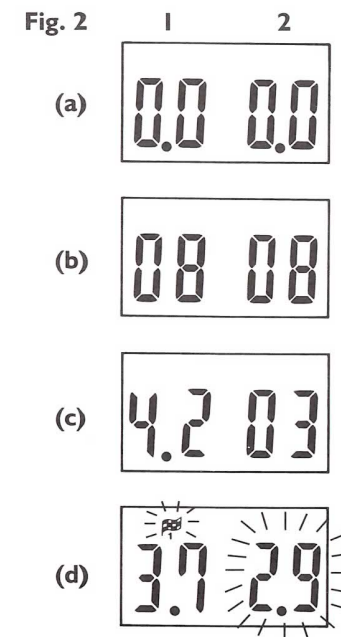


Setting up the Lap Counter

- Fit two Type AA 1.5 volt Alkaline batteries into the battery compartment. Make sure that the batteries are the right way round as shown inside the compartment, and in Fig.1.
- Fit the Lap Counter in a suitable straight section of the race circuit. It may be necessary to fit a half straight track section in the opposite side of the track to maintain correct track geometry.
- Press either button once to switch on the unit. The display will be as Fig.2a. The numbered buttons apply to the numbered track lanes.
- Press each track button to set the number of laps for the race. The display will now show lap numbers for each lane similar to Fig.2b. Make sure the same number of laps appear in both track displays unless one of the cars needs to be handicapped.
- Place cars **behind** the chequered Start Line in the direction of the arrow and start the race. The Lap Counter will “beep” as each car passes over the Start Line – This indicates the start of the race.
- Each car produces a different tone “beep” for identification.



Race Information

- At the end of each lap, the “laps remaining” display will reduce by one as each car passes over the start line.
- After the first lap, the quickest lap time for each car will be signified by a double “beep” and the time displayed, similar to the lane 1 display in Fig.2(c). The time will be shown for 2 or 3 seconds after which the “laps remaining” display will re-appear. This applies only if the previous quickest lap time is beaten.
- The end of the race will be indicated by the winning car’s display flashing the chequered flag and a continuous “beep” pattern will be heard. At the same time, both car’s best lap time will be shown with the quickest time flashing in the appropriate car’s display, as in Fig.2(d).

Please Note

After about 3 minutes of inactivity, each lane of the Lap Counter will switch itself off to save battery power. To switch on again just press the appropriate button once.

As each previous “quickest lap time” is beaten, the new time is displayed for 2 or 3 seconds. At the end of the race, both car’s quickest lap times are shown, with the quickest of them flashing. Only lap times of less than 10 seconds will be displayed.