

Speed Pool Timer

Speed Pool Timer

Digital pool timer board.

Operator & Reference Handbook

Speed Pool Timer

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Thank-you for choosing the speed pool timer. We know the product will bring you many years of satisfaction.

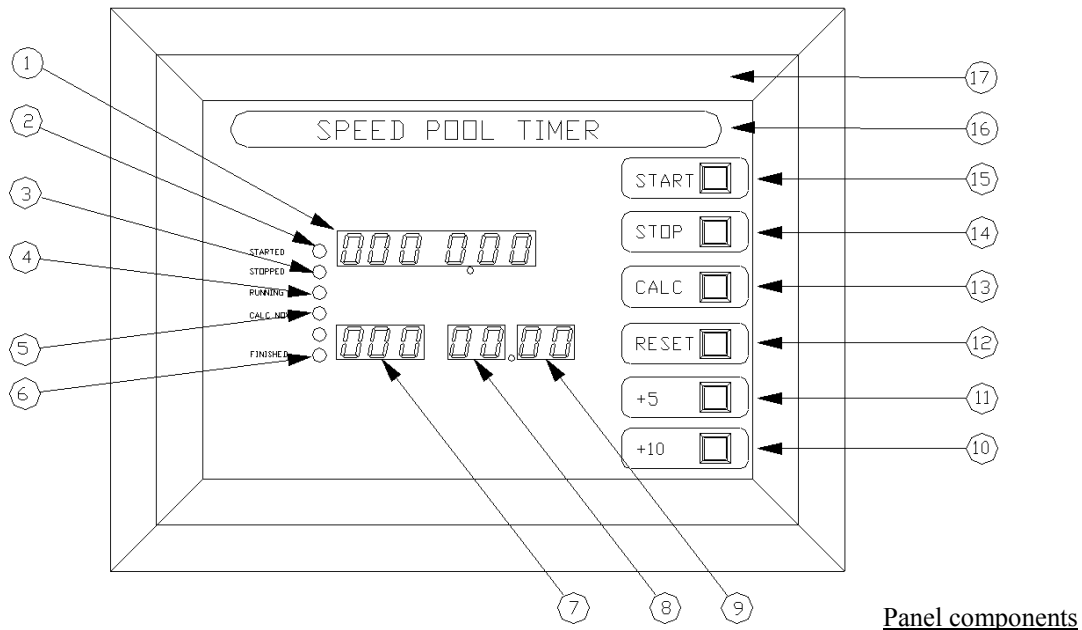
The speed pool timer is a feature packed microprocessor controlled digital timer board, designed specifically for playing speed pool.

The timer is designed to be wall mounted and mains powered.

A fixing kit and power supply are supplied for this purpose.

The design for the hardware and software contained in the speed pool timer are protected by copyright. It is an offence to copy any part of this system or its documentation without prior consent of the designer and manufacturer. The speed pool timer contains no user serviceable parts and the firmware is locked against copying.

Panel description



Panel components

| ITEM | DESCRIPTION |
|------|---|
| 1 | Main timer display window. Time in 1/100 th second. |
| 2 | Timer is running indicator. |
| 3 | Timer is not running indicator. |
| 4 | Timer counting is in progress, flashing at 1 sec intervals. |
| 5 | Timer is calculating. |
| 6 | Game is over timer reading is updated. |
| 7 | Additional time penalty display. |
| 8 | Rounded minute display |
| 9 | Rounded second display |
| 10 | Penalty button. Adds 10 seconds in penalties |
| 11 | Penalty button. Adds 5 seconds in penalties |
| 12 | Reset Button. Resets the display. Destroys all information of the current game and resets all displays and times to zero. |
| 13 | Calc button. Calculates the total times including penalties at the end of the game. |
| 14 | Stop button. Stops the control timing. |
| 15 | Start button. Starts the control timing. |
| 16 | Polyester back panel. |
| 17 | Mahogany wooden surround |

Cleaning the board

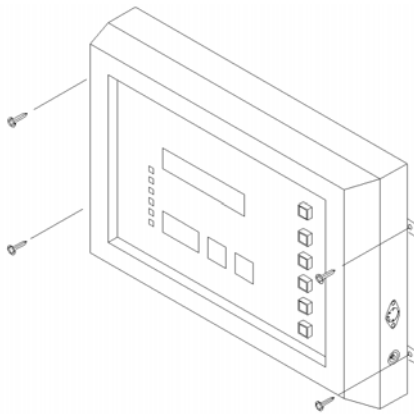
IMPORTANT

Do not use any kinds of liquid or chemical cleaners or scouring agents on the timer.

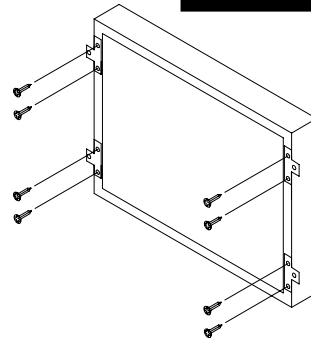
The timer can be cleaned with a dry linen cloth or duster gently wiped on the wooden surround and the polyester front panel.

Never open the speed pool timer, no user serviceable parts are inside.

Installation



Mark the holes and drill the wall 25mm deep with a number 4 masonry bit.



Fix the four brass mounts to the rear of the score board with the eight screws provided.

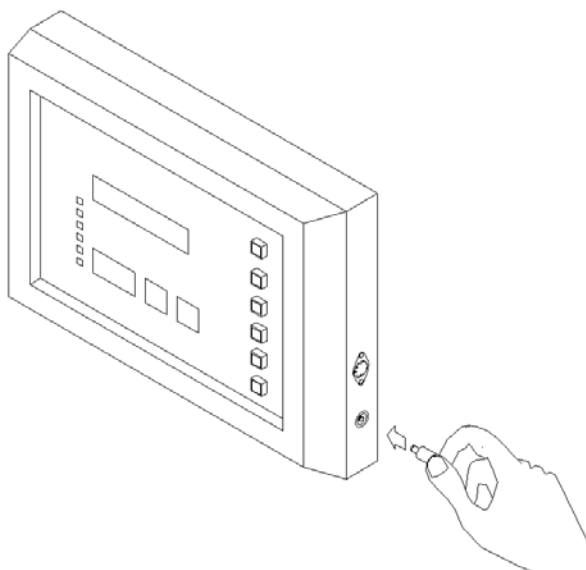
Fix the four brass mounts to the rear side of the board in the locations of the pilot holes with eight of the screws provided.

The pool timer board should be located on a clean flat wall at easy to reach height near to a 13A domestic power outlet. It is recommended to use a switched type outlet.

Do not mount the board over any heat source such as a radiator or fire. Keep the board away from direct sun light and artificial light sources. Check that the display can be clearly seen and if using the remote control, that the board is in range.

If in doubt with the location check the operation before drilling the mounting holes.

Mark the holes on the wall for mounting and drill them to a depth of 25mm. Use the four raw plugs provided to push into the holes. Use the remaining screws to finish fixing the board to the wall.



Plug the low voltage output from the power supply unit part number

UK230-09AC into the side of the timer. Adapter required for other EU countries.

USA110-09AC Supplied for USA customers. An adapter is required.

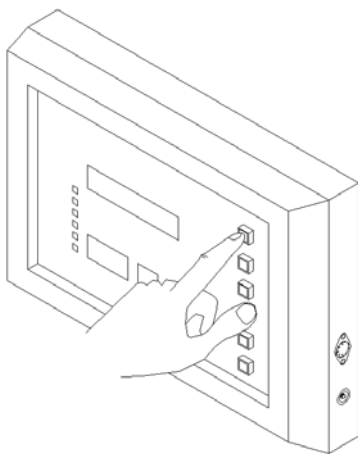
Using the board

Once power is applied to the board the displays will light up and reset to the starting position at zero. The stopped indicator is lit showing the condition of the timer at stop mode.

NOTE: If any problems occur during the start-up, unplug the power and reapply it after a few seconds.

Press the '**Start**' button to start the timing operation.

Start Button



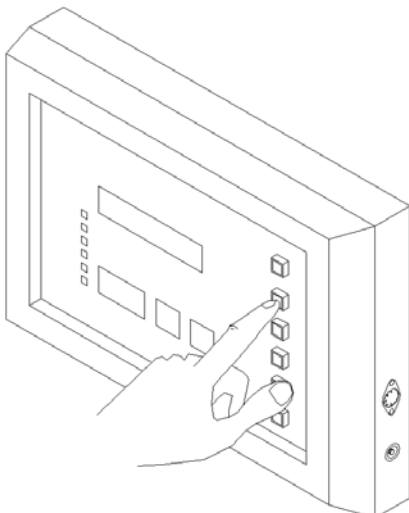
While timing the display shows the following:-

The started indicator will light while the stopped indicator will go out, showing the board is now timing.

The main display window will start counting the 1/100th second increments. The rounded min/sec window will display the time in true minutes and seconds.

The running light will flash.

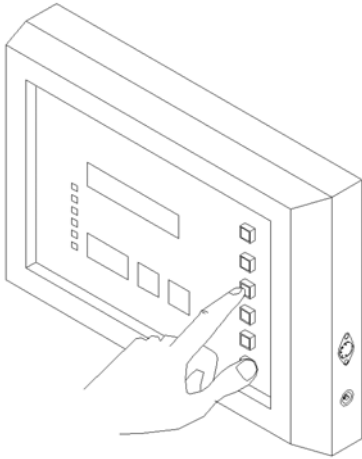
Stop Button



Speed Pool Timer

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The stop button will return the timer to the stopped mode. With the 'stopped' light lit. The displays will freeze at the current display times without any penalty shown. If there are no time penalties the finished indicator will light showing game is at an end.



Calc Button

The '**Calc**' button is used to add the penalties accumulated during the round to the times in the timer 1/100th display and the rounded min/sec display. The display will increment at high speed during the addition process. Once completed the finished light will glow. Press the '**Calc**' button when the '**Calc now**' light is lit.

Reset Button

Pressing the '**Reset**' button will only reset the timer in stopped mode. Press '**Reset**' before each game starts. The control will return to '**Stop**' mode.

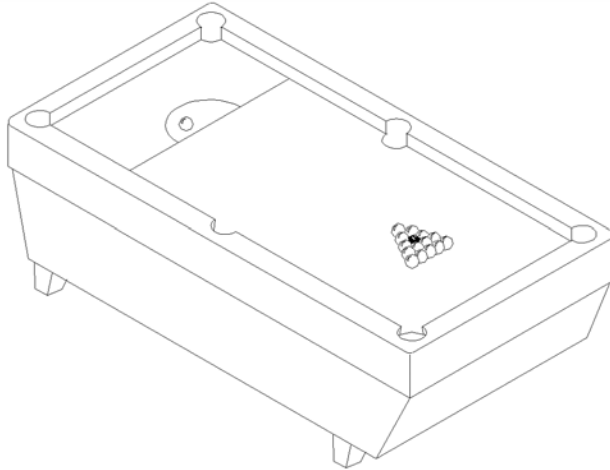
+5 / +10 Buttons

The **+5** and **+10** buttons are used to add penalty times to the penalty window. Press these buttons at any time to add penalty in seconds.

Game rules

Speed Pool - Rules.

1. Rack all 15 balls, making sure the 8-ball is in the middle and the head ball on the spot.



The system works as follows.

The timer is reset and shows zero in each display.

The player takes their break. The timer is started.

At the end of the game press stop.

As the game progresses the time penalty buttons are pressed as required.

Once stopped, pressing the game over button will calculate the final time.

2. As soon as you hit the cue ball, the clock starts.
3. You may pocket any ball as long as the 8-ball is last.
4. The cue ball must come to a stop between shots.
Any other ball can be moving as long as the cue ball has stopped.

PENALTIES

| | | |
|---|----|---|
| SCRATCH ON THE BREAK | 5 | Second Penalty to be added to final time. The time still continues with the cue ball behind the headstring. |
| SCRATCH DURING A GAME | 10 | Second Penalty. |
| CUE BALL OFF THE TABLE | 10 | Second Penalty. |
| OBJECT BALL OFF THE TABLE | 10 | Second Penalty, ball goes in pocket. |
| CUE BALL MISSES BALLS COMPLETELY | 10 | Second Penalty. |
| PUSH SHOT - IF THE CUE GOES DIRECTLY FOR THE 8-BALL | 10 | Second Penalty. |
| IF THE 8-BALL IS POCKETED OUT OF TURN | | Loss of game. |

Specifications

Approximate dimensions 340x260x58 deep.

Weight approximately 1.5Kg. (excluding power supply)

Display windows 14mm seven segment displays

Power supply. 9-12V Ac/Dc Via two pin power plug 5.5x2.1mm. Ac adapter supplied.

Timer Accuracy +/-1 second per hour Max.

Microprocessor controlled.

Time in 1/100ths of a second.

Hardwood Mahogany frame.

Tough polyester front panel.

CONTACT

Geoff Hackett.
1 St Michaels Close
Madeley
Telford
TF7 5SD

EMAIL GIHACKETT@1MICHAELS.FREESERVE.CO.UK

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[HTTP://scorers.members.beeb.net](http://scorers.members.beeb.net)