Climbtime² SPEED CLIMBING TIMER

COMPETITION CONTROLLER INSTRUCTIONS

(IFSC\Olympic Start sequence Version)

Directions for using the CLIMBTime² Speed Climbing Timer (single timer):

1) Plug in the timer to turn it on. There is no on/off switch as the timer will go to sleep mode after about 8 min of inactivity. In sleep mode all power is removed from the timer except for a small watch circuit that looks for the foot switch to be activated. If the foot switch is activate the timer will be re-powered and wake up ready to use.

2) The Timer will light up and start counting, and the Finish Target will also light up for approximately 5 seconds as it recalibrates to get ready to use.

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

4) A Blue light will illuminate on the Target, and the display will blink and reset to 0:00:00

5) Once the foot switch is released the timer will start counting. The foot switch will be disabled for 0.33 seconds to prevent an accidental timer stop, caused by "climber bounce" when leaving the start switch.

6) Once the finish Target is hit, the timer will stop, and the Target lights flash letting the climber know that the timer has stopped. The timer system will also be disabled for 5 seconds to prevent a "double hit" on the timer, and to prevent the clock from being accidentally reset by the foot switch.

7) Repeat the process for the next race!

Trouble Shooting:

If the timer display will not start:

- Make sure there is power to the wall outlet
- Makes sure the power plug is plugged into the back of the display timer.
- Check that all wires are plugged in, and are not damaged.

If the Target continually flashes/or will not register a hit:

- Check cables or connectors are not damaged, and are plugged in.
- Move Target to another location on the wall.
- Make sure the climber is not statically charged.

If the timer fails to start / stop with the foot switch or Target:

- Check that the wiring has not become unplugged or damaged.

If the timer function is completely erratic:

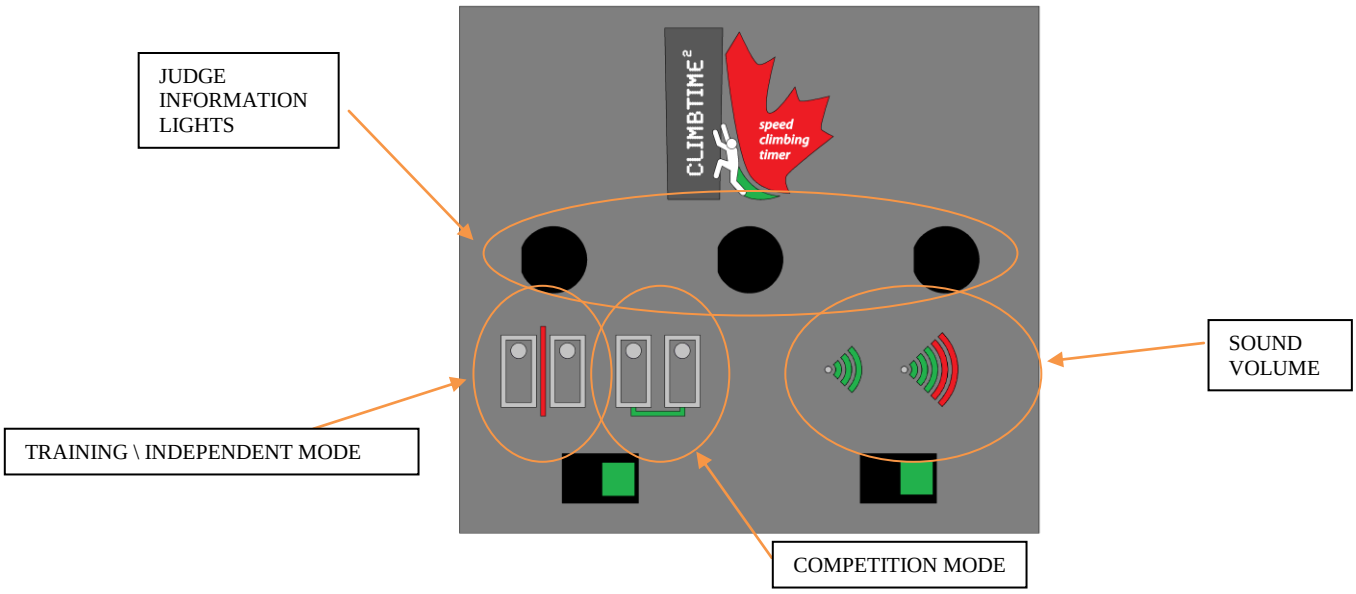
- Possible damage to the Judge Controller Switch – Contact contact sales@climbtime2.com for replacement Judge Switch.

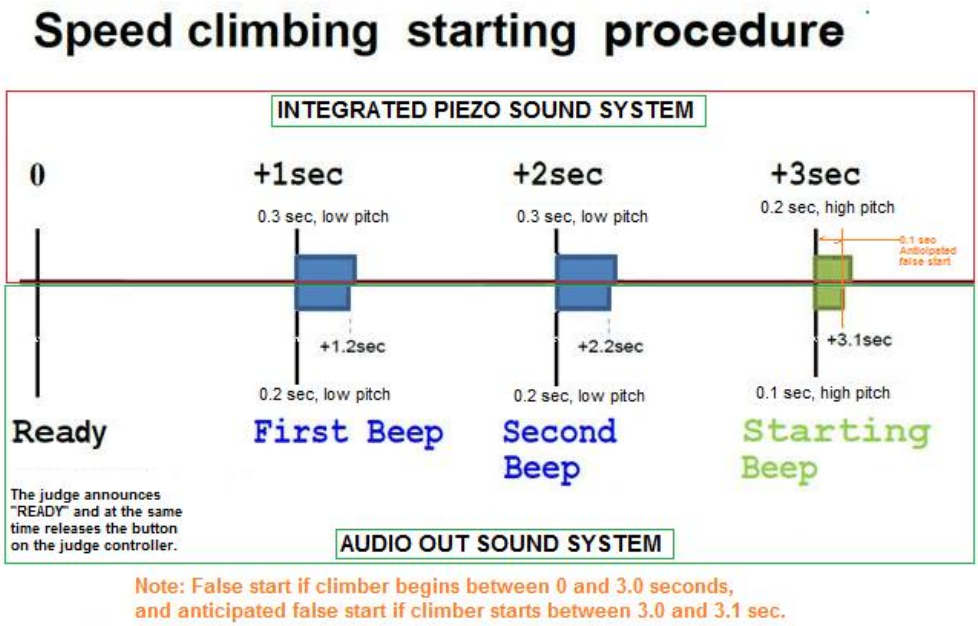
WARNING: If you have damaged cables or connectors, contact sales@climbtime2.com for replacement cables.

WARNING: PLEASE DO NOT USE PHONE CABLES! YOU WILL DAMAGE YOUR TIMER!

Competition Controller

Interface Symbols





Note: **The only difference between Audio and Piezo is the length of time the sound in generated.** Both Audio and Piezo sound use the same timer clock and detections. However Piezo uses an extended tone sound length by approx 0.1 sec to build up sound pressure in the Piezo to be audible.

*__FOR IFSC\OLYMPIC timing procedure,__ use Competition Controller Audio out to sound system.

*__FOR NON IFSC\OLYMPIC timing procedure,__ onboard Piezo sound could be used in place Audio Out.

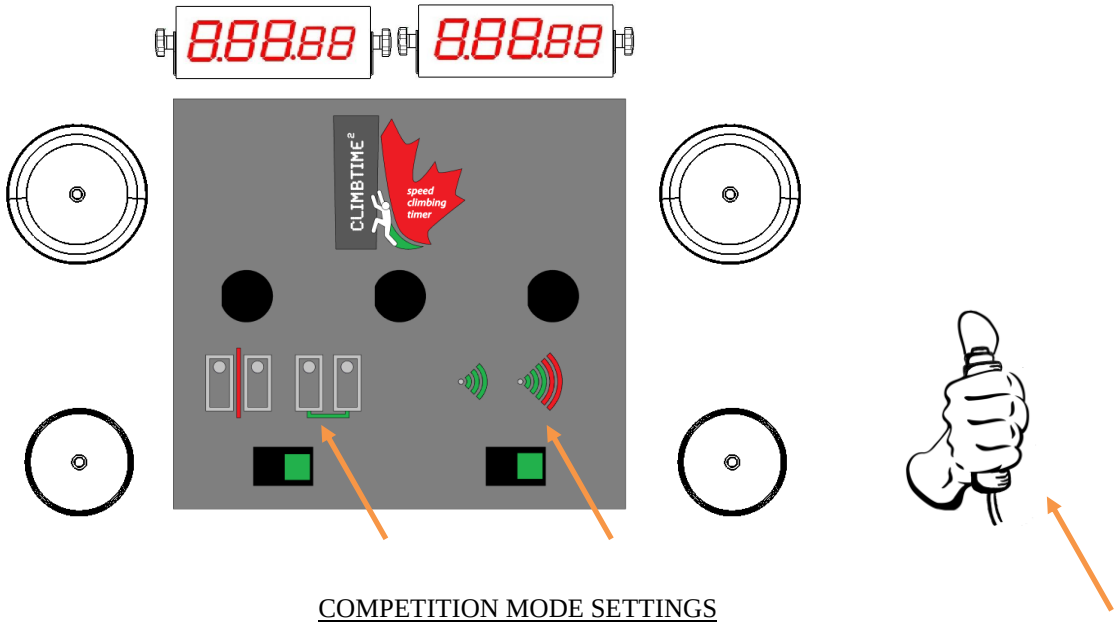
COMPETITION MODE SETUP

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. When the judge resets the clocks, the center judge indicator illuminates BLUE, and the Satellite start lights illuminate BLUE.

When the judge releases the Competition Controller start switch, an audible start sequence will start with two low tone beeps, then a high tone beep, then both climbers clocks are started, and the Satellite start lights illuminate GREEN. Climbers race to the Finish Target. When the Finish Target is touched, a signal is sent to stop the clock for that route, and then the clock will send a signal to the Finish Target to "FLASH", letting the climber know that the clock has stopped. The Finish Target will flash on\off for approximately 5 seconds.

If a climber leaves the start before the tones are complete, or a climber leaves the start, or climber anticipates during high tone within 0.1 seconds of tone start, an audible sound will pulse for approximately 5 seconds indicating a false start. When a false start occurs, the red lamp will illuminate on the side that caused the false start. The satellite indicator will also illuminate RED, and the Target will flash red. If the climber had an anticipated false start the clocks will start counting, but a false start error will occur. **The false start is reset/cleared by the judge triggering the judge controller.**

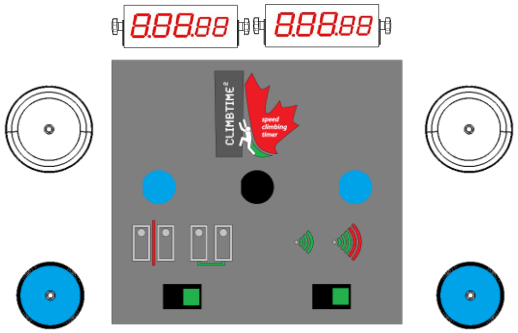
COMPETITION MODE SETUP



COMPETITION MODE SETTINGS

- Mode selector to Competition Mode
- Volume to Loud
- Judge Controller connected

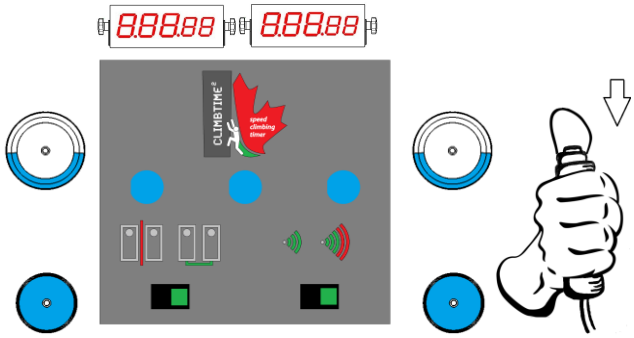
COMPETITION RACE PROCEDURE



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.



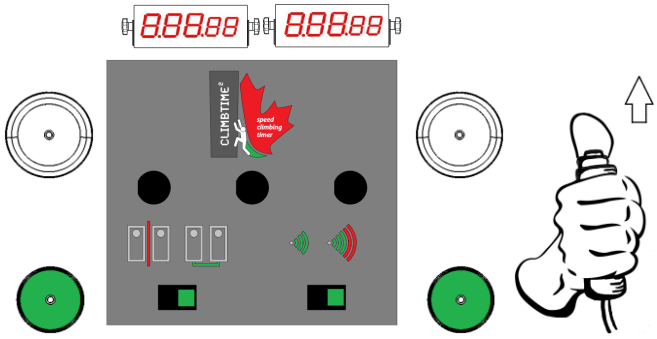
RACE – READY

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

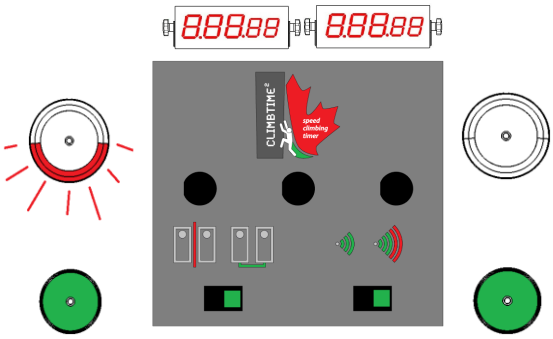
THE RACE BEGINS.

When the judge releases the competition controller start switch, the competition controller will emit two audible low pitch sounds, then a higher pitch start sound.

The clocks will start

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

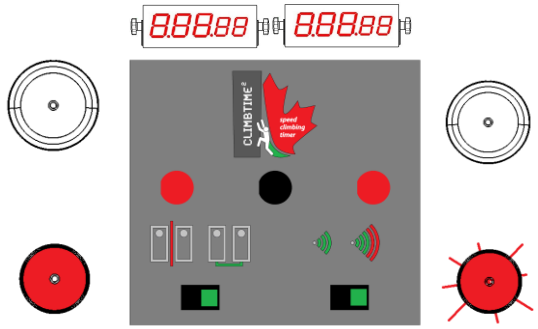
After approximately 10 seconds the green Satellite start lights will go out. (Judge may terminate green lights by depressing the judge start switch one time)



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 2nd climber.



RACE - FALSE START

<u>The climbers leave start before the Judge releases the judge start switch</u>

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

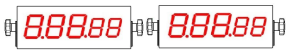
The competition controller lights will turn **RED** indicating False Start

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.

INDEPENDENT MODE SETUP

The purpose of Independent mode is for normal climbing use in the climbing gym, training, or non sanctioned friendly racing.

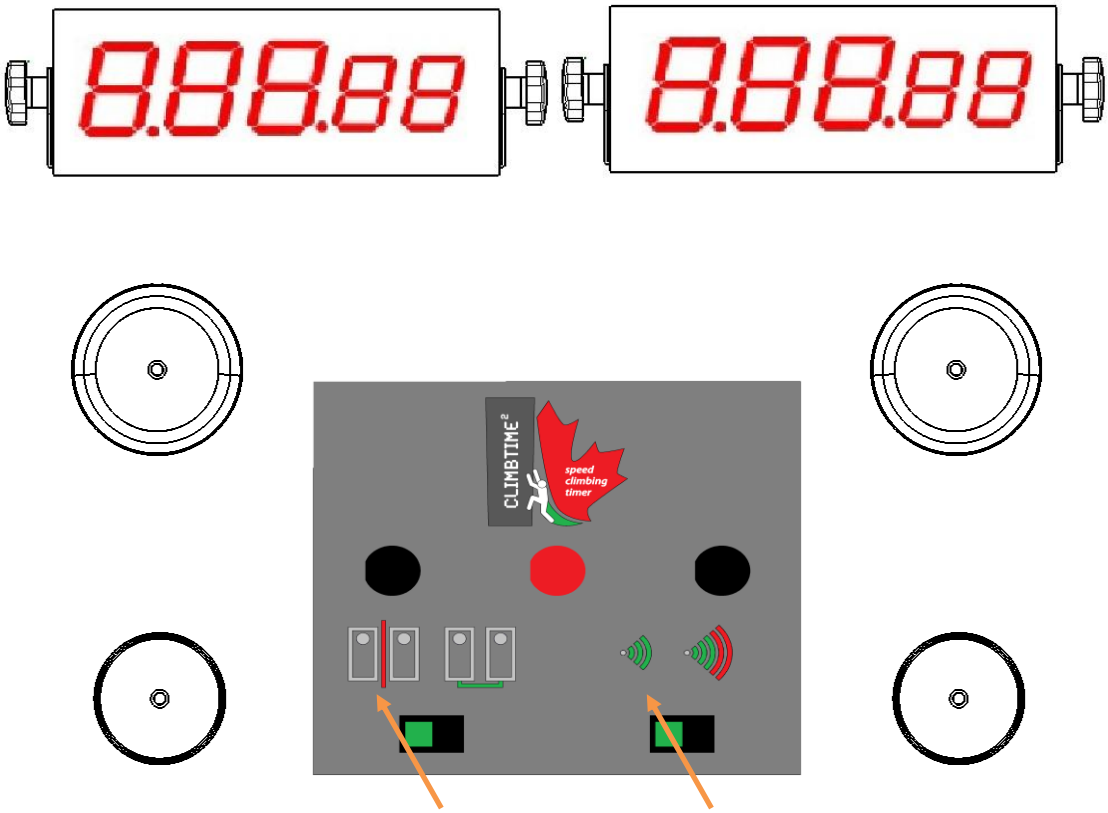
In Independent mode each clock is controlled individually by each climber.

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. There is no audible start indicator unless a judge controller is used.

3) Once the finish TARGET is hit, the timer will stop, and the TARGET lights flash letting the climber know that the timer has stopped. The TARGET will also be disabled for 5 seconds to prevent a "double hit" on the timer.

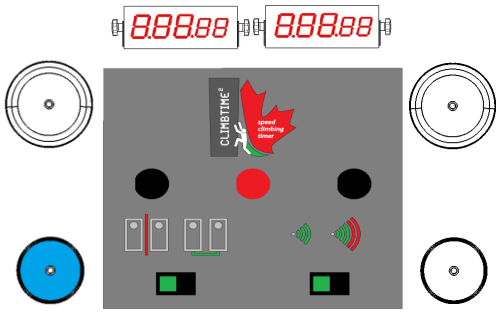
4) Repeat the process for the next race!



TRAINING \ INDEPENDENT MODE SETTINGS

- Mode selector to Training Mode –The center light will illuminate RED indicating Training \ Independent Mode
- Volume to Low
- **Judge Controller is <u>not</u> typically connected for independent mode, but may be connected for training as each route can start in judge mode independently with start sequence audio, and false\anticipated start detection**

INDEPENDENT MODE PROCEDURE

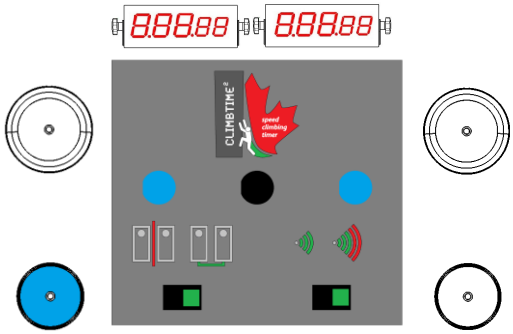


INDEPENDENT - STAGING

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

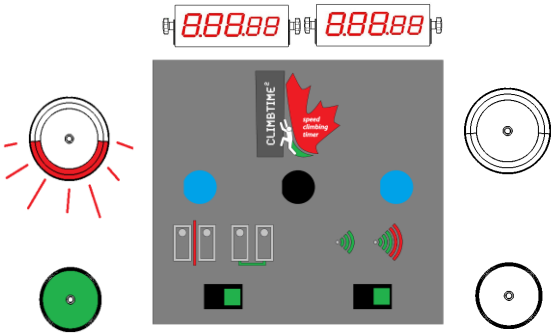
A BLUE light will illuminate on the Start Target TARGET, and on the Satellite Start light on the route that is being staged.

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



INDEPENDENT – RACE START

When the climber leaves the start foot switch, the clock will start.



INDEPENDENT – 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 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, for team warm-ups, or training.

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\anticipated start if the climber leaves the start foot switch before the trainer starts the race, or the start sequence is active as is Competition Mode.

   - When the trainer releases the Judge start Switch, the Satellite light will turn from BLUE to GREEN, the competition controller will emit two audible low pitch sounds, then a higher pitch start sound.

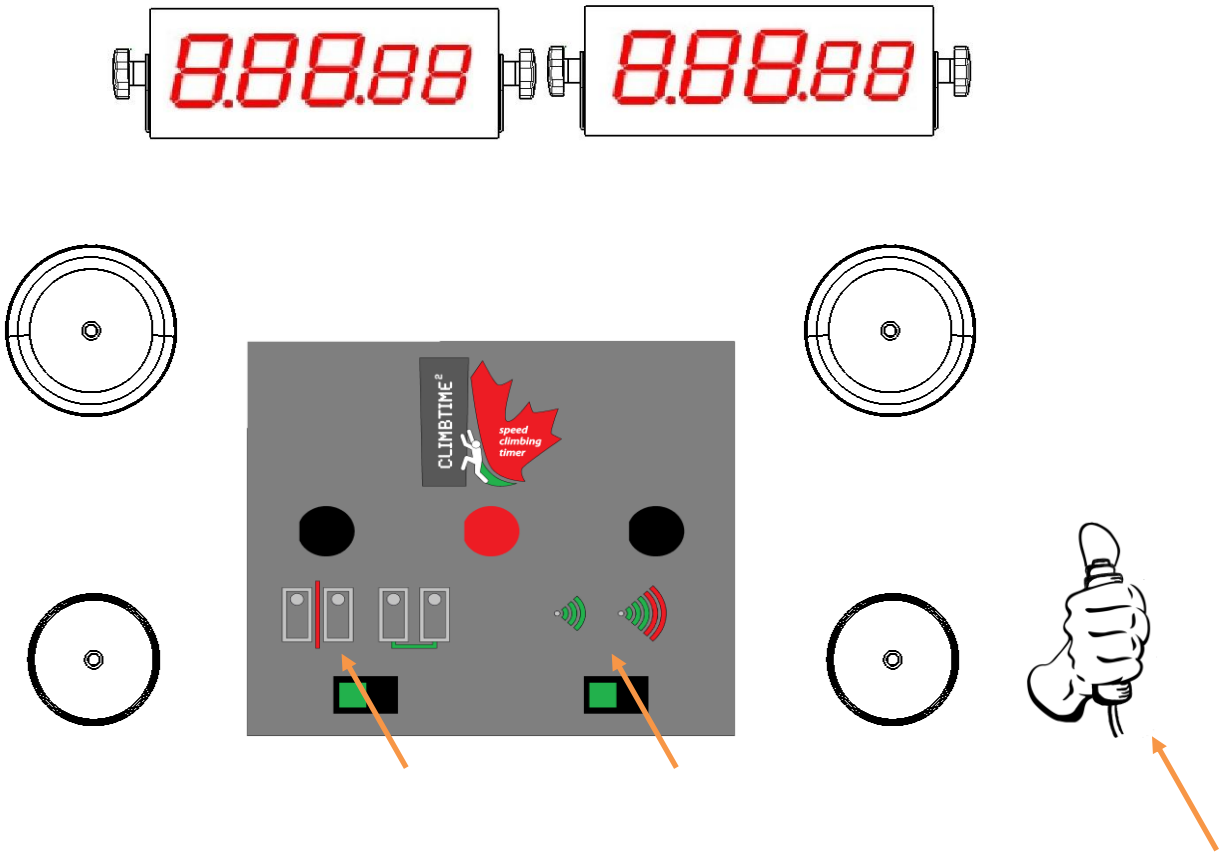
   - Once the foot switch is released by the climber, the timer will start and the foot switch will be disabled for 2 seconds to prevent an accidental timer reset.

3) Once the finish TARGET is hit, the timer will stop, and the TARGET lights flash letting the climber know that the timer has stopped. The TARGET 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!

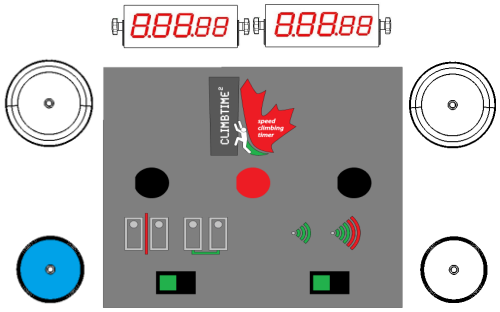
TRAINING MODE SETUP



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

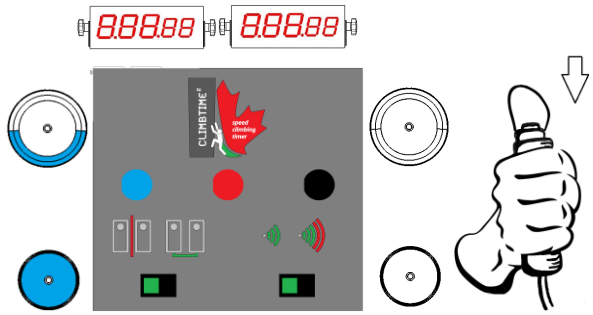


TRAINING- STAGING

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 TARGET, and on the Satellite Start light on the route that is being staged.

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

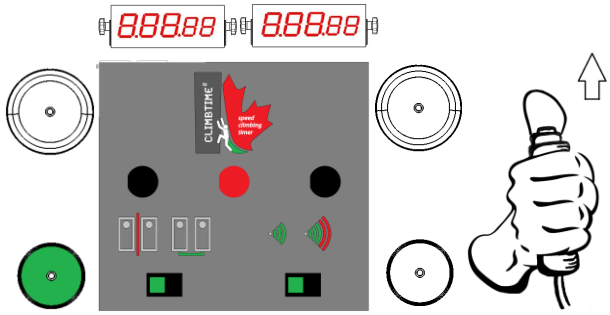


TRAINING– READY

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

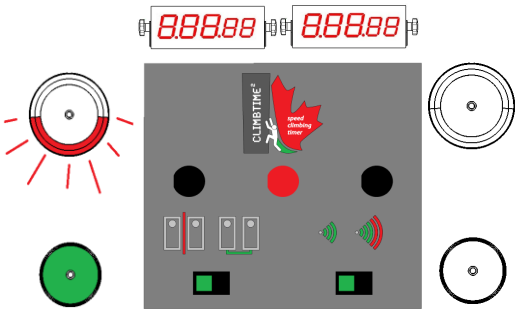
The Judge releases the judge start switch

THE RACE BEGINS.

When the judge releases the competition controller start switch, the competition controller will emit two audible low pitch sounds, then a higher pitch start sound.

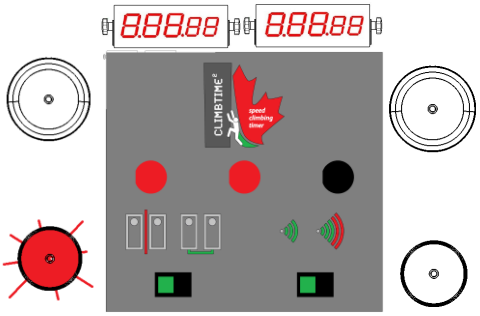
The climber's satellite start lights will turn **GREEN** indicating the start was valid.

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

<u>The climbers leave start before the Judge releases the judge start switch:</u>

If a climber releases the start foot switch before the judge releases the competition controller start switch, the competition controller will emit two audible low pitch sounds, then a higher pitch start sound.

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.

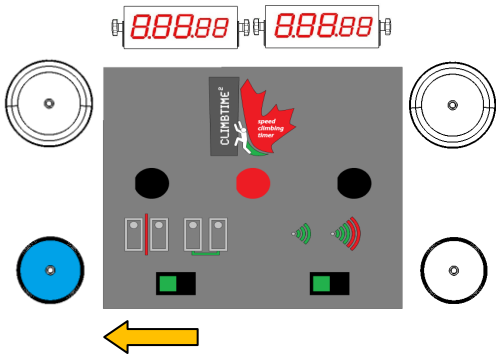
(Clocks will run with an anticipated start)

CLEAR FALSE START

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

SYSTEM WAKE FROM SLEEP MODE

When not using the competition controller, the controller will go into SLEEP mode after approximately 8 minutes. There are THREE methods to WAKE UP the competition controller and timers.

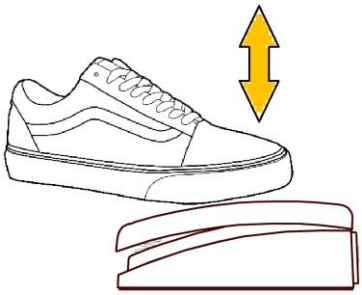


OPTION 1 System wake up:

TRAINING \ INDEPENDENT MODE

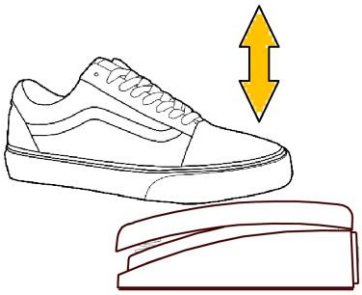
The competition controller must be in Training & Independent mode.

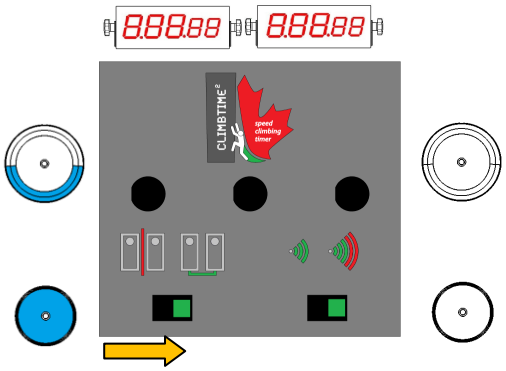
Route 1



Depress and release EACH route foot switch.

Route 2



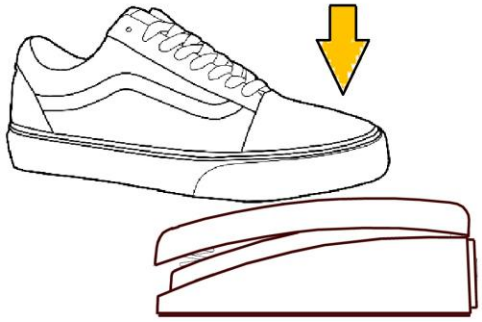


OPTION 2 System wake up:

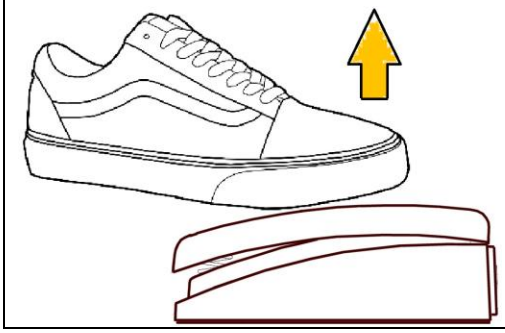
COMPETITION MODE

The competition controller must be in Competition mode.

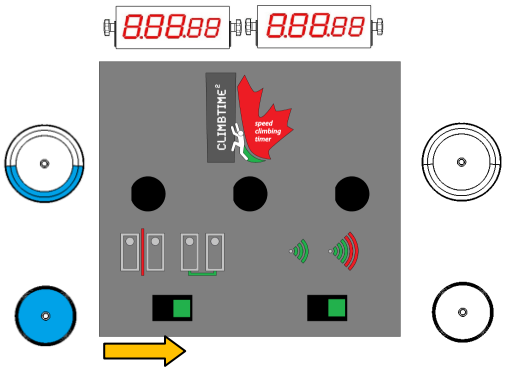
Depress and hold the JUDGE CONTROLLER



Depress foot switch on one route for 1 second.



Release foot switch, and the system will WAKE UP in false start mode.



OPTION 3 System wake up:

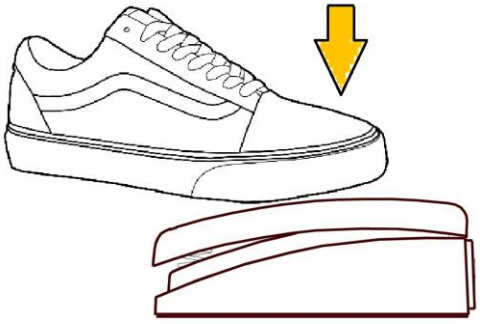
COMPETITION MODE

(Requires additional person)

The competition controller must be in Competition mode.

Depress and hold the JUDGE CONTROLLER

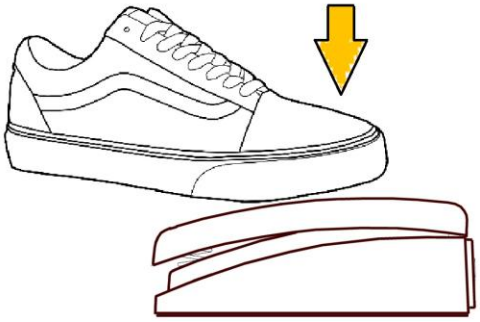
Route 1



Depress foot switch on one route #1 for 1-2 second.

AND

Route 1



Depress foot switch on one route #1 for 1-2 second.

.