



# Climbtime<sup>2</sup> SPEED CLIMBING TIMER

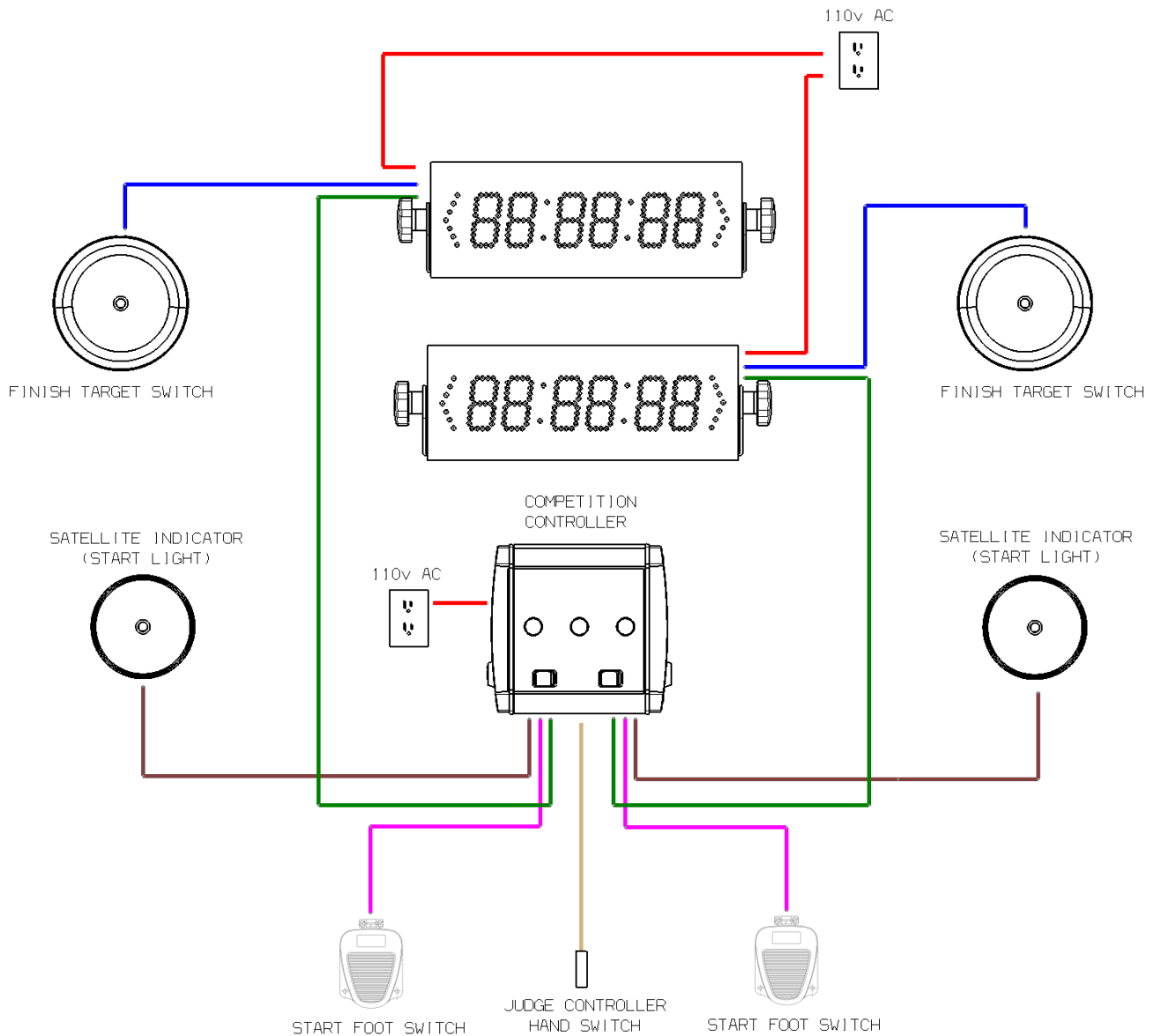
## PRO SERIES II COMPETITION CONTROLLER INSTRUCTIONS



*(IFSC \ Olympic start sequence version B)*

*Controller may not be exactly as shown*

## Pro Series II competition controller wiring diagram



Install the Climptime<sup>2</sup> Pro Series II Competition Controller as illustrated in the above schematic.

When plugging in the Pro Series II Competition Controller the controller power light will illuminate indicating sleep mode.

Review wakeup sequence in Pro Series II Competition Controller cooperation section to turn on Pro Series II Competition Controller.

## INDICATOR LIGHT Through Wall Install:

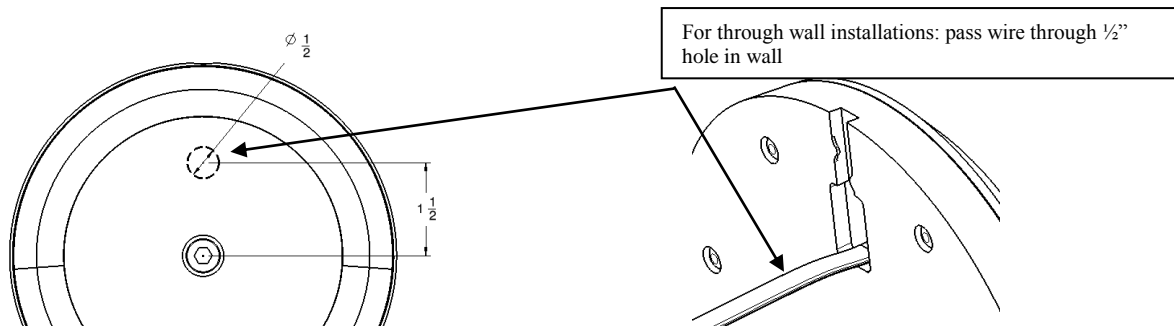
Install the indicator start light in line of sight from the start position to the 4th hold as shown with a 1" Bolt:

The climber should be able to start the race and maintain sight of the satellite start light as the climber races toward the 4<sup>th</sup> large hold.



**HAND TIGHTEN INDICATOR LIGHT TO THE WALL  
DO NOT OVER TIGHTEN.**

For permanent install; Drill  $\text{Ø}1/2$ " hole at  $1\ 1/2$ " up from T-nut position.



Pass the indicator light wire through the  $\text{Ø}1/2$ " hole, and install the indicator light with the supplied 2" bolt.

**Care should be taken to not pinch the wire when installing the indicator light.**

## ***Instructions for using Pro Series Competition Controller***

- 1) Plug in the controller to turn it on. There is no on/off switch as the timer will go to sleep mode after about 8 min of inactivity.

### **To wake up the Speed Climbing system from Sleep Mode:**

#### **Competition Controller switch in Competition Mode:**

##### **Option A**

Depress the Judge Switch – the center judge light on the controller will be “Purple”  
Depress one foot switch and then release – a false start error will wake up the clock timers.

##### **Option B**

Depress the Judge Switch while climbers steps on both foot switch’s – the center judge light on the controller will be “Purple”, the clocks will wake up and start counting

#### **Competition Controller switch in Independent Mode:**

Depress the Judge Switch – the center judge light on the controller will be “Purple” and the clocks will wake up

### **To use Competition Mode:**

Each climber will depress and hold down the foot switch:

- The competition controller route lights will turn BLUE, telling the judge the climber is staged ready to race
- A Blue light will illuminate on the finish targets indicating clock is ready

The Judge will depress the Judge Controller:

- The timer displays will blink and reset to 00:00:00
- The center judge ready light on the competition controller will turn from Purple to Blue,
- The indicator lights on each route will turn blue letting the climbers know the system is ready to race.

5) Once the Judge Controller switch is released the Countdown beep will start with two low-tone beeps, followed by a higher pitch start beep. Then the timers will start counting, and the route indicators will turn Green to let the climbers know the race is valid.

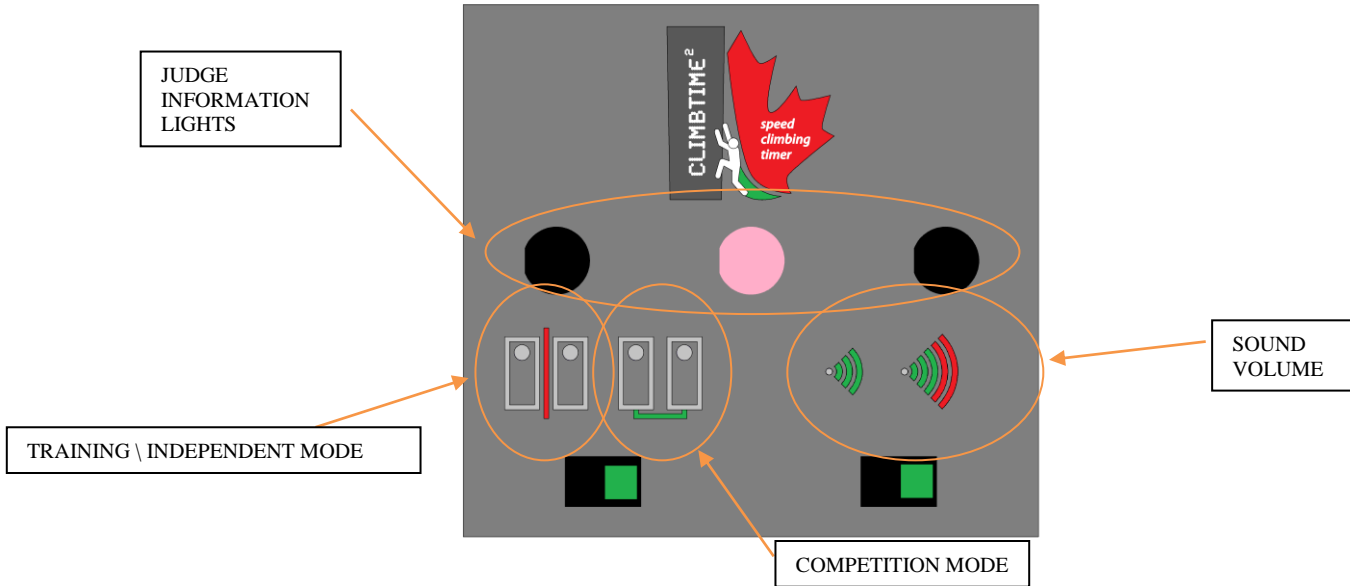
6) Once the finish start switch is hit, the timer will stop, and the start switch lights flash letting the climber know that the timer has stopped.

If a climber leaves the start after the start tones start, the system **will beep indicating a false start**, and the climber route that created the false start will **flash red** on the competition controller and on the route indicator light. The other route will indicate a red steady light to let the climber know not to start. The clocks will not be counting.

If the clocks are counting in a false start error – this indicates **anticipated start**, where the climbers reaction time was faster than 0.1sec. at the start of the first tone beep.

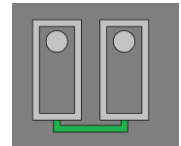
# Competition Controller

## Interface Symbols



## COMPETITION MODE SETUP

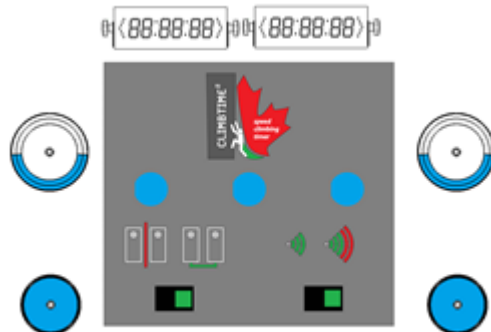
**To select competition race mode:** Switch the left hand rocket switch to the right pointing to the image showing both routes connected together. The center judge light on the controller will turn to "Purple":



The Speed Climbing judge has a remote start switch to start the race - as each climber stages at the start, the system indicates climber "READY" by illuminating a BLUE light on the controller as each climber holds down the start foot switch.

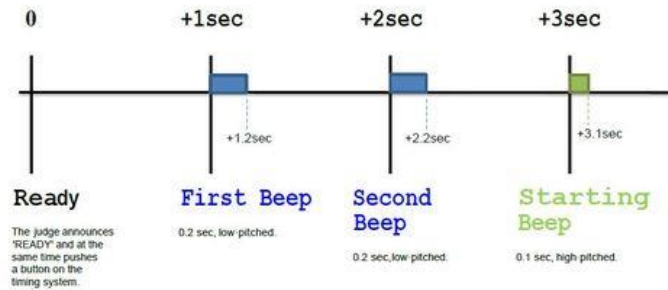
The Judge presses and hold down the start switch on the judge controller:

- \*The center judge indicator illuminates BLUE
- \*The indicator start lights illuminate BLUE.
- \*The Clock timers will reset to 00.00.00
- \*The finish switches will turn BLUE



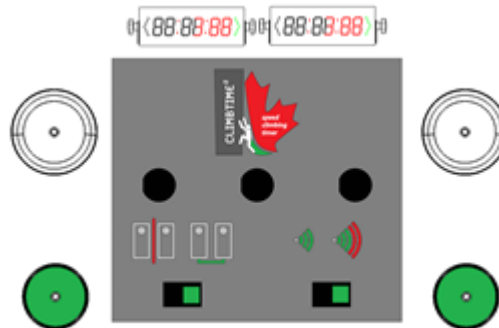
When the judge releases the Competition Controller start switch, a 3 beep tone sequence will start automatically.

### Speed climbing starting procedure



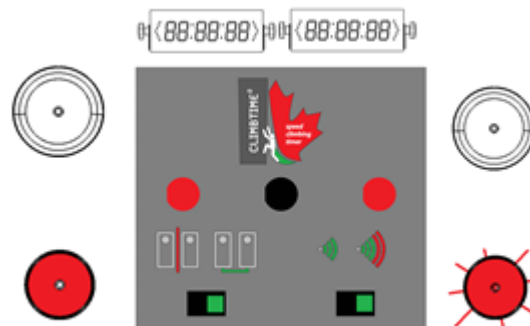
**Note:** False start if climber begins between 0 and 3.1 sec.

At the 3<sup>rd</sup> tone the After the final tone the indicator start lights illuminate GREEN, indicating a valid start on both routes.



If a climber leaves the start before the judge release the start switch on the judge controller -OR- If the climber anticipates the start within 0.1 seconds after start of the final start tone (anticipated false start)

- \*An audible sound will pulse for approximately 5 seconds indicating a false start
- \*The Competition controller judge information lights will turn to RED
- \*The climber indicator lights will turn to RED
- \* The route that created the false start will FLASH RED.



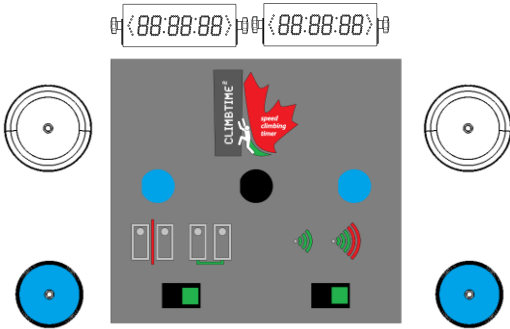
**The false start is reset/cleared by depressing the judge switch 2x.**

# COMPETITION RACE PROCEDURE

## **RACE - STAGING**

Each competitor steps and holds the start switch down.

The Route lights on the Competition Controller will illuminate **BLUE** indicating to the Judge the climbers are staged and ready to race.



## **RACE – READY**

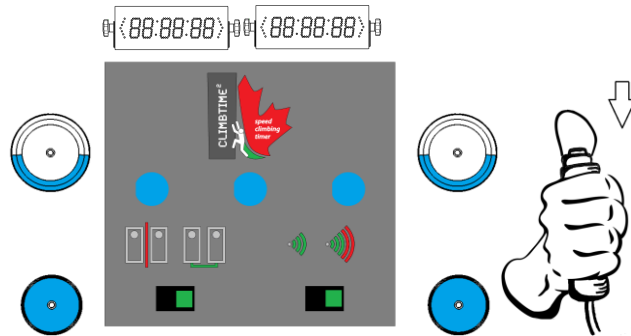
The Judge holds down the start switch on the Judge Controller:

The clocks will reset to 00:00:00

The center light on the Competition Controller will illuminate **BLUE** indicating to the Judge the clocks have been reset.

The Satellite Start lights will illuminate **BLUE** informing the climbers they are staged

The target lights will illuminate **BLUE** indicating ready



## **RACE – START**

The Judge releases the judge start switch. The Competition Controller will emit a 3 beep start sequence.

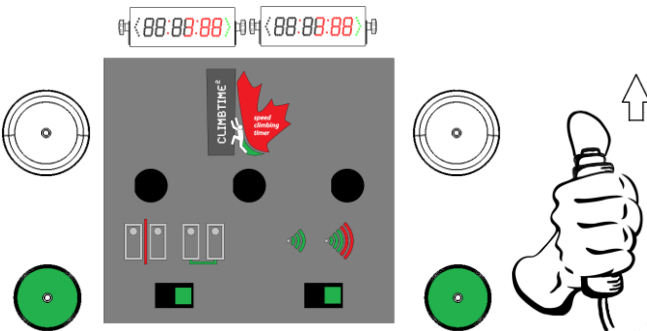
**THE RACE BEGINS.**

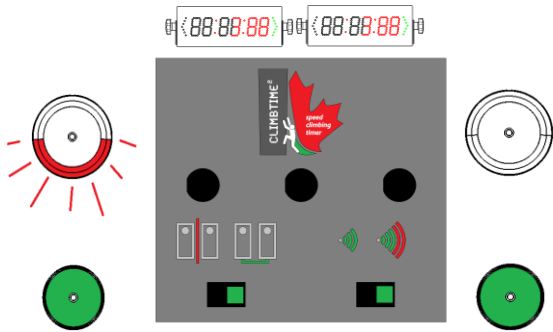
When the judge releases the competition controller start switch, the competition controller will emit a loud steady audible sound for approximately 5 seconds.

The clocks will start

The climber's satellite start lights will turn **GREEN** indicating the start was valid.

After approximately 10 seconds the green Satellite start lights will go out.

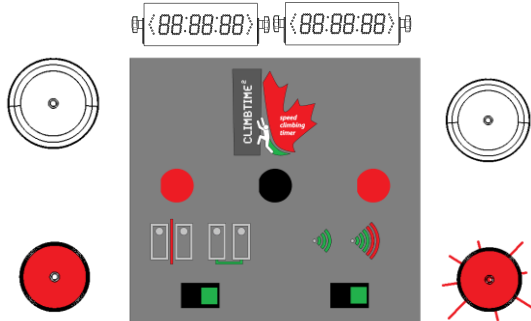




## RACE - FINISH

When a climber touches a target the clock will stop, and the Start Targets will **FLASH RED** for approximately 5 seconds indicating to the climber the clock has stopped.

The remaining route clock will continue to run until touched by then 2<sup>nd</sup> climber.



## RACE - FALSE START

The climbers leave start before the Judge releases the judge start switch

If a climber releases the start foot switch before the judge releases the competition controller start switch, the competition controller will emit a loud beeping audible signal for approximately 5 seconds


The competition controller lights will turn **RED** indicating False Start

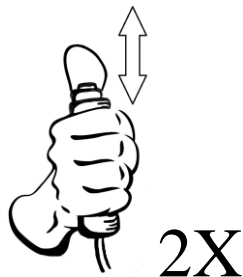
The target lights will illuminate **RED** indicating False Start

The target light on the route that caused the false start will illuminate **FLASHING RED**

The clocks will not start\* (see anticipated false start below).

\* If a climber anticipated a start (guessed) within 0.1 seconds of the judge starting the race, a false start is generated – In this condition the clocks will start counting but the false start will be generated.

  
 (Clocks will run with an anticipated start)



## CLEAR FALSE START

To clear a FALSE START, depress the judge start switch and release 2x.

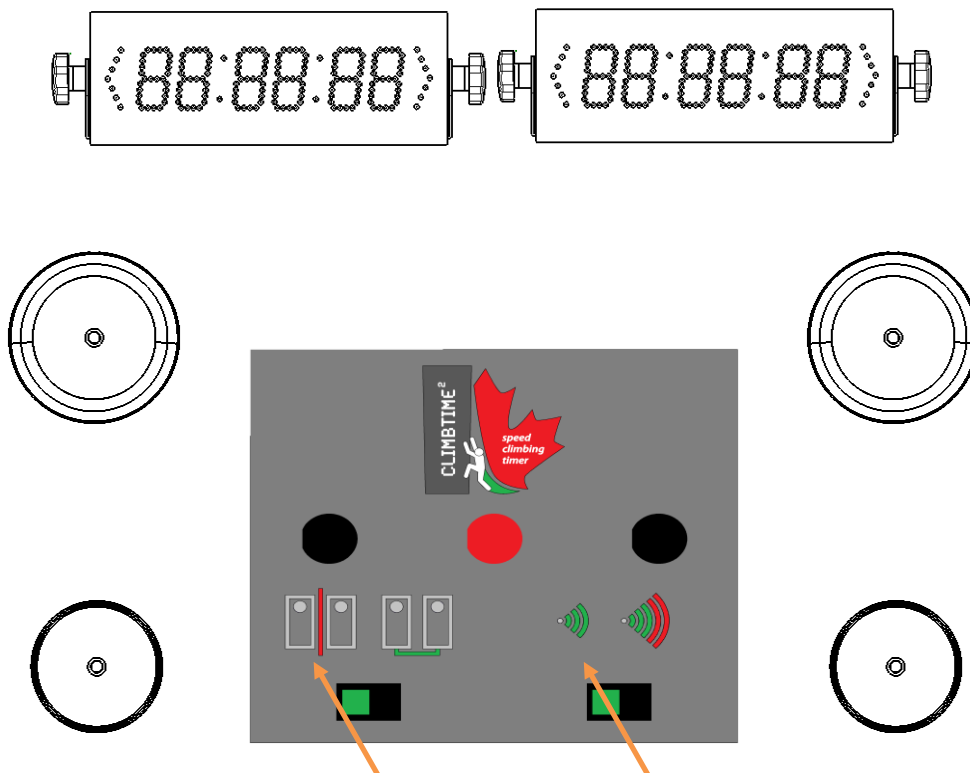


## INDEPENDENT MODE SETUP

The purpose of Independent mode is for normal climbing use in the climbing gym without the need to remove the controller from the wall.

**In Independent mode each clock is controlled individually by each climber.**

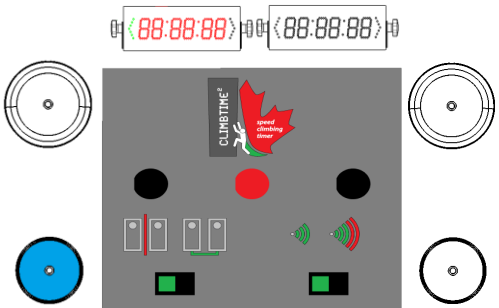
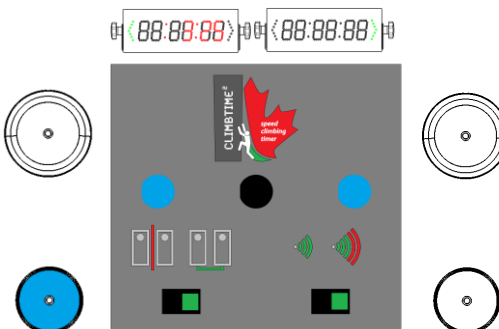
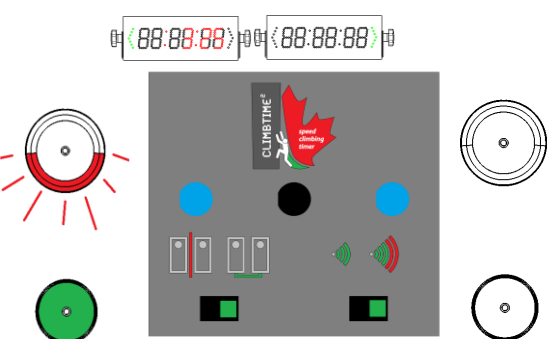
- 1) Pressing and holding the foot switch will reset the timer clock to 00:00:00
- 2) Once the foot switch is released the timer will start, the Satellite Start light will change to GREEN, and the foot switch will be disabled for 2 seconds to prevent an accidental timer reset.
- 3) Once the finish POD is hit, the timer will stop, and the POD lights flash letting the climber know that the timer has stopped. The POD will also be disabled for 5 seconds to prevent a “double hit” on the timer.
- 4) Repeat the process for the next race!



### TRAINING \ INDEPENDENT MODE SETTINGS

- Mode selector to Training Mode –The center light will illuminate RED indicating Training \ Independent Mode
- Volume to Low
- **Judge Controller not connected for independent mode**

# INDEPENDENT MODE PROCEDURE

	<h2><b>INDEPENDENT - STAGING</b></h2> <p>To reset the time on the display, depress and hold the foot switch for 2-5 seconds</p> <p>A BLUE light will illuminate on the Start Target POD, and on the Satellite Start light on the route that is being staged.</p> <p>The timer display will blink and return to 00:00:00</p>
	<h2><b>INDEPENDENT – RACE START</b></h2> <p>When the climber leaves the start foot switch, the clock will start.</p>
	<h2><b>INDEPENDENT – RACE FINISH</b></h2> <p>When a climber touches a target the clock will stop, and the Start Targets will <b>FLASH RED</b> for approximately 5 seconds indicating to the climber the clock has stopped.</p>

## **TRAINING MODE SETUP**

**The purpose of training mode is to be able to train (condition) the climber for faster starts.**

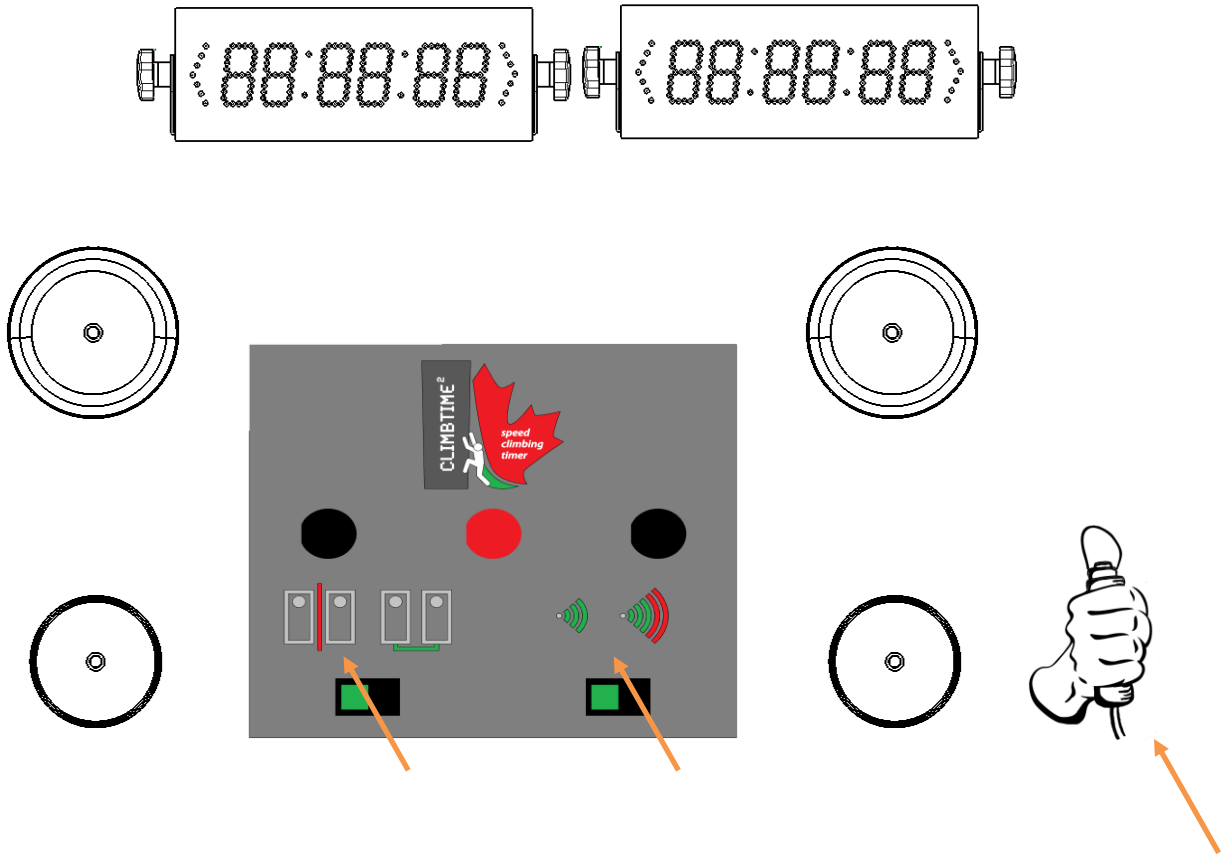
In Training mode each clock is controlled individually by each climber, and the start audible is activated by the trainer. False start is activated by the climber.

Use in Training mode is similar to Independent mode with the exception of the Judge Start Switch. The exception is that the Trainer will emit the start audible signal, and the system will detect a false start.

Each route is run independently and are not connected together as in Competition mode. Therefore training starts can be staged \ activated with another climber on the alternate route.

- 1) A climber on a route will press and hold the foot switch, then the timer clock on that route will reset to 00:00:00
- 2) Training:
  - If the Trainer has the Judge Controller switch depressed, the system will detect a false start if the climber leaves the start foot switch before the trainer starts the race.
  - When the trainer releases the Judge start Switch, the Satellite light will turn from BLUE to GREEN, and a steady audible signal will be emitted for approximately 5 seconds.
  - Once the foot switch is released by the climber, the timer will start and the foot switch will be disabled for 2 seconds to prevent an accidental timer reset.
- 3) Once the finish POD is hit, the timer will stop, and the POD lights flash letting the climber know that the timer has stopped. The POD will also be disabled for 5 seconds to prevent a “double hit” on the timer.
- 4) The Trainer will not have to wait for climber 1 to finish to start training on the second route. Training can continue with the second climber while climber 1 is on route to the finish.
- 5) Repeat the process for the next race, or the alternate route!

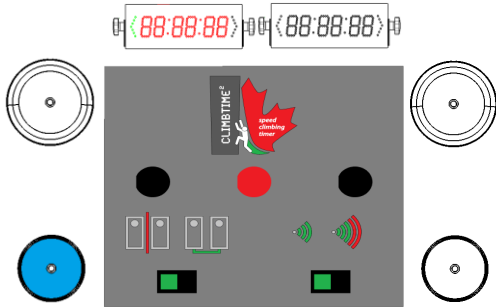
## TRAINING MODE SETUP



### TRAINING \ INDEPENDENT MODE SETTINGS

- Mode selector to Training Mode –The center light will illuminate RED indicating Training \ Independent Mode
- Volume to Low
- **Judge Controller is connected for independent mode**

# TRAINING MODE PROCEDURE

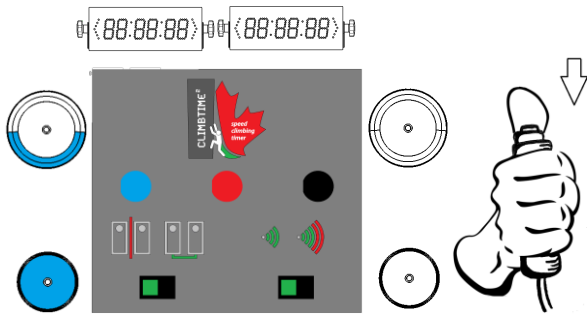


## TRAINING- STAGING

To reset the time on the display, depress and hold the foot switch for 2-5 seconds

A BLUE light will illuminate on the Start Target POD, and on the Satellite Start light on the route that is being staged.

The timer display will blink and return to 00:00:00

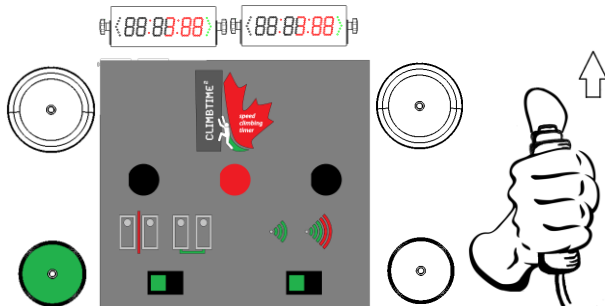


## TRAINING- READY

**The Judge holds down the start switch on the Judge Controller:**

The Satellite Start lights will illuminate Blue informing the climbers they are staged

The target lights will illuminate **BLUE** indicating ready



## TRAINING- START

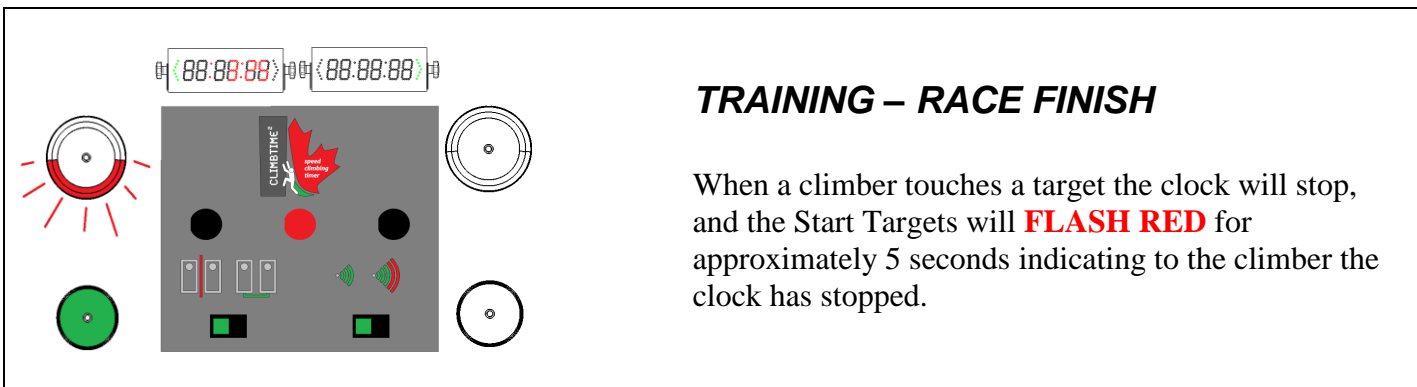
**The Judge releases the judge start switch**

**THE RACE BEGINS.**

When the judge releases the competition controller start switch, the competition controller will emit a loud steady audible sound for approximately 5 seconds.

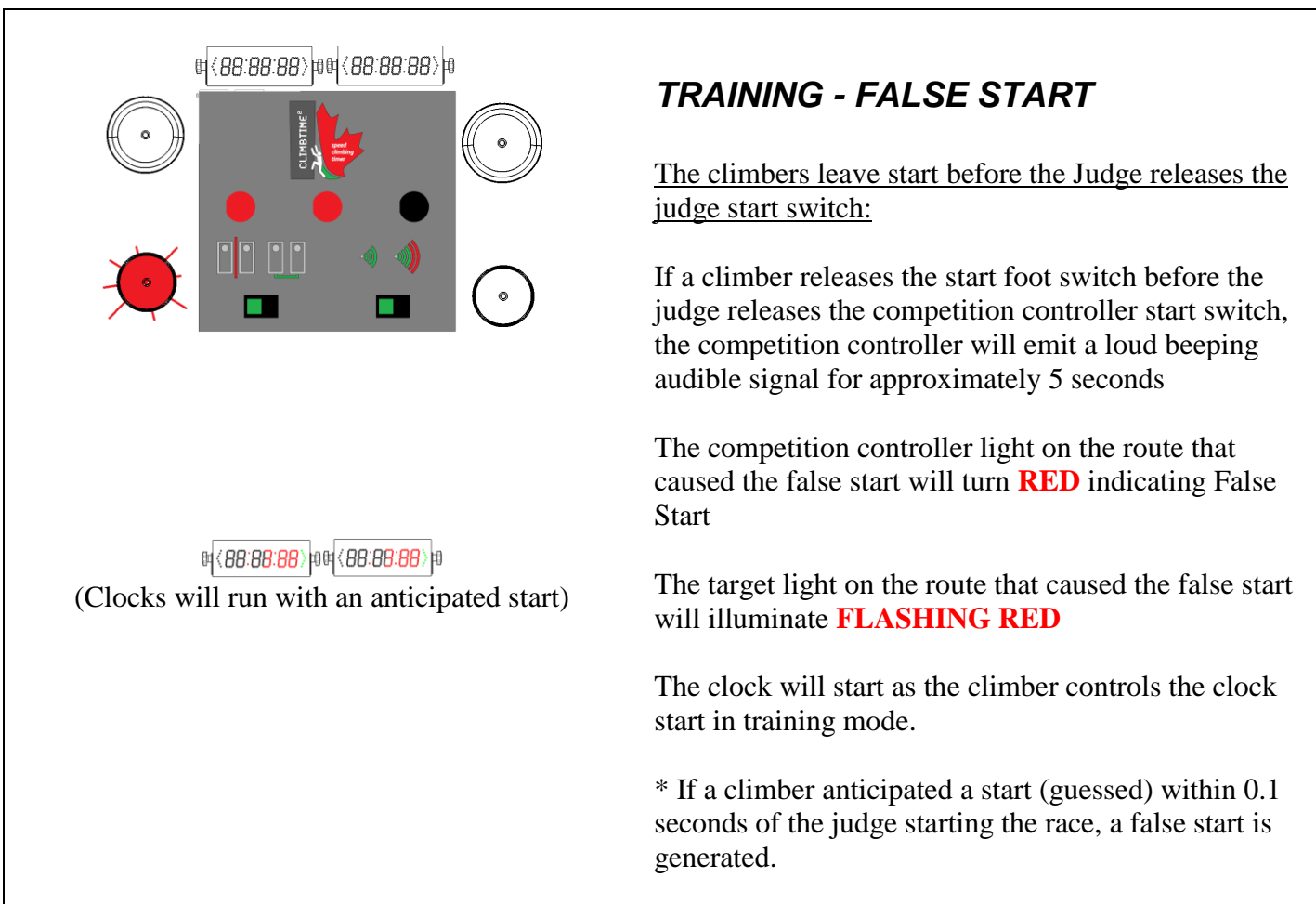
The climber's satellite start lights will turn **GREEN** indicating the start was valid.

The clock will start after the climber releases the start foot switch.



## TRAINING – RACE FINISH

When a climber touches a target the clock will stop, and the Start Targets will **FLASH RED** for approximately 5 seconds indicating to the climber the clock has stopped.



## TRAINING - FALSE START

The climbers leave start before the Judge releases the judge start switch:

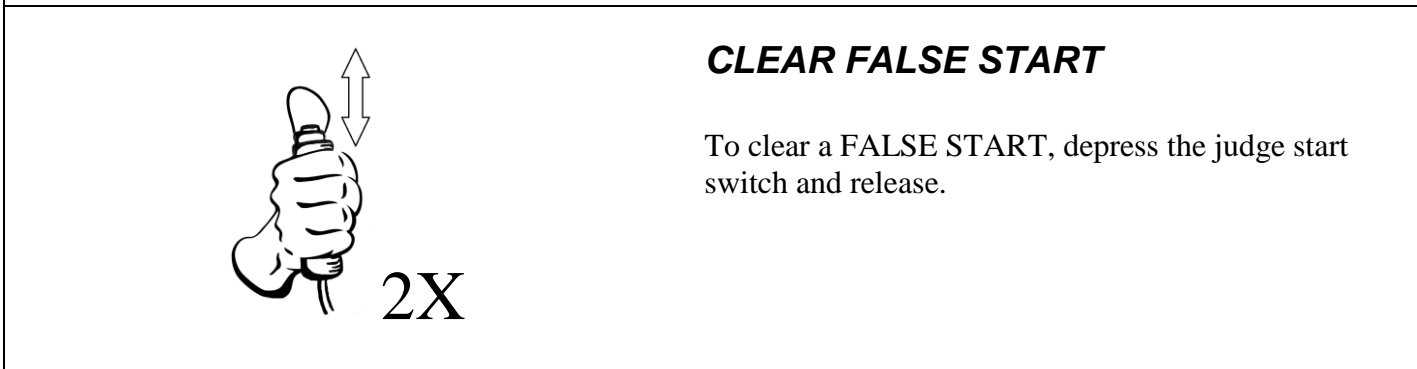
If a climber releases the start foot switch before the judge releases the competition controller start switch, the competition controller will emit a loud beeping audible signal for approximately 5 seconds

The competition controller light on the route that caused the false start will turn **RED** indicating False Start

The target light on the route that caused the false start will illuminate **FLASHING RED**

The clock will start as the climber controls the clock start in training mode.

\* If a climber anticipated a start (guessed) within 0.1 seconds of the judge starting the race, a false start is generated.



## CLEAR FALSE START

To clear a FALSE START, depress the judge start switch and release.