

SPECIFICATIONS:

Display: 6-Digit LCD showing hours, minutes, and seconds.

Accuracy: 6/1000 of a second.

Timing Capacity: 1 second to 23 hours, 59 minutes, 59 seconds.

Alarm: Audible and visual.

Memory: Automatic recall of last programmed time.

Functions: Countdown timing and countup (stopwatch) timing.

Attachments: Clip, magnetic back, and stand.

Clock: Time-of-day with AM/PM indicators.

COUNT DOWN ALARM TIMING

1. Switch the TIMER/CLOCK slide switch to TIMER. The display will show TIMER on it. If the timer is running press STOP and then press RESET. The display should read 0:00 00.

2. Press the HR (hour) button to advance the hour digits. Each press is confirmed with a sound. Press and hold down the HR button to rapidly advance hours.

Press the MIN (minute) button to advance the minutes digits. Each press is confirmed with a sound. Press and hold down the MIN button to rapidly advance minutes.

Press the SEC (second) button to advance the seconds digits. Each press is confirmed with a sound. Press and hold down the SEC button to rapidly advance seconds.

3. When the desired amount of time appears on the display, press the START button to begin timing down.

4. When the timer reaches zero an electronic tone will sound and the display will flash TIME'S-UP. The tone will sound for one minute and then turn off automatically to preserve battery life. To turn the audible alarm off manually, press any button.

At zero the timer begins timing up. This feature displays the amount of time which has elapsed since zero. When the alarm is sounding, the first press of any button turns off the electronic tone and stops the UP timing. Press RESET to clear the display. The timer will only clear when time is stopped.

CORRECTING AN ENTRY

If an error is made during an entry, press the RESET button to clear the display to zero. If you wish to clear an entry when time is running, you must first stop the timing by pressing the STOP button, then press the RESET button. The timer will only clear when time is stopped.

MEMORY FUNCTION

When timing repetitive intervals, the memory function will recall the last programmed time. It allows the user to dedicate the timer to a frequently timed test. The timer will return to the desired time period again and again.

Set a programmed time. Press START. When the alarm sounds, press any button to stop the tone from sounding and to stop the time. Press the START button to display the original programmed time. The display will show MEMORY TIMER. Press the START button to begin a memory time.

You may repeat this process as often as needed. Note: If RESET is pressed when the time is stopped, it clears the display and the memory.

TIMEOUT

The timer may be stopped during any running time by pressing the STOP button. Timing may be resumed by pressing the START button.

STOPWATCH TIMING, UP TIMING

If the timer is running, press STOP to stop the timer. Press the RESET button to clear the display to zero.

Press the START button to start timing. The timer may be stopped by pressing the STOP button and restarted by pressing the START button (timeout function). When timing has been completed and the timer has been stopped, press the RESET button to clear the display to zero.

TIME-OF-DAY CLOCK SETTING

Switch the TIMER/CLOCK slide switch to CLOCK. The display will show a flashing colon on it. Press and hold down the SET button (this will be confirmed with a sound) while simultaneously pressing the HR (hour), MIN (minute), or SEC (second) button. The SEC button will reset the second digits to

zero when in the 0 to 30 seconds range, and in the 31 to 59 seconds range it will reset seconds to zero and advance the minute digit by one.

BATTERY

An incorrect display or no display indicates that the battery should be replaced. Use a coin to open the battery cover on the back of the timer. Equivalent battery replacements are: RAYOVAC, RW42, DURACELL D357, and EVEREADY 357. Insert the battery with the positive side facing you. Replace the battery cover. Do not over tighten the battery cover.

ADVANCED MEMORY TIMER INSTRUCTIONS