




Instructions For the Fastime 5 Stopwatch: 8 lap memory, Repeating countdown timer, pacer, pacer memory, alarm and time of day functions

Stopwatch mode:

A	B	C	Event Timing:	Split Timing:
			<p>C – Start</p> <p>C – Stop (time Out)</p> <p>C – Continue</p> <p>C – Stop</p> <p>A - Reset</p>	<p>Top display shows cumulative time to last split. Middle display shows previous lap time. Bottom display shows cumulative running time.</p> <p>C –Start</p> <p>A – Split (cumulative)</p> <p>C – Stop</p> <p>A - Reset</p>

Memory Recall: Press **B** anytime to recall memory.

1st display shows fastest lap number and time. Press **B** again for slowest lap details
 Press **B** each split time to show split times starting from the last split. Each display shows the split number, the lap time and cumulative time.

Press **MODE** to return to current running time

Press **MODE** button to move to Repeating Countdown Timer (9hr 59m 59sec) display:

To set the timer press and hold **B** until required digit flashes. Press **C** to change the digit. Press **B** to exit the setting

Press **MODE** button to move to Pacer display:

Press **A** to set the pacer (from 5 to 240 per minute). Press **C** to start/stop the pacer

Press **MODE** button to move to Programmable Pacer memory display:

Press and hold **B** until the pacer digits flash. Press **C** to select the pacer rate. Press **A** to move to the duration setting. Press **C** to change flashing digits. You can set up a sequence of up to 10 linked pacers running at predetermined rates for a predetermined period of time.

Press **MODE** button to move to Time of Day/date display:

To set time of day and date, Press and hold **B** until digits flash. Press **A** to choose digits to change. Press **C** to change the digits. Press **B** to exit setting

Press **MODE** button to move to Alarm/Time of Day display:

To set alarm time, Press and hold **B** until digits flash. Press **A** to choose digits to change. Press **C** to change the digits. Press **B** to exit setting