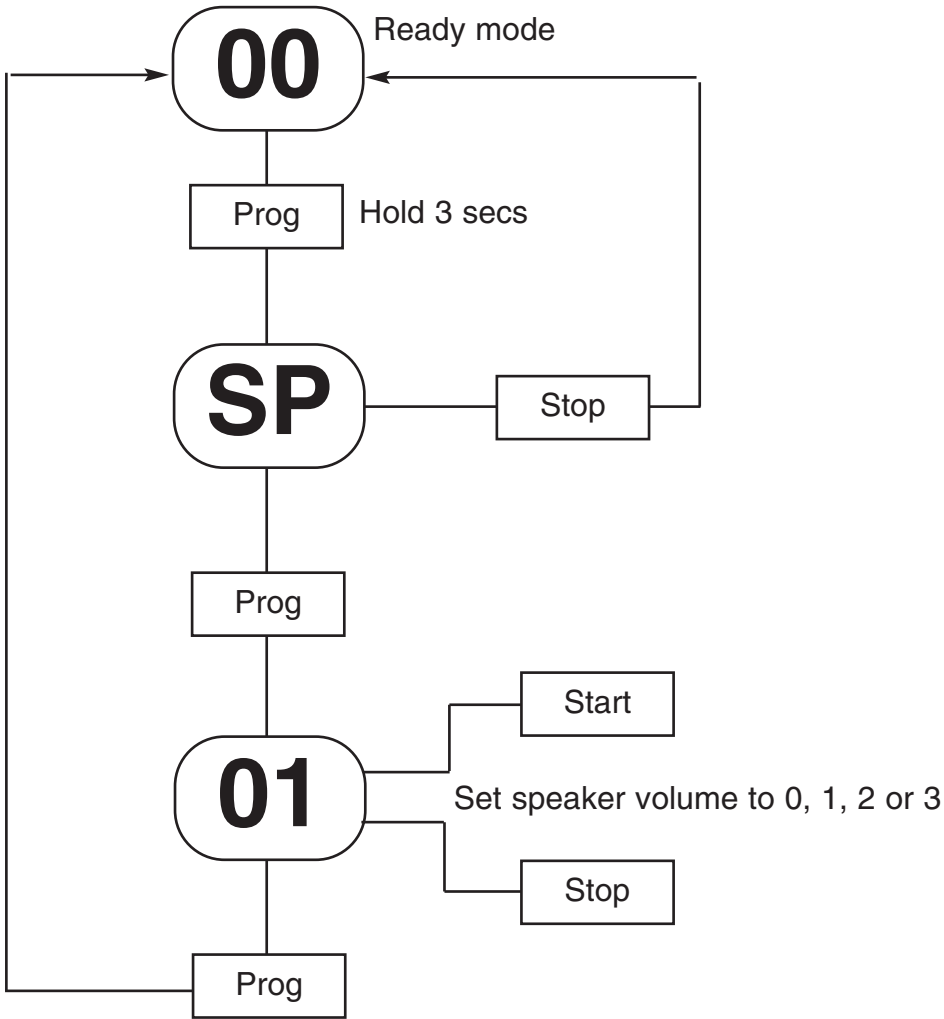
## VALUES FOR 24b

PL=95 mins  
 AL=48 mins  
 A2=7 mins  
 A3=2 mins  
 A4=0  
 CH=5 mins  
 SP=1

## VALUES FOR 32b

PL=2hrs 05 mins  
 AL=60 mins  
 A2=7 mins  
 A3=2 mins  
 A4=0  
 CH=10 mins  
 SP=1

## ii. SPEAKER LEVEL



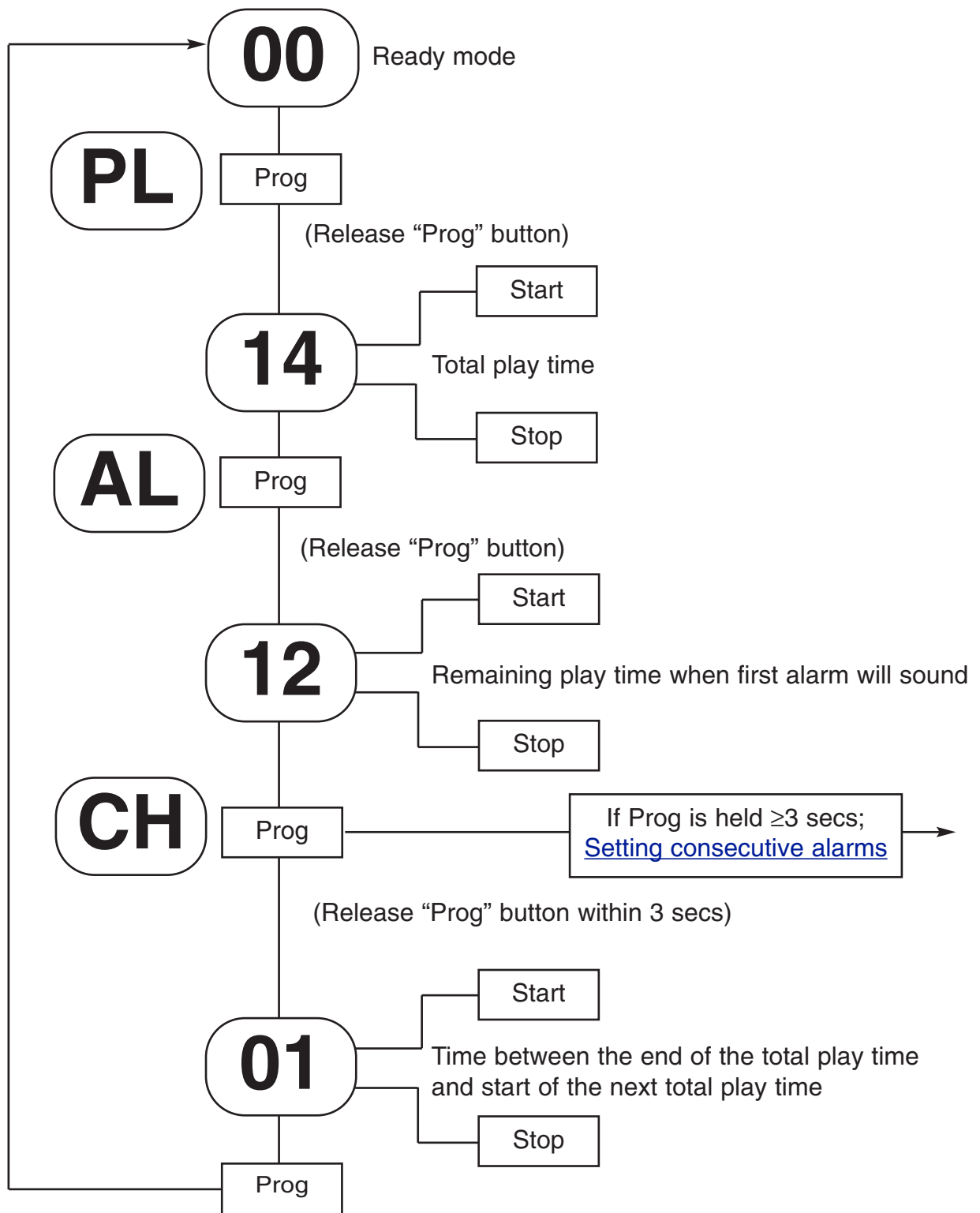
### SOUND-PATTERN

Start of total play time **—————** (3 secs)  
 Alarm 1 **■** (1 sec)  
 Alarm 2 **■ ■**  
 Alarm 3 **■ ■ ■**  
 Alarm 4 **■ ■ ■ ■**  
 End total play time **—————** (3 secs)  
 If Change time = 0 there will be one (common) sound for start and end (3 secs long)

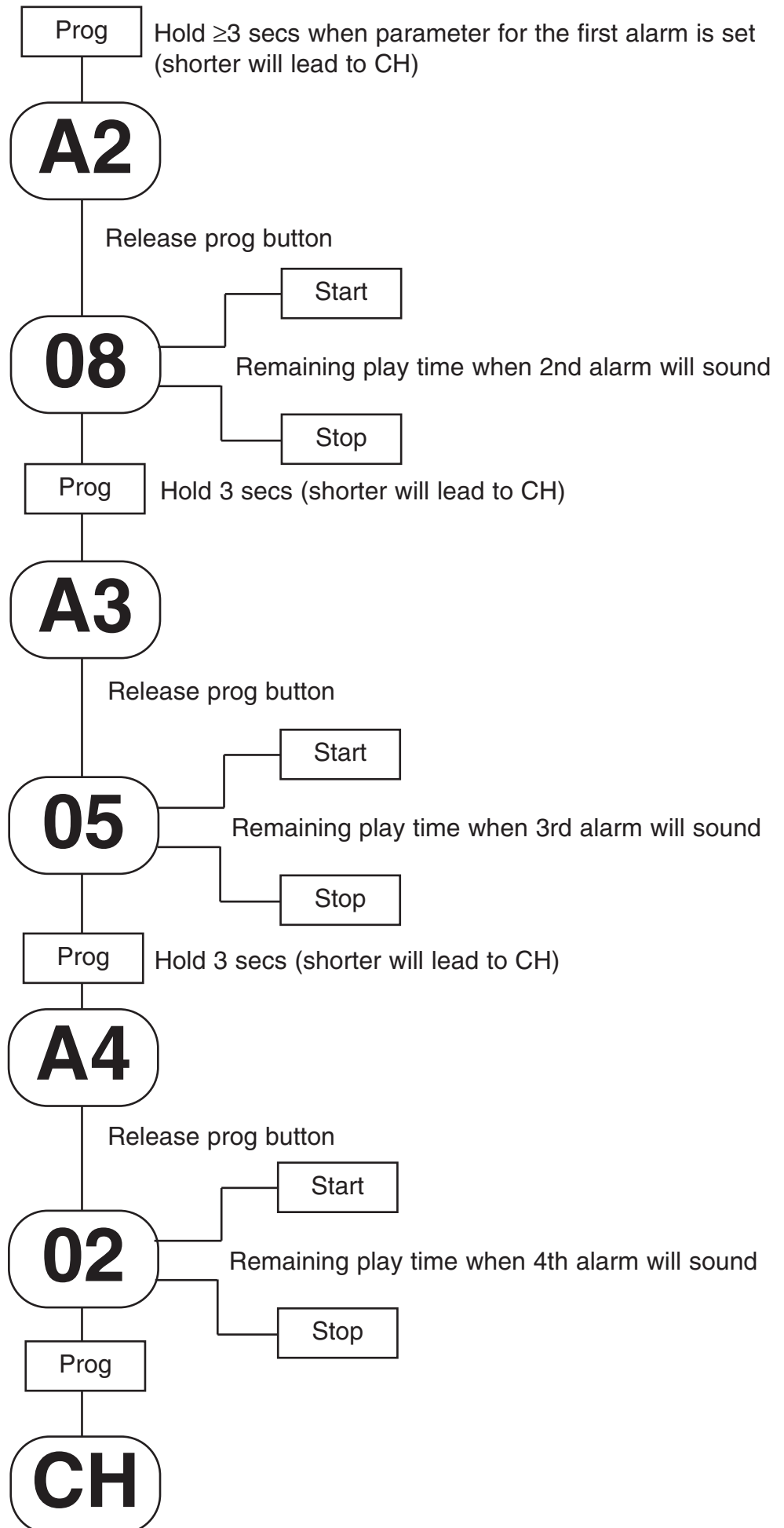
### SPEAKER VOLUME

0 = off  
 1 = soft  
 2 = loud  
 3 = very loud

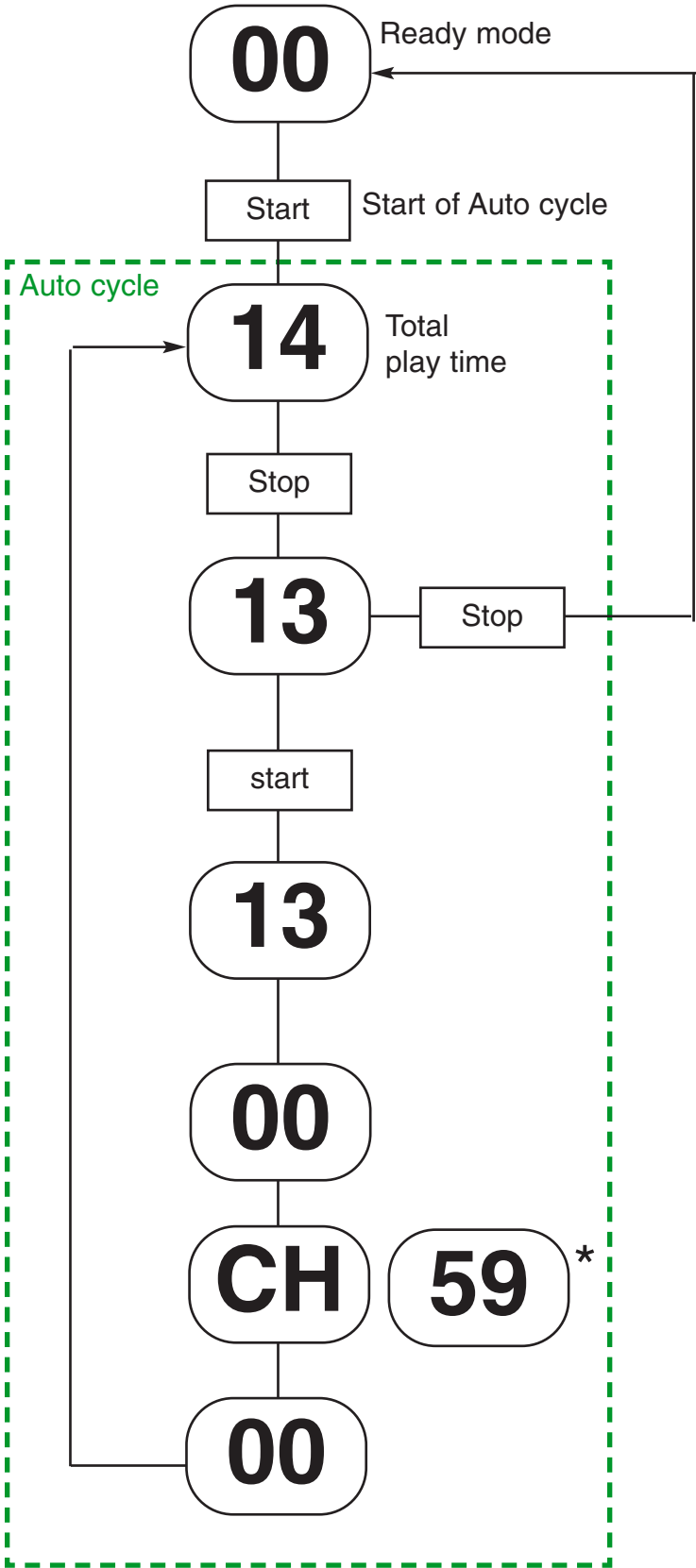
### iii. SETTING PLAY PARAMETERS



# SETTING CONSECUTIVE ALARMS



# IV. RUNNING THE AUTO CYCLE



\*See [The display](#) for explanation



# THE DISPLAY

## IN AUTO CYCLE

### Hours

Hours are indicated for 1 sec followed by minutes (2 digits) for 2 secs

**1h** 1 sec    **15** 2 secs

### Minutes

When the (remaining) time is < 91 mins the display will show minutes

**90**

### Seconds

When the (remaining) time is < 1 min the display will show seconds

**59**

### Change time

If change time  $\neq 0$ , will "CH" be shown on even seconds and the remaining change time displayed on odd seconds.

**CH** 60 secs

**59** 59 secs

**CH** 58 secs

## WHEN SETTING

The aforementioned is in principle true also when the timer is set, BUT when play time > 90 mins the following will apply:

### From minutes to hours:

i. When 90 mins have been reached: **1h** is displayed for 1 sec,

then minutes

**30**

until

**59**

is reached

ii. When 120 mins (2hrs) have been reached; **2h** is showed for 1 second

then minutes

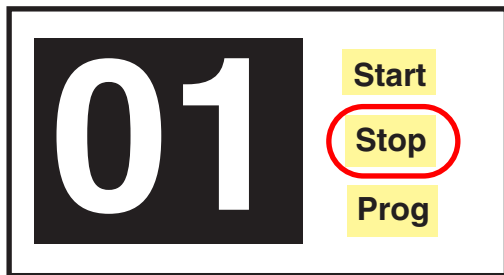
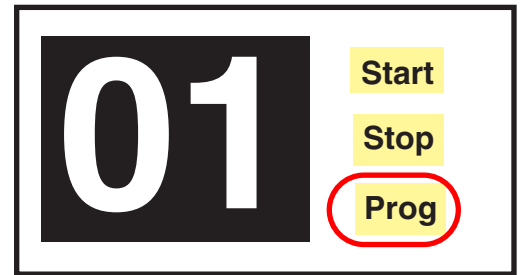
**01**

etc.

### Holding a button

When the Start or Stop button is held the timer will accelerate the settings. i.e. if Start is pressed and held, the timer will change settings at an accelerating speed.

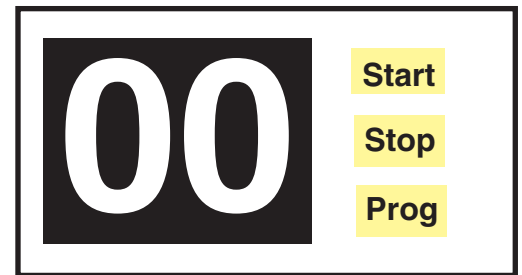
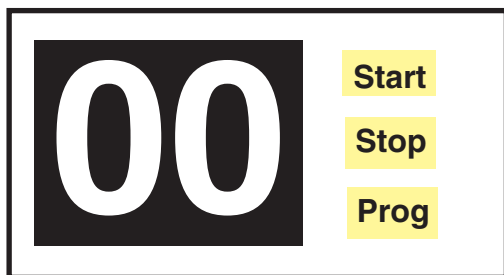
# TWO WAYS TO START



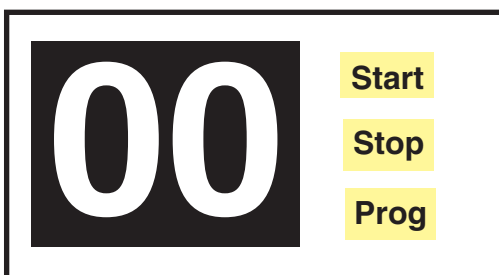
HOLD Prog until Fd appears



[Details on Factory Default settings](#)



## IN READY MODE



Ready mode = display shows 00

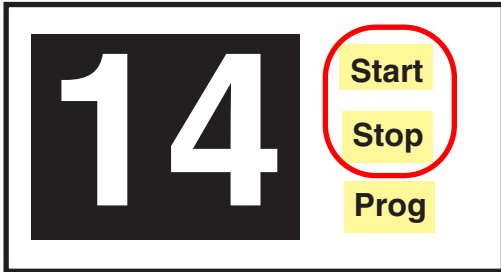
**Prog** for [programming](#) or  
**PRESS Prog** for 3 secs for [sound settings](#) or  
**Start** [Auto Cycle](#)

**and click your way through  
the following pages.**

# Play time settings



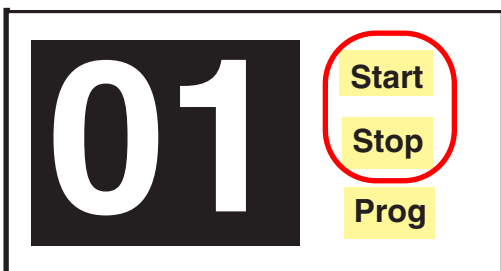
Release Prog when PL appears



Release Prog when AL appears

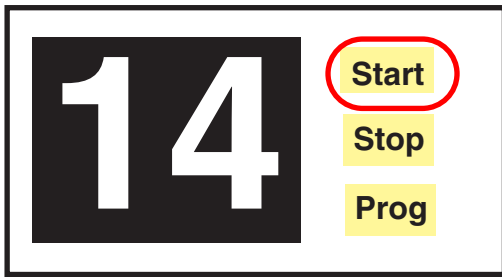


Release Prog when CH appears  
or hold Prog until [A2](#) appears

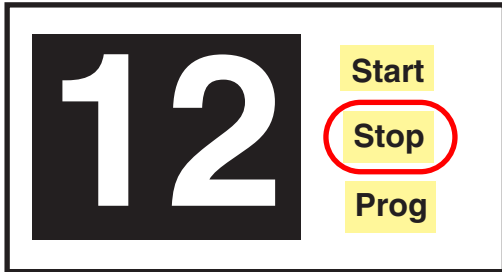


Release Prog when 00 appear

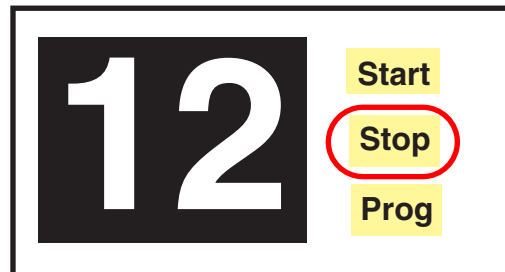
# Auto cycle



Release Start when playtime appears

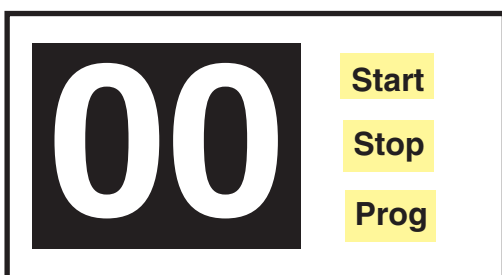
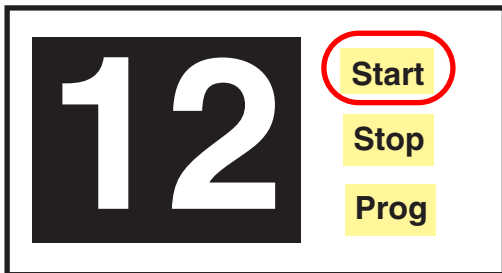


Use Stop to stop the timing



When timer has been stopped:  
Stop to restart

When timer has been stopped:  
Start to resume



The timer will automatically start the next  
play cycle as soon as the first has finished



[Back to menu](#)

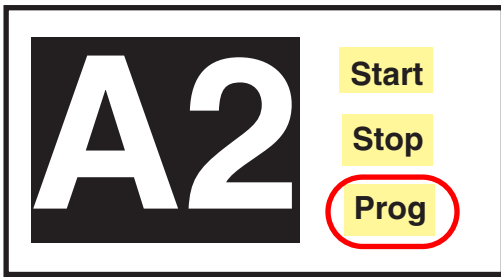
# SOUND SETTINGS



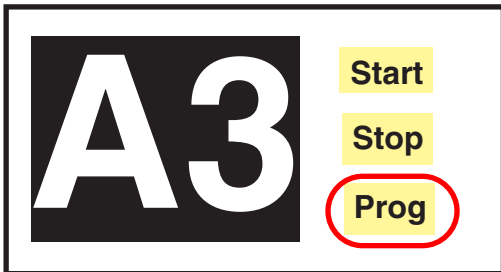
Release Prog when SP appears



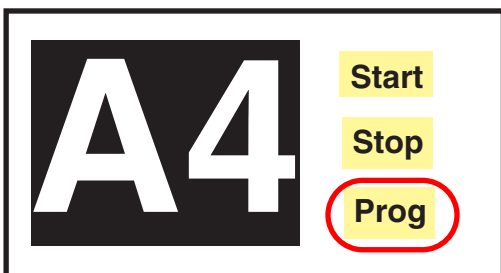
# CONSECUTIVE ALARMS



Release Prog when A2 appears



Release Prog when A3 appears



Release Prog when A4 appears



Release Prog when CH appears

# FACTORY DEFAULTS



Release Prog when Fd appears



Release Prog when 00 appears

