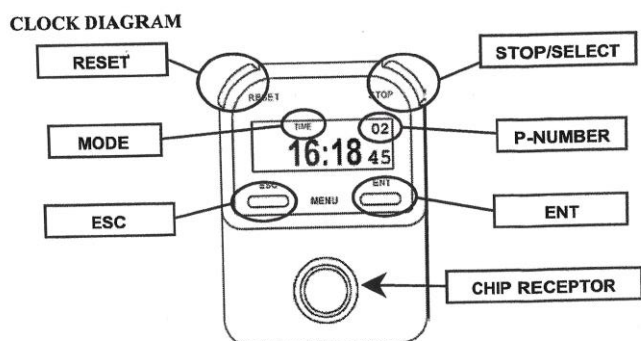


MI-2

Updated BPMCK – 30/08/2024

Using the CD200 Rally Timer at an Intermediate Time Control (IRTC)



Before you start

Press "Esc" – it should show "F"

In top right hand corner = "Memory No (*) – (* - see "Changing your Timer's P-Number".

1 Basic operating instructions.

- Hold the clock in your left hand. That way you will naturally be able to press the "Stop" button.
- Keep your thumb & other fingers away from the "Reset" button.
- When the car arrives at the timing point press the "Stop" button and call the time out loud enough for the navigator to hear.
- If a competitor queries the time given, show them the clock to verify your time is correct.
- Hopefully you will have a colleague who will be completing the Marshal's Check Sheet, and they write the time on it.
- Take the Competitor's Time Card clipboard and write the time onto the Competitor's Time Card.
- Put the Competitor's Time Card clipboard in your right hand and the clock in your left hand.
- **Touch the 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.

Any one of these three confirm that chip has been read. Please note that on some clocks the 'beep' is very quiet and difficult to hear in adverse or noisy conditions, so please also look for 2 and 3 above which confirm the data has been transferred.

- **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 and let them go on their way.
- 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

- Press the red 'Stop' button as the first car stops and again as each successive car stops behind the one in front. Up to ten successive times can be recorded into a queue in the Timer's memory. If a subsequent car arrives he may sound the horn to let you know he has arrived. If you have not already pressed the 'Stop' button for him, do so at that time, and wave to let him know you have recorded his time.
- The time of the first car to arrive appears on the display and on the left is the number of times in the queue.
- You must process the cars in the order they arrived.
- When you present the first competitor's Chip to the Timer, the first time into the queue will be transferred into the Chip and the next car's time will then be displayed.
- A number appears to the left of the clock display which corresponds to the number of times saved into the clock. As you clear each one down, it will reduce..

3 BEWARE - THINGS TO WATCH OUT FOR

- 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 (i.e. 04) is the control sequence number. Pressing the 'Esc' button should show 'F' on the display to confirm the correct functional mode for an IRTC 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.