Model 52502

SPORTIMER
USER INSTRUCTIONS

Lafayette Instrument®

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INTRODUCTION:

Lafayette Instrument's SporTimer times practice events and other activities. Every event ends with a horn blast. Three programs can be input and stored before the practice begins including a multiple event program. The programs are retained for use over and over. Or, replacement program(s) can be input at anytime.

You should have received two SporTimer accessories: (1) a START/PAUSE trigger with a 48" connecting cable and (2) a battery charger.

The SporTimer is operated and programmed using a multi-level menu structure. The procedure to make menu choices is similar to programming TV or VCR functions, and the procedure for setting time is similar to setting a digital wrist watch.

PLAY WITH IT:

If you just bought your SporTimer and you want to see what it can do first hand, here's your chance. Follow the steps in this section, and you'll get a sense of the simple, effective functions that SporTimer offers your practice environment.

Six easy steps…   *The display shows:*

Press the ON-OFF button to start.
    You just turned the unit on.

                                                                 EDIT PROGRAM

1. **Press SELECT twice.**
    Chose EDIT PROGRAM and
    SINGLE MODE.   **SINGLE MODE**

2. **Press DOWN and SELECT.**
    Moved display to M:S (Minutes: Seconds)   **TIME M:S**
    and selected.

3. **Press UP five times and SELECT twice.**   **TIME 05:00 M/S**
    Toggled to 5 minutes and saved, and
    saved 0 seconds.

4. **Press DOWN and SELECT.**
    Chose and saved TONE as sound   **SOUND: TONE**
    of the horn blast at the end of the drill.

1. **Press SELECT.**
   Saved LOW as the volume of the
   horn blast.

> LEVEL: LOW

2. **Press and hold UP until 2.0 displays.**
   Press SELECT.
   Chose and saved 2.0 seconds as the
   length of the horn blast.

> DURATION 02.0S

> EDIT PROGRAM

The program is done, now run it…

1. **Press DOWN and SELECT twice.**
   You chose EXECUTE PROGRAM
   and SINGLE MODE.

> EXECUTE PROGRAM

2. **Press the trigger.**
   The program started and the display
   is counting down.

> SINGLE MODE

There are some Quick Fix features while running…

3. **Press and release the trigger.**
   The program *pauses*. The display quits
   Counting down. Press again to continue.
   Do it as often as you like.

While running or paused…

1. **Press and hold the trigger.**
   The *horn sounds* for 2.0 seconds as
   Programmed while the program keeps running.

2. **Press and hold DOWN.**
   The program *restarts* at the beginning.

PROGRAMMING:

The SporTimer can hold three programs at once.

There are three "modes," and one program can be stored in each mode.

1. *Single Mode* has one timed event, runs once, and then stops.
2. *Repeat Mode* has one timed event, but runs continuously repeating the event until the SporTimer is
   turned off.

3. *Multi-step Mode* can have up to 40 timed events, each with a different length or duration.

For each program, the kind of sound and length of the horn blast is chosen.

Later in this guide, each type of program is discussed with typical issues.

Anyone who will be programming the SporTimer should take time to play with the programming features to gain familiarity. Experiment in any fashion. Try inputting several types of short programs reflecting the types of timed events you anticipate using. Later in this guide there is a sample step-by-step program which can be stepped through to clear up any confusing areas.

FRONT PANEL CONTROLS:

Figure one shows the front panel. The four round black buttons control all SporTimer programming and operational functions. The gray LCD display shows menu, programming, or numerical information depending on what function is being performed. The three circular connections are for connecting accessories.
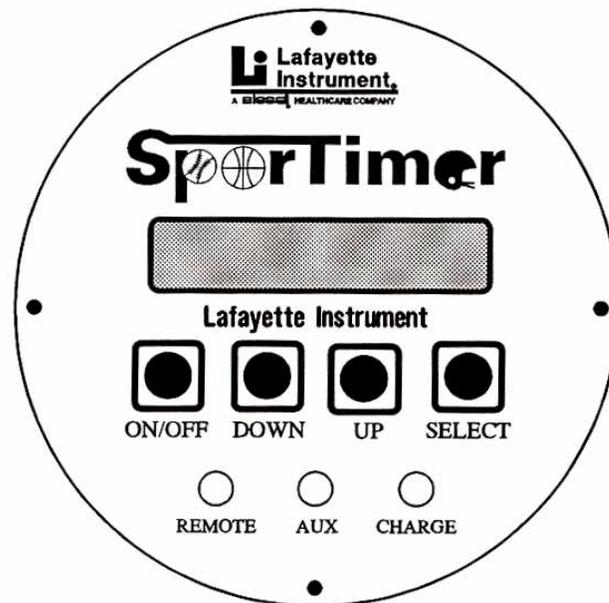

Figure 1 - Front Panel

Table 1 describes each front panel item. Refer to Table 1 when programming or operating the SporTimer.

Table 1: Front Panel Items

Front Panel Item	Description
LCD Display	Displays menu prompts and settings for times, intervals, etc. When programming time, the display item that is "blinking" on and off is the item currently enabled. The value of the "blinking" item will change when UP or DOWN is pressed and will be stored when SELECT is pressed.
ON/OFF	Powers front panel on and off. Times out and turns off after 3 minutes of inactivity. The time out interval can be changed by Lafayette Instrument.
UP	Moves to next selection in menu choices or increases time display by one.
DOWN	Moves to previous selection in menu choices or decreases time display by one.
DOWN/UP pushed simultaneously	When in sub-menus or selections (not on Main Menu), will move to next higher menu level. If you start programming and decide you want to back up, exit out, or start over, press DOWN/UP one or more times.
DOWN held down or UP held down	When programming time, changes time by 10 units (as opposed to a 1-unit change for a simple press).
SELECT	Accepts the current time or settings displayed and moves to the next setting to be input. Returns to the menu when pressed at the end of a program.
REMOTE	Connector to plug the START/PAUSE trigger in to run programs.
AUX	Connector available for future enhancements.
CHARGE	Connector to plug in the battery charger to recharge each night.

USING THE TRIGGER:

The START/PAUSE trigger starts a program when **ARMED** is displayed. Press it while a program is running and the program pauses until it is pressed again.

You can also use the trigger to sound the horn at any time. If a program is *not* running, display **EXECUTE PROGRAM**. Then, press and hold the trigger.

Similarly, press and hold the trigger to sound the horn at any time a program is running.

MENUS:

Two things can be done with menus: input (**EDIT**) a program or run (**EXECUTE**) a program. SporTimer's menu structure reflects this and is shown in Figure 2.

When the SporTimer is first turned on, **EDIT PROGRAM** is displayed. **EXECUTE PROGRAM** can be chosen by pressing DOWN. Table 2 describes the Main Menu choices. Press DOWN to move to the choice you want and press SELECT.
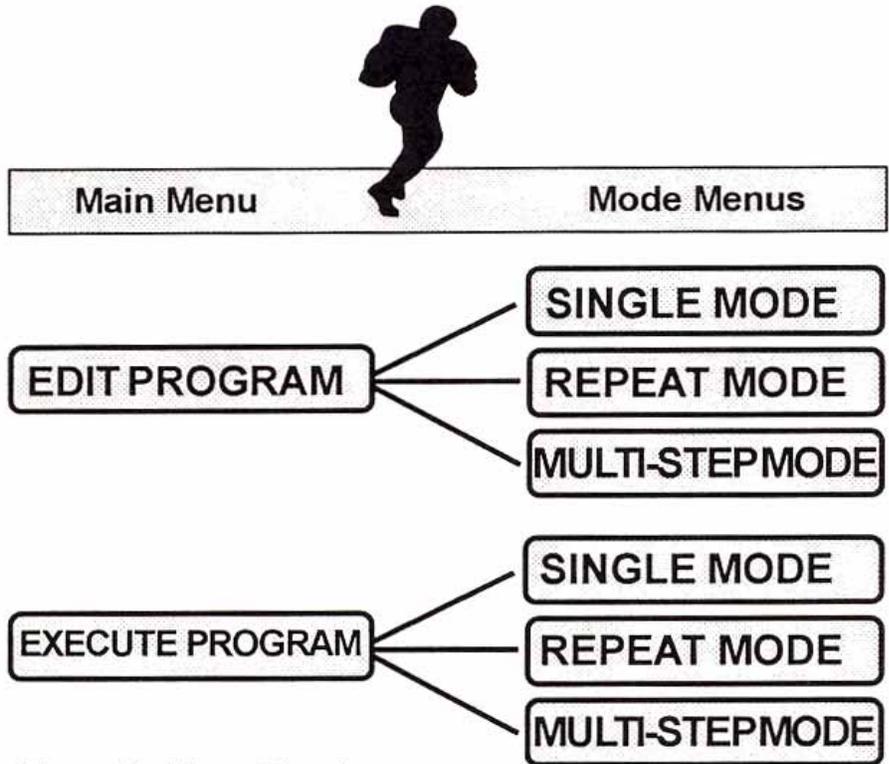
Figure 2 - Menu Structure

Table 2—Main Menu

Main Menu Choice	Description
EDIT PROGRAM	Choose to input a new program or to change a stored program.
EXECUTE PROGRAM	Choose to execute or run a program that has been stored.

Under **EDIT PROGRAM**, three choices are always available: **SINGLE MODE**, **MULTI-STEP MODE**, and **REPEAT MODE**. Table 3 describes each mode.

The same three choices are available under **EXECUTE PROGRAM** *when a program of each time is stored.* If a given type is not stored, the choice does not appear.

Table 3—Mode Menu

Mode Menu Choice	Description
SINGLE MODE	Choose under EDIT PROGRAM to create or, edit a "single mode" program. Choose under EXECUTE PROGRAM to run. Single mode runs for one period of time, sounds the selected horn beep once for the sound duration programmed, and stops. Press the trigger to run it again.
REPEAT MODE	Similar to single mode except once started, the program repeats continuously until turned off.
MULTI-STEP MODE	Choose under EDIT PROGRAM to create or edit a "multi-step mode" program. Choose under EXECUTE PROGRAM to run. Multi-step mode allows up to 40 steps or intervals in the program with each step having its own length or duration. A single horn blast with a specified beep, level, and duration is programmed. It sounds at the end of each interval.

SETTING TIME INTERVALS:

For any program, the length of time (interval) before the horn sounds must be programmed using one of the following units of time.

S : H which is **S**econds and **H**undredths of a second
M : S which is **M**inutes and **S**econds
H : M which is **H**ours and **M**inutes

When an interval is required while programming, **S : H** will display. Press DOWN if you need **M : S** or **H : M** instead. Keep pressing DOWN and the display loops through the three selections. When the correct units display, press SELECT.

Then the left digit will blink and is waiting for you to select the desired number. Press DOWN repeatedly until the number you want is displayed. Then press SELECT to save the number and the right digit starts blinking. As before, select the number you want, and press SELECT to store the interval time.

All time intervals are input with this same procedure.

Table 4 shows the limits for each time unit. The longest duration that can be programmed is 99:59:59.99 (barely less than 100 hours) which would be a very long drill indeed!

Table 4—Time Limits

Unit	Limits
HOURS	0 – 99
MINUTES	0 – 59
SECONDS	0 – 59
HUNDREDTHS	0 – 99

SINGLE MODE OPERATION:

When **EDIT PROGRAM** ➡ **SINGLE MODE** is selected, the programming choices in Table 5 are available.

Table 5—Input or Edit Single Mode Program

		Display Selections (Press SELECT to choose)	Description/Procedure
Main Menu **Mode Menu** **Edit Program** **Single Mode**		**S:H** **M:S** **H:M**	Set the interval or length of time for the event. Unit Definitions: S:H = Seconds:Hundredths of a Second M:S = Minutes:Seconds H:S = Hours:Minutes First, display the units needed and press SELECT. Second, set the blinking left digit and press SELECT. Third, set the blinking right digit and press SELECT
	SOUND	BUZZ TONE	Display the kind of sound you want to blast at the end of the program and SELECT.
	LEVEL	LOW HIGH	Display the loudness of the sound blast at the end of the program and SELECT.
	DURATION	00.0 S	Display the number of seconds to the tenth of a second that you want the sound to blast and SELECT.

To run after programming the mode, choose **EXECUTE PROGRAM** ➡ **SINGLE MODE** (Table 6). **ARMED** is displayed. Press START/PAUSE. The program runs, the horn sounds, and **ARMED** is displayed again at the end. It can be run again and again by pressing START/PAUSE.

Table 6—Single Mode, Run or Execute Program

Main Menu	Mode Menu	Display Selections (Press SELECT to choose)		Description/Procedure
Execute Program	Single Mode*	ARMED		Press START/PAUSE to start. Runs program once then returns to ARMED. *Only displays when SINGLE MODE PROGRAM IS STORED.

A typical use of this mode is when there is a single drill to be timed.

Also, use Single Mode if you have a series of drills of *identical length* where you want the horn to sound so everyone stops at the end of each drill. After an explanation, you can start the next drill by simply pressing START/PAUSE.

While the program is running, the time *remaining* is displayed and continuously counted down (in hundredths of a second). You can stop and continue the program at any time by pressing the START/PAUSE as needed.

To return to the Main Menu, press SELECT when **ARMED** is displayed.

REPEAT MODE OPERATION:

When **EDIT PROGRAM** ➡ **REPEAT MODE** is chosen (Table 7), you perform exactly the same programming as with Single Mode. The difference is when you run or execute the Repeat Mode program, it will repeat continuously.

To run, choose **EXECUTE PROGRAM** ➡ **REPEAT MODE** (Table 8). As in Single Mode, the time remaining is displayed continuously and you can START/PAUSE at any time.

Table 7—Input or Edit Repeat Mode Program

Main Menu	Mode Menu	Display Selections (Press SELECT to choose)		Description/Procedure
Edit Program	Repeat Mode	**S:H M:S H:M**		Set the interval or length of time for the event. Unit Definitions: S:H = Seconds:Hundredths of a Second, M:S = Minutes:Seconds, H:S = Hours:Minutes. First, display the units needed and press SELECT. Second, set the blinking left digit and press SELECT. Third, set the blinking right digit and press SELECT
		SOUND	BUZZ TONE	Display the kind of sound you want to blast at the end of the program and SELECT.
		LEVEL	LOW HIGH	Display the loudness of the sound blast at the end of the program and SELECT.
		DURATION	00.0 S	Display the number of seconds to the tenth of a second that you want the sound to blast and SELECT.

A typical use of this mode is when there is a series of drills of identical length, and you want the group to restart the drill or change to the next drill when they hear the horn without stopping in between.

Turn the SporTimer off to stop the REPEAT MODE program.

Table 8—Repeat Mode, Run or Execute Program

Main Menu	Mode Menu	Display Selections (Press SELECT to choose)	Description/Procedure
Execute Program	Repeat Mode*	ARMED	Press START/PAUSE to start. Runs program once then returns to ARMED. *Only displays when REPEAT MODE PROGRAM IS STORED.

MULTI-STEP MODE OPERATION:

When EDIT PROGRAM ➡ MULTI-STEP MODE is chosen, the choices in Table 9 are available.

Table 9—Input or Edit Multi-Step Mode Program

Main Menu	Mode Menu	Display Selections (Press SELECT to choose)		Description/Procedure
Edit Program	Multi-Step Mode	ADD INTERVAL (1ST)	S:H M:S H:M	Set the length of time for the first event. The number on the left, [01], signifies the first step or interval. First, display the units needed and press SELECT. Second, set the blinking left digit and press SELECT. Third, set the blinking right digit and press SELECT.
		SOUND	BUZZ TONE	SOUND, LEVEL, and DURATION are for the horn blast at the end of each event or interval. These 3 items only appear when programming the 1st interval, and the horn blast will be identical for all intervals. Display choice and SELECT for each item
		LEVEL	LOW HIGH	
		DURATION	00.0 S	
		ADD INTERVAL (2ND-40TH)	S:H M:S H:M	Set the length of time for events 2-40. ADD INTERVAL will come up repeatedly. The interval number, [02], increments by one for each cycle. The procedure to set the interval length is the same as 1st interval.
		The following choices only appear when a program is already stored in PROGRAM MODE		
		CHANGE INTERVAL		Display interval to change and SELECT. Then put new interval length in as shown under ADD INTERVAL.
		INSERT INTERVAL		Display the interval after the new one you want to insert. For instance, if you want to add an interval before interval [04], then select [04]. SELECT and put new interval length in as shown under ADD INTERVAL.
		DELETE INTERVAL		Display the interval to delete. SELECT to delete.
		DELETE ALL		SELECT deletes the entire program. A new program must be put in from the start.
		END PROGRAM		SELECT saves the intervals and current settings when selected and returns to the menu.

This mode is used when you want to program a series (up to 40) of drills of varied lengths (intervals). The same horn sound/duration will sound at the end of each event.

The display in Multi-Step Mode displays the event number (i.e. [01], [02], etc.) on the left.

When programming the *first* event, the horn choices (**SOUND**, **LEVEL**, **DURATION**) appear after you set the time. After the horn **DURATION** is chosen, **ADD INTERVAL** reappears. For the second and following events, only the time (and not the horn sound) is programmed.

Once the first event is programmed and **ADD INTERVAL** appears again, the 5 additional choices shown in Table 9 are available. Each is used to change the program. Use the UP or DOWN key to display each one.

Select **ADD INTERVAL** each time it appears to add another event. To end programming after all intervals have been entered, press DOWN until **END PROGRAMMING** displays, and press **SELECT**.

To run the program, choose **EXECUTE PROGRAM** ➡ **MULTI-STEP MODE** (Table 10). Each event will run in order, the horn sounds at the end of each event, and COMPLETED displays when the program is done. Press **SELECT** to return to the Main Menu.

Table 10—Multi-Step Mode, Run or Execute

Main Menu	Mode Menu	Display Selections (Press SELECT to choose)		Description/Procedure
Execute Program	Multi-Step Mode*	ARMED		Runs program (all intervals) and displays; "COMPLETE" when done. Must return to Main Menu (press SELECT) to run again. *Only displays when PROGRAM MODE program is stored.

MAINTENANCE:

What should I do if my SporTimer doesn't work the way it's supposed to?

You have just purchased a ruggedly-manufactured product that is designed to last many, many seasons. But, just like other electronic equipment, it's possible that your SporTimer may need repair or service at some point.

We at Lafayette Instrument pride ourselves on our service record. Over 30 years ago Lafayette started serving the sports market, and continue to place the highest priority on providing fast, quality service on all our products.

We understand that you bought a SporTimer because you need it for practice…and your practice time would not be the same without it. That is why we present the following procedure.

We certainly hope you never have to use it, but, in case you do, refer to this section to get the fastest turnaround repair time on your SporTimer.

Thanks again for your confidence in the SporTimer, and in Lafayette Instrument!

SERVICE:

For SporTimer service, take the following steps *in the order shown*.

WARNING: If you notice some type of electronic or mechanical malfunction in the SporTimer, NEVER attempt to open the case! *By taking the product apart, you automatically VOID your one-year warranty!*

1. If you think your SporTimer needs repair, immediately call (800) 428-7545. This is Lafayette Instrument's Customer Service Hotline. Trained technicians are available between 8:00 A.M. and 5:00 P.M., eastern time to answer questions and help diagnose the problem.

2. If your SporTimer needs to be sent in for repair:
    a. Your Customer Service Representative will issue a Return Goods Authorization (RGA) number.
    b. Box up the SporTimer (preferably in its original box) and write the RGA number noticeably on the box before shipping. This way, our receiving clerks will immediately be able to recognize your shipment as a product that needs repair.

        The shipping address is: Lafayette Instrument Company
        P.O. Box 5729
        3700 Sagamore Parkway, N.
        Lafayette, IN 47903
        ATTN: (*your RGA number*)

RECHARGING/LOW BATTERY INDICATOR (*):

The SporTimer can usually operate for several practice sessions on a single charge.

NOTE: The amount of time available on a single charge varies and depends on the number and duration of sound blasts that have occurred since the last charge.

It is never possible to know precisely how much charge is left. So to be safe and avoid discharge, it is recommended that SporTimer be plugged into the battery charger and wall receptacle *every evening* for an overnight charge.

CAUTION: Don't leave the battery charger plugged in longer than 24 hours.

If the SporTimer is not used for 30 days, recharge to maximize long-term battery life.

Plug the battery charger into any standard 120V AC 60 Hz wall receptacle. In turn, plug the battery charger cable into the **CHARGE** connector on the front of the SporTimer.

If a star, *, appears on the left side of the LCD display, the SporTimer is getting low on charge. It should be recharged as soon as possible. The amount of time left when the * appears depends on the number and duration of sound blasts. The * is displayed continuously until the unit is recharged.

SAMPLE PROGRAM (Multi-Step):

All the programming on the SporTimer works similarly. So the following example details a procedure you might use to store a program.

NOTE: Very short time frames are used so this sample program will run quickly for you.

Let's say you want to run three consecutive drills of 10, 20, and 60 seconds duration. Now, that's fast! And, you want each drill to end with a 2-second horn blast. Table 11 lists the actions you would perform to program this scenario into the SporTimer. For simplicity, let's assume that a Multi-Step Mode program is not stored when you start.

Table 11—Sample Program

Action	Description
1. Press ON/OFF	Turns on SporTimer, EDIT PROGRAM displays.
2. Press SELECT	Selects EDIT PROGRAM choice and displays SINGLE MODE.
3. Press DOWN	PROGRAM MODE is displayed which is used to set up three different times.
4. Press SELECT	Selects PROGRAM MODE, momentarily displays ADD INTERVAL, displays "[01] 00:00 S:H". SporTimer is waiting for you to input step one of the program.
5. Press SELECT	Selects S:H (Seconds:Hundredths of a second) to program.
6. Press and hold UP until 10:00 appears	Toggles blinking seconds to 10.
7. Press SELECT	Saves 10 seconds and is ready (blinking) for the number of hundredths.
8. Press SELECT	Saves 0 hundredths of a second and moves to SOUND choice.
9. Press UP	Moves from BUZZ sound to TONE sound, which is what you want.
10. Press SELECT	Chooses TONE and moves to sound LEVEL choice.
11. Press UP twice	Moves LEVEL from LOW to HIGH since you want a loud blast.
12. Press SELECT	Chooses HIGH and moves to sound DURATION choice.
13. Press and hold UP until 2.0 appears	Selects 2.0 seconds as the duration of the horn blast.
14. Press SELECT	Saves the sound duration and returns to ADD INTERVAL.
Repeat steps 4-8 to program the second and third drill times. The interval number, [01] increments when starting each new step. Then, continue with step 15 to complete programming.	
15. Press UP until "END PROGRAMMING" APPEARS	Moves you back up to the higher level menu. EDIT PROGRAM is displayed.
16. Press DOWN	Moves to EXECUTE PROGRAM.
17. Press SELECT	Selects EXECUTE PROGRAM and displays one of the three modes depending on how many programs are loaded.
18. Press DOWN until PROGRAM MODE is displayed	Moves to PROGRAM MODE
19. Press SELECT	Makes the SporTimer ready to run the program you input in PROGRAM MODE. ARMED is displayed.
20. Press START/ PAUSE trigger	Program runs.
21. Press trigger as needed.	Press the trigger to pause, restart, sound the horn (press and hold), etc. as needed.

SPORTIMER QUICK REFERENCE INFORMATION

This section has information duplicated from the Quick Reference Card that came attached to your SporTimer when new.

Main Menu
EDIT PROGRAM
EXECUTE

Mode Menu
SINGLE MODE
REPEAT MODE
MULTI-STEP MODE

Time
S:H (Seconds:Hundredths)
M:S (Minutes:Seconds)
H:M (Hours:Minutes)

Horn
SOUND
LEVEL
DURATION

Q u i c k   F i x e s

When not running...

Sound Horn - Display "Execute Program". Then, press and hold

TRIGGER

When running or paused...

Reset Drill to Start - press

DOWN

Advance to Next Drill - press

UP

Sound Horn During Drill - press and hold

TRIGGER

P r o g r a m m i n g

Running a Program
1. Select EXECUTE PROGRAM (Main Menu).
2. Select mode: SINGLE, REPEAT, or MULTI-STEP.
3. ARMED is displayed.
4. Start: press START/PAUSE trigger. Press trigger as needed to stop and continue.
5. (REPEAT MODE only) Stop program by turning *SporTimer* off.

Input and Save a Program
Step-by-step instructions in User Guide.
1. Select EDIT PROGRAM.
2. Select SINGLE, REPEAT, or MULTI-STEP.
3. Select time units: S:H, M:S, H:M.
4. Select time for both digits.
5. Select horn SOUND, LEVEL, DURATION.
6. (MULTI-STEP only) Repeat 3-4 for each interval. Press **DOWN** to END PROGRAMMING and press **SELECT**.

Use the following keys to program.

SELECT

Press **SELECT** at every step to (1) choose the choice displayed or (2) to save the blinking number displayed.

DOWN

Press **DOWN** or **UP** to change the display to another choice or another number.

UP

Press **DOWN** or **UP** together to back up one step.

Ordering Information:

All phone orders must be accompanied by a hard copy of your order. All must include the following information:
1) Complete billing and shipping addresses
2) Name and department of end user
3) Model number and description of desired item(s)
4) Quantity of each item desired
5) Purchase order number or method of payment
6) Telephone number

DOMESTIC TERMS
There is a $50 minimum order. Open accounts can be extended to most recognized educational institutions, hospitals and government agencies. Net amount due 30 days from the date of shipment. Enclose payment with the order; charge with VISA, MasterCard, American Express; or pay COD. We must have a hard copy of your order by mail or fax. Students, individuals and private companies may call for a credit application.

INTERNATIONAL PAYMENT INFORMATION
There is a $50 minimum order. Payment must be made in advance by: draft drawn on a major US bank; wire transfer to our account; charge with VISA, MasterCard, American Express; or confirmed irrevocable letter of credit. Proforma invoices will be provided upon request.

RETURNS
Equipment may not be returned without first receiving a Return Goods Authorization Number (RGA).

When returning equipment for service, please call Lafayette Instrument to receive a RGA number. Your RGA number will be good for 30 days. Address the shipment to: Lafayette Instrument Company, 3700 Sagamore Parkway North, Lafayette, IN 47904, U.S.A. Shipments cannot be received at the PO Box. The items should be packed well, insured for full value, and returned along with a cover letter explaining the malfunction. Please also state the name of the Lafayette Instrument representative authorizing the return. An estimate of repair will be given prior to completion ONLY if requested in your enclosed cover letter. We must have a hard copy of your purchase order by mail or fax, or repair work cannot commence.

WARRANTY
Lafayette Instrument guarantees its equipment against all defects in materials and workmanship to the ORIGINAL PURCHASER for a period of one (1) year from the date of shipment, unless otherwise stated. During this period, Lafayette Instrument will repair or replace, at its option, any equipment found to be defective in materials or workmanship. If a problem arises, please contact our office for prior authorization before returning the item. This warranty does not extend to damaged equipment resulting from alteration, misuse, negligence or abuse, normal wear or accident. In no event shall Lafayette Instrument be liable for incidental or consequential damages. There are no implied warranties or merchantability of fitness for a particular use, or of any other nature. Warranty period for repairs or used equipment purchased from Lafayette Instrument is 90 days.

DAMAGED GOODS
Damaged equipment should not be returned to Lafayette Instrument prior to thorough inspection.

When a shipment arrives damaged, note damage on delivery bill and have the driver sign it to acknowledge the damage. Contact the delivery service, and they will file an insurance claim. When damage is not detected at the time of delivery, contact the carrier and request an inspection within 10 days of the original delivery. Please call the Lafayette Instrument Customer Service Department for a return authorization for repair or replacement of the damaged merchandise.

Lafayette Instrument

3700 Sagamore Parkway North
P.O. Box 5729 • Lafayette, IN 47903 USA
Tel: 765.423.1505 • 800.428.7545
Fax: 765.423.4111
E-mail: lic@lafayetteinstrument.com
www.lafayetteinstrument.com

Lafayette Instrument Co. Europe

4 Park Road, Sileby,
Loughborough, Leics., LE12 7TJ. UK.
Tel: +44 (0)1509 817700
Fax: +44 (0)1509 817701
E-mail: EUsales@lafayetteinstrument.com