Module No. 657/828/918/928/976/977/978
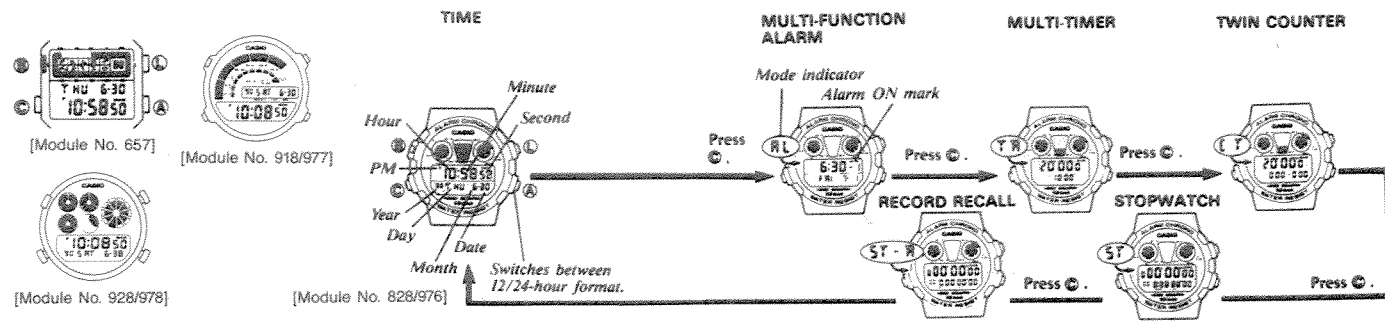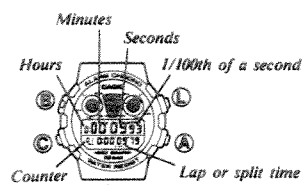
READING THE DISPLAY

Press © for an outline of all functions. Each function will be explained at the following.

[Module No. 657]   [Module No. 918/977]   [Module No. 928/978]   [Module No. 828/976]

TIME → MULTI-FUNCTION ALARM → MULTI-TIMER → TWIN COUNTER

RECORD RECALL — STOPWATCH

Hour / Minute / Second / PM / Year / Day / Month / Date / Switches between 12/24-hour format.

Mode indicator / Alarm ON mark

USING STOPWATCH

The stopwatch measures time in 1/100 sec. units up to 10 hours, then resets and starts again. The top row displays split or lap times and bottom row displays the total elapsed time. There is also a memory function which can store up to 29 records consisting of lap or split time and lap number and one total elapsed time. The memory contents can be viewed in the MEMORY RECALL mode. The lap number starts from 1 to 99 and repeats from 00.

Minutes / Seconds / Hours / 1/100th of a second / Counter / Lap or split time
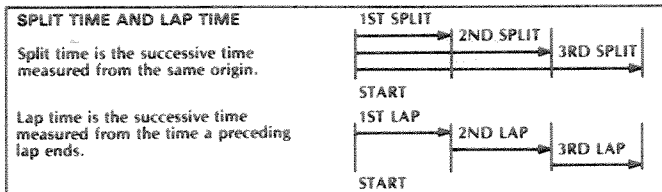
SPLIT TIME AND LAP TIME

Split time is the successive time measured from the same origin.

Lap time is the successive time measured from the time a preceding lap ends.

	1ST SPLIT	2ND SPLIT	3RD SPLIT
	START		

	1ST LAP	2ND LAP	3RD LAP
	START		

a) Net time measurement

Ⓐ → Ⓐ (Time loss) → Ⓐ → Ⓐ → Ⓛ
START   STOP   RE-START   STOP   RESET

b) Split time measurement
Confirm if the split time is selected (display shows SPL.)

Ⓐ → Ⓛ → Ⓛ → Ⓐ → Ⓛ
START   1st SPLIT   2nd SPLIT   _TOTAL_   RESET

Memory measurements
This watch can automatically store lap or split times in up to 30 memories. Memory contents can be recalled in the stopwatch recall mode.

Switching between split and lap
Pressing Ⓐ when the stopwatch is reset (display shows 0:00'00''00) switches the top row display between split and lap time displays.

Memory recall
After making a measurement in the stopwatch mode, press © to move to the memory recall mode.
Press Ⓐ to recall the 1st lap (or split) time. After that, the 2nd and 3rd laps (splits) can be displayed in sequence by pressing Ⓐ. Pressing © reverses the sequence.

Memory capacity
Up to 29 lap or split times can be stored. And one total elapsed time can be stored.

Clearing the memory
Pressing Ⓛ in the stopwatch mode with measurement stopped resets to zero and clears all the memory contents.

Memory overflow warning
When the number of laps or splits exceeds 29, the "REC" marks disappears and the buzzer sounds a warning.

Recovering the memory
If the memory is cleared by mistake, the memory contents can be recovered by holding down Ⓑ for a few seconds (unless Ⓐ is pressed).

Lap/split conversion
1) Press Ⓛ to reset all memories when the STOPWATCH is stationary.
2) Press Ⓛ to switch between LAP and SPLIT times.
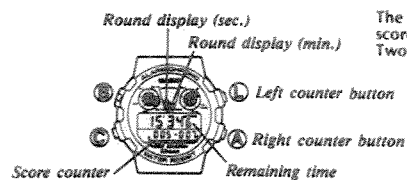3) Hold down Ⓑ for a few seconds to recover all memories.

SETTING TIME AND CALENDAR
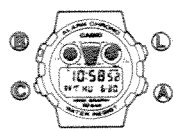
1) Press Ⓑ in TIME to set time and date.
2) Press Ⓐ on a time signal to correct seconds.
3) Press © to shift flashing position. The digit(s) to be changed will flash.

Press © →

SECOND	HOUR	MINUTE
DATE	MONTH	YEAR

4) Each press of Ⓐ or Ⓛ corrects digits one by one. Keep pressed for quick correction.
5) Press Ⓑ to complete setting.

USING SCORE COUNTER

Round display (sec.) / Round display (min.) / Ⓛ Left counter button / Ⓐ Right counter button / Score counter / Remaining time

The score counter is convenient to keep score while monitoring the timer time. Two counts can be kept from 0—999.

USING THE COUNTER
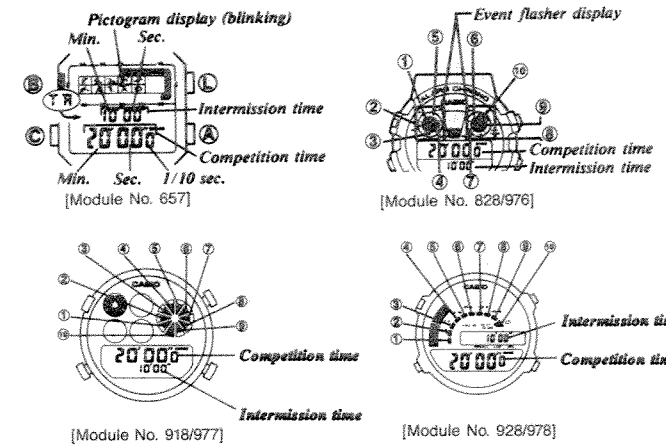Scoring
Press Ⓛ to increment the left counter by one.
Press Ⓐ to increment the right counter by one.
When a scoring error is made
Pressing Ⓑ decrements the counter by one point.
Counter reset
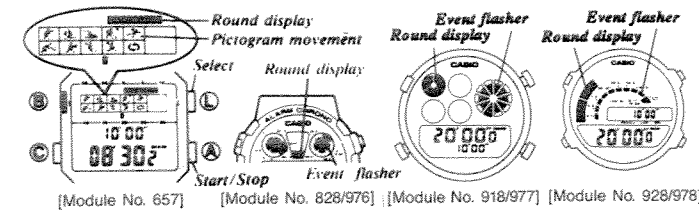Pressing both Ⓐ and Ⓛ at the same time in the counter mode resets both counters.

USING COMPETITION TIMERS

This mode includes 9 competition timers and one free timer.
The competition timers have preset competition and intermission times for the following 9 sports.

Pictogram display (blinking)
Min. Sec. — Intermission time / Competition time
Min. Sec. 1/10 sec.
[Module No. 657]

Event flasher display / Competition time / Intermission time
[Module No. 828/976]

Competition time / Intermission time
[Module No. 918/977]

Intermission time / Competition time
[Module No. 928/978]

Round display / Pictogram movement / Select / Round display
Start/Stop / Event flasher
[Module No. 657]   [Module No. 828/976]   [Module No. 918/977]   [Module No. 928/978]

To select the appropriate competition timer, press Ⓛ in the timer mode with measurement stopped. The blinking pictogram (event flasher) indicates which competition timer is selected. The competition and intermission times of the competition timers can be reset for cases when the actual times are different.

* Press Ⓐ to start countdown and display the remaining time in 1/10 sec. units.
* During countdown, press Ⓐ to start or stop when there are time-outs.
* Competition and intermission time warnings are given 10 seconds beforehand at 1 sec. intervals. When time has elapsed, a beeper sounds for 10 seconds.
* The competition timers automatically repeat countdowns, switching between competition and intermission times when the time has elapsed until measurement is stopped by pressing Ⓐ.
* To fly back to restart, press Ⓐ to stop, press Ⓛ to reset, and then press Ⓐ.
* To stop beeper, press Ⓐ, Ⓛ or ©. But the watch does not stop.

Changing the preset times of competition timers
The competition and intermission times of competition timers can be set in 1 sec. units to a maximum of 59 min. 59sec.

1) Press Ⓛ in the timer mode to select competition.
2) Press Ⓑ to set new times.
3) Press © to shift flashing digits. Digits to be changed will flash.

Competition time (min.)	→	Competition time (sec.)
Intermission time (sec.)	←	Intermission time (min.)
Press © .
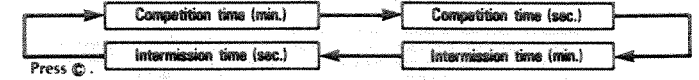
* For American football the sequence is competition time (T-1), intermission time (I-1), competition time (T-2), intermission time (I-2).

4) Press Ⓐ or Ⓛ to correct digits. Keep pressed for quick change.
5) Press Ⓑ to complete settings.
* Display automatically returns to initial timer mode, if left unused for a few minutes.

Returning the competition/intermission times to the default
To reset a competition timer to the original setting after the time has been changed, press Ⓑ in the timer mode and then press both Ⓐ and Ⓛ simultaneously.
Press Ⓑ to complete.

USING THE FREE TIMER
The free timer can be set in 1 second units up to a maximum of 99 hours, 59 minutes and 59 seconds. When the set time elapses, an beeper sounds for 10 seconds.
The free timer has an auto-repeat function which automatically repeats after the set time has elapsed.

Setting the free timer
1) Press Ⓛ in the timer mode to select "⌁" or "⟳" (" ▷ " or " ▶ ").
* Displaying "⌁" (" ▷ ") activates the repeat timer and displaying the "⟳" (" ▶ ") activates the auto-repeat timer.
2) Press Ⓑ to set new time.
3) Press © to shift the flashing digits. Digits to be changed will flash.

| HOURS | MINUTES | SECONDS |
Press © .

4) Press Ⓐ or Ⓛ to correct digits. Keep pressed for quick changed.
5) Press Ⓑ to complete settings.

* Press Ⓐ to start or stop during measurement when there are time outs.

Event flasher 828/918/928/976/977/978	Pictogram display (Module No. 657)	Competition name	Competition time (T-1)	Intermission time (I-1)	Competition time (T-2)	Intermission time (I-2)
①		Boxing	3 min.	1 min.		
②		Yacht racing	5 min.	5 min.		
③		Water polo	7 min.	2 min.		
④		Basketball	20 min.	10 min.		
⑤		Team handball	30 min.	10 min.		
⑥		Hockey	35 min.	5 min.		
⑦		Rugby	40 min.	5 min.		
⑧		Football (Soccer)	45 min.	5 min.		
⑨		American football	15 min.	1 min.	15 min.	20 min.

* In yacht racing, the competition and intermission timers can be used as "Countdown to Start" and lap timers.
* The competition and intermission times are based on international average as of March 1988.

USING MULTI-FUNCTION ALARMS

Five alarms can be set independently. Beeper sounds for 20 seconds at preset time until cleared when alarm is set. Press any button to stop beeper. Signal sounds every hour on the hour if time signal is set.

Sound demonstration
Press and hold Ⓐ in alarm mode to sound beeper.

SETTING ALARM
1) Press Ⓐ in alarm mode to select alarm No. 1,2,3,4,5 or on/off setting of hourly time signal.
2) Press Ⓑ to set new alarm time. Pressing Ⓐ (or Ⓛ) increments(or decrements) digit. Keep pressed for high speed change.
3) Each press of © shifts flashing position. Alarm can be used in 8 different ways. Set hour, minute, day, month and date as desired.

Press © →
| HOUR | MINUTE | MONTH | DATE | DAY |

4) Press Ⓑ to complete.

Auto-retrieve function
Display automatically returns to initial alarm mode display if no button is pressed for 2 to 3 minutes.

8 types of alarms (combination of settings)

	Hour	Minute	Day	Month	Date	Alarm function
1	○	○				Once every day
2	○	○	○			Once a week
3	○	○	○		○	Once a week for a month
4	○	○		○	○	On set month, date and day
5	○	○		○		Once a year
6	○	○			○	On set date and day
7	○	○	○			Every day for a month
8	○	○				Once a month

On or off setting of alarm and time signal
Press Ⓐ in alarm mode to select alarm No. 1, 2, 3, 4, 5 or time signal. Press Ⓛ in each alarm No. 1, 2, 3, 4 or 5 to set alarm on(▥ ▥)or off (no mark). Press Ⓛ in time signal to set time signal on (▥)or off (no mark).

* Pressing Ⓑ in alarm mode automatically sets alarm on.
* Alarm time is displayed in the 24-hour system when timekeeping is in 24-hour system.