

On Your Mark

1. **Wait** for the Fire Recall (or Assistant) Starter to press the Start button on the Command Center to enter Standby phase.
2. **Hear** in the Headset a single beep, indicating Standby phase. This tone is *not* relayed over the athletes' Loudspeakers. Your microphone and athlete Loudspeakers are now enabled. **Note:** The microphone will stay active until two seconds after the gun is fired.
3. **Bring** the athletes to their blocks.

Set...

1. **Bring** the athletes to the Set position.
2. **Wait** for the Fire Recall Starter to press the Start button again to enter the Active phase. You will **Hear** a double-beep in the

Headset, indicating a "Set" tone. This tone is *not* relayed over the athletes' Loudspeakers. If the gun is not fired within three (3) seconds, a warning tone (rapid warning beeps) sounds.

Gun!

4. **Fire** the gun!
 Reaction times are displayed on each Block Sensor's LCD immediately after a start. **Note:** As soon as the Fire Recall Starter presses the Start key again, these times disappear from the LCD's.
 If a false start (as defined by IAAF rules) occurs, you will hear three strong tones.

- **Three strong beeps:** False start!
- **Repeated beeps:** A Block Sensor or cable connection failure is indicated. Check that all Block Sensors are correctly configured with the proper lane number, and that all cables are connected.
- **Single warning tone:** The controls on the Block Sensors are locked out to prevent athlete interference. Any attempt to disconnect the Block Sensor is signaled by a warning tone in your headset. To exit this mode, hold down the Delete key and the Off/On key simultaneously for 5 seconds.

