

OmniSport 2000 Rodeo Menu Navigation

Two methods for navigating through the OmniSport 2000 menus:

The first method allows you to step through each of the menu levels. To use this method, press [MENU] and then use [→], [←], [↑], and [↓] to scroll through the menus. Press [ENTER] to select the menu displayed on the LCD.

The second method is to go directly to a menu. Press [MENU] followed by the one to three digit number from the list below and the LCD will prompt you for the desired setting or action in that menu. For example, "322" will prompt you to enter the photocell arming delay.

After you are done navigating through the menus, press [MENU] to return to the main menu.

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| [1] SCBD MENU | [32] PHOTOCCELL |
| [11] SCBD ON/OFF | [321] PCELL PREC |
| [12] SCORE DISPLAY | [322] PCELL ARMING |
| [13] DIMMING | [323] PCELL SWITCH |
| [2] PRINT MENU | [33] NETWORK |
| [21] LOGGING | [331] NETWORK ENABLE |
| [22] INTENSITY | [332] MAC ADDRESS |
| [3] SETUP MENU | [333] IP ADDRESS |
| [31] TIMER | [334] SUBNET MASK |
| [311] TIMER PREC | [335] GATEWAY ADDRES |
| [312] TIMER MODE | [336] SOCKET NUMBER |
| [313] BEEPER | [4] TEST MENU |
| [314] BEEP VOLUME | [41] BATTERY |
| [315] HALF POINTS | [42] SCOREBOARD |
| [316] HORN | [421] CYCLE ON/OFF |
| [317] JUDGE START | |

Rodeo Keys

- **COPY NOW UP TO LEADER** copies **Now Up** number on the scoreboard to the leader position.
- **LEADER TIME/SCORE** sets the time or score for the leader, depending on the current console mode of operation.
- **LEADER NUMBER** sets the number of the current leader shown on the scoreboard.
- **BUBBLE TIME/SCORE** sets the bubble time or score, depending on the current console mode of operation.
- **CLEAR NOW UP** clears the **Now Up** competitor on the scoreboard.
- **NOW UP TIME/SCORE** sets the time or score for the **Now Up** competitor, depending on the current console mode of operation.
- **NOW UP NUMBER** sets the number of the current **Now Up** competitor shown on the scoreboard.
- **CATTLE NUMBER** is used for team penning.
- **CLEAR DISPLAY** clears all data on the scoreboard.

- **PENALTY** sets the penalty time for the current competitor. A second press of the penalty key turns the penalty off.
- **RERIDE** toggles the reride captions on or off.

- **# OF JUDGES** sets the number of judges used in scored events.
- **EDIT JUDGES SCORES** is used to enter or edit the judge's scores.
- **ACCEPT JUDGES SCORES** totals the judges' scores and displays the score on the scoreboard.
- **ENABLE JUDGE CONSOLES** is used to re-enable the judges' consoles after the scores have been accepted.
- **CLEAR PREVIOUS** clears out the previous competitor number and time/score.
- **RESET JUDGES** clears all judges' scores.

- **SCORED EVENTS** selects the **Scored Events** mode of operation (bull riding, bareback, etc.).
- **AUTO TIMING** selects the **Automatic** (photocell) mode of operation (barrel racing).
- **1 TIMER, 2 TIMERS, 3 TIMERS** select the manual timing with one, two or three timers, respectively (steer wrestling, team roping, etc.).
- **CUTTING** selects the **Cutting** mode of operation.
- **NO TIME – NO SCORE** displays "no time" or "no score" on the scoreboard and printout.
- **SET TIMER 1/PHOTOCCELL** sets the **Timer 1** time or **Photocell** time, depending on the current console mode of operation.
- **SET TIMER 2, SET TIMER 3** sets the **Timer 2** or **Timer 3** time (if applicable).
- **ENABLE/DISABLE PHOTOCCELL** enables or disables photocell input.

- **REARM STOP** cancels any stop that may have occurred during the run and restores the clock to its free-running state. This can be used to disregard an accidental button press or photocell beam crossing.
- **START** starts all timers.
- **STOP** stops all timers.
- **RESET** resets all timers to **0** for the next run. The clock is reset to the horn time if set to count down in the **Scored Events** mode.
- **AUTO HORN** selects whether the horn will sound automatically when the horn time is reached. The horn is automatically set to manual in **Auto Timing** mode. The horn can be sounded at any time by pressing the **HORN** key.
- **COUNT UP/DN** sets the clock to count either up or down. This is used only in the **Scored Events** and **Cutting** mode.
- **SET DEFAULT HORN TIME** sets the time until the horn sounds in timed or scored events (if **Auto Horn** is selected).
- **SCOREBOARD ON/OFF** toggles the scoreboard output on or off.
- **PAPER** advances printer the paper.
- **EXTERNAL TIMING** brings in the time from an external FarmTek timer (used for wireless photocells).
- **MENU** displays options available within the sport code.