C-200 V2.1 - short instructions

1. switch on

Press 🕐 for 3 seconds

2. synchronization

🕐 → SET → ◄ ► set hours → SET ◄ ► set minutes → SET → "SYNC" → START

3. setting of ability trials "P"

(P = ABILITY TRIAL = time to run a distance) (C =TIME CHECK = transit time at check point)

3.1 P/C → THE END / or the last P or C previously set → ► → THE END →

SET → P OR C: P → SET

P01 → SET → P01 HR: 00

◄ ► set hours → SET
◄ ► set minutes → SET
◄ ► set seconds → SET
◄ ► set hundreds of seconds → SET

Time of P01 is set.

3.2 To set additional P or C, press ►

THE END → SET → P OR C: P → SET

P02 → SET → P02 HR: 00 etc....

4. setting of time checks "C"

(P = ABILITY TRIAL = time to run a distance) (C =TIME CHECK = transit time at check point)

4.1 P/C → THE END / or the last P or C previously set → ► → THE END →

SET → P OR C: P → ► → P OR C: C → SET

C01 → SET → C01 HR: 00

◄ ► set hours → SET
◄ ► set minutes → SET
◄ ► set seconds → SET
◄ ► set hundreds of seconds → SET

Time of C01 is set.

4.2 To set additional C or P, press ▶

THE END → SET → P OR C: P etc..

5. settings

5.1 sound beep (automatic sound beep activation during count down)

🕐 → P/C + 🔊 → *BEEP: 10* → ◀ and ▶ to set automatic activation of sound beep

between -59" and 0". Press SET to confirm.

5.2 backlight (automatic activation of backlight during count down)

🕐 → P/C + 💡 → *LIGHT: 12* → ◀ and ▶ to set automatic activation of backlight

between -59" and 0". Press SET to confirm.

LEVEL: 25 → ◀ and ▶ to set backlight intensity from 0 to 99. Press SET to confirm.

6. start

6.1 To start a P or C press 🔴START switch or the external switch.

6.2 Whenever 🔴START switch is pressed the following P or C starts and the recorded time is displayed (advance or late) and stored in memory.

6.3 All the P and C times are to be set in chronological order.

6.4 Series of sectors where the end of the first coincides with the start of the following one are to be considered "Combined P or Combined C". Whenever at the end of the last P of a series of sectors (combined P), the start switch is pressed to get the split time, the first ability trial of the following series of sectors (combined P) is activated. Pressing **RESTORE** 🔊+💡, the activated ability trial is stopped and restored to its originally set time.

7. memory recall

7.1 At any time, during the countdown of a P or a C, the clock function, and split times may be accessed and displayed by pressing respectively 🕐 and P/C.

Pressing P/C additional P and C can be set.

7.2 Press ▦ **(This symbol only!) to go back to the running P or C and visualize the relevant COUNT DOWN.**

8. stop of the running time

8.1 Press **RESTORE** 🔊+💡, while the P or the C is displayed and running, to stop it and to put it in" stand by" condition, ready for a new start.

9. accidental pressing of start switch

9.1 In case of accidental press of the START switch or the external one, press **BACK** ◄◄ + ▦ to return to the count down of the previous P or C. This operation can be effected only once for each event (P or C)

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10 uneffected time start

10.1 In case of "no-start", pressing **RESTART** ▦ + ►► anchoring to the previous P or C (at 00" time) is activated; thus giving the possibility of regaining a "lost race".

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11 split times

11.1 Whenever START switch is pressed, the split time (compared to theoretical 00" time) is displayed for 15" seconds:
from 51 to 99 hundreds of seconds = advance transit time
00 = 00
from 1 to 50 hundreds of seconds = late transit time

11.2 differences exceeding 50 hundreds of seconds are stored in memory but not displayed.

11.3 At the end of the race pressing P/C twice and then ◄ and ► , the split times can be displayed for due evaluation.

11.4 Differences in times exceeding 2' are not stored in memory.

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12. switch off

Press 🕐 and press again 🕐 for 3 seconds.

NOTE: No switch off permitted during the count down of a P or a C. Press ▦ to locate the running event and press **RESTORE** 🔊 + 💡 simultaneously to stop it.

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13. total deleting of the memorized ability trials

Press 🕐 and press ◄◄ + ▦ + ►► simultaneously.

"DELETE: N" → ► *"DELETE: Y"* → SET for memory total delete.
All P and/or C including the running one will be deleted.