Zero Off Screens

Main Menu

From the main menu you can access the screens, map a course, create a skier profile, and adjust system parameters.

```
SCRN SET MAP WHO
```

To display the main menu from any Zero Off Screen, HOLD the MENU button for approximately 2 seconds. The main menu is displayed.

SCRN

The SCRN option provides a list of several of the Zero Off screens.

```
SCRN SET MAP WHO
```

Recreational Screen

The recreational screen is displayed when the boat is turned on and is used for slalom skiing, Trick skiing, and the Waypoint feature.

```
15:20:00   10/02/07 X0◇        SLM

SET 2500                    0

SET 35.4*        0.0   MPH

A:SLALOM1          S:FRED1
```

NOTE: If no skier or course is selected, Latitude and Longitude are shown at the bottom of the screen. Also, by holding down the SELECT button on this screen (for approximately 2 seconds), it will automatically bring you to the tournament screen.

The following items can be highlighted and modified:

Event Type – selects the event: Slalom, Jump, Trick, Waypoint, and Wakeboarding (if purchased)
Set Speed – sets the speed for the boat
RPM Set Speed – sets the RPM speed for the boat
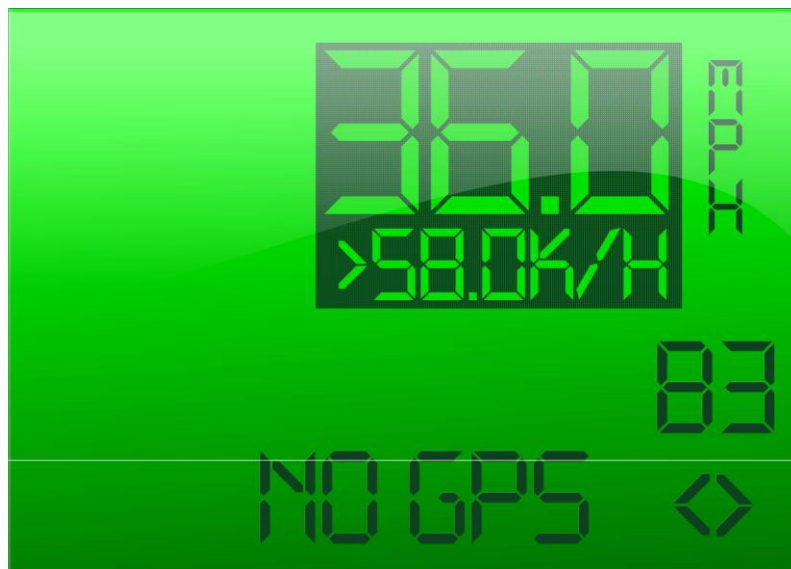Page Icon ◇ - scrolls to the next screen

These two items are displayed on the Recreational screen but are modified on other screens:

Skier Pull Type – See section Main Menu, WHO for additional information.
Course Name – See section Main Menu, MAP for additional information

The remaining items on the Recreational screen provide information such as the time and date and the actual boat speeds.

Tournament Screen

The Tournament screen is used for Slalom skiing, Jump skiing, and Trick skiing.

NOTE: By holding down the SELECT button (for approximately 2 seconds), it will automatically bring up the Timing Recap Screen.

The following items on the screen can be highlighted and modified:

> Set Speed – sets the speed for the boat
> Skier Pull Type – Selects the value for the Skier Profile (A1, A2, A3, B1, B2, B3, C1, C2, C3, or J if Jump skiing)
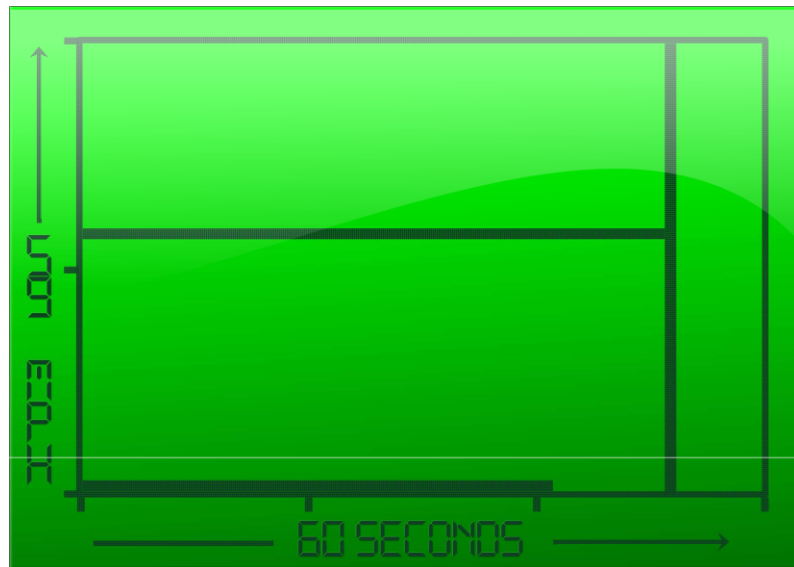> Course Selection – Selects the course
> ON / OFF – Turns cruise control ON or Off
> Page Icon ◇ - Scrolls to the next screen

Speed Plot Screen

The Speed Plot screen visually displays the boat's speed versus time. The axes can be scaled up or down in the Speed Plot submenus.

To adjust the Speed Range and Timebase,
1. HOLD ON/OFF MENU button to display the main menu bar.
2. TAP UP or DOWN button to highlight SCRN.
3. TAP SELECT button to display the list of screens.
4. TAP UP or DOWN button to highlight SPD PLOT.
5. TAP SELECT button. The Speed Plot Selected screen is displayed.
6. TAP UP or DOWN buttons to adjust the Timebase.
7. TAP SELECT button to move to the Adjust Speed Range screen.
8. TAP UP or DOWN buttons to adjust the Speed Range.
9. TAP ON/OFF MENU button three times. The system returns to the list of screens, then the main menu bar, and then displays the speed plot graph. The graph shows the relationship of boat speed to seconds.
10. TAP ON/OFF MENU button to display a real-time graph tracking the boat speed versus time.
11. HOLD ON/OFF MENU button to return to the main menu bar.

RPM Speed Only Screen

The RPM Only screen provides a large font display of the RPM setpoint and actual value. It is intended for those who prefer larger font sizes on a display screen and who want to run in RPM mode.
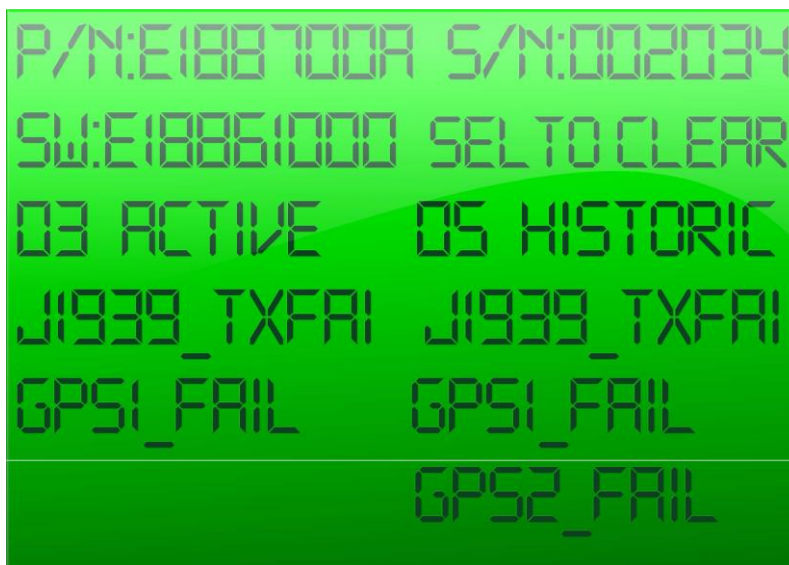

To modify the RPM ONLY,
1. HOLD ON/OFF MENU button to display the main menu bar.
2. TAP UP or DOWN button to highlight SCRN.
3. TAP SELECT button to display the list of screens.
4. TAP UP or DOWN button to highlight RPM ONLY.
5. TAP SELECT button.
6. TAP ON/OFF MENU button twice. The main menu bar is cleared and the RPM ONLY screen is displayed.
7. TAP SELECT button to highlight the RPM Speed.
8. TAP UP or DOWN buttons to adjust the RPM Speed.
9. TAP ON/OFF MENU button to return to the main menu.

Diagnostics Screen

The Diagnostics screen lists the active and historical error codes. See Diagnostics section for detailed Error Code and Diagnostics information.

```
P/N:E188700A  S/N:002034
SW:E18861000  SEL TO CLEAR
03 ACTIVE     05 HISTORIC
J1939_TXFAI   J1939_TXFAI
GPS1_FAIL     GPS1_FAIL
              GPS2_FAIL
```

Timing Recap Screen

Slalom Skiing

The Slalom Timing Recap tracks when the boat drives through the buoys. The time at the bottom of the Latest column automatically moves over to the Historical Last column (column on the right) when the Latest column is full and another time is captured.

```
     LATEST          LAST
          15.86          15.86
  2.85            2.85
          20.23          20.23
  7.21            7.21
          24.60          24.60
 11.54           11.54
          27.45          27.45
```

NOTE: By holding down the SELECT button (for approximately 2 seconds) it will automatically bring you to the Tournament Screen.

Jump Skiing

The Jump Timing Recap tracks times for each of the timed segments defined for the jump course by AWSA. These include the time from ST gate to the 52meter point (52*), from the 52meter point to the MT gate (30*), from the ST gate to the MT gate (82*) and from the MT gate to the ET gate (41*).

NOTE: By holding down the SELECT button (for approximately 2 seconds) it will automatically bring you to the Tournament Screen.

SET

SET is a list of the system parameters that can be modified to change the appearance or volume of the system features.

Jump Letter Select

Jump Letter Select calculates the Jumper Weight and Jumper Distance to give a suggested starting Jump Letter. This Jump Letter represents how much throttle will be applied once the Rope Switch is closed as the skier pulls. The higher the Jump Letter selected the more aggressive the pull.

To choose a jump letter,

1. HOLD ON/OFF MENU button until the menu bar is displayed.
2. TAP UP or DOWN button to highlight SET.
3. TAP SELECT button to display the list of system options that can be modified.
4. TAP UP or DOWN buttons to highlight the Jump Letter Select option.
5. TAP SELECT button to display the Jump Letter Select screen.
6. Follow on screen directions to enter the skier's weight.
7. TAP SELECT button to change to Distance mode. Follow the screen directions to enter the jumper's distance.
8. After entering the jumper's distance, TAP MENU button three times to return to the Tournament screen.

An alternate shortcut is available for Jump Letter Select. Simply highlight the jump letter on the jump tournament screen, and hold the SELECT button until the system jumps directly to the jump letter select screen. Then proceed as described above from #6 on.

Slalom Wait Time Adjust Screen

Warning Timer is the amount of time a skier can wait in the water before the warning timer starts to beep indicating it is time to pull up the skier. As the warning timer nears the end, a beeper starts beeping slowly to indicate the amount of warning time is close to the end. The beeping continues to increase in speed and volume in relation to the amount of warning time remaining.

NOTE: To disable the warning timer, set the value to 0 as instructed on the screen. Note this is a change from last year, when the timer was disabled by setting the value to 180.
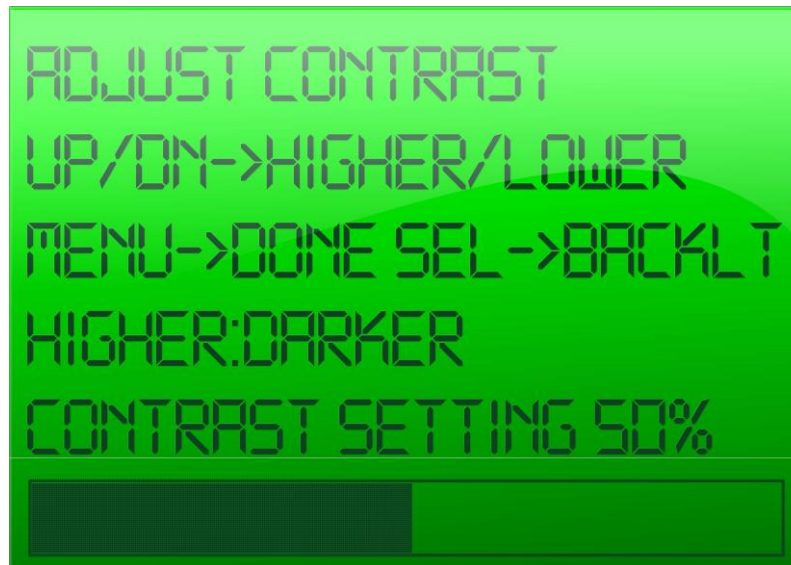
To adjust the warning timer,
1. HOLD ON/OFF MENU button to display the main menu bar.
2. TAP UP or DOWN button to highlight SET.
3. TAP SELECT button to display the list of settings.
4. TAP UP or DOWN buttons to highlight Slalom Wait Time.
5. TAP SELECT button. The Warn Timer screen is displayed.
6. Use the on screen directions to adjust the warning timer.
7. TAP ON/OFF MENU button to exit the screen.

Backlight/Contrast Adjust Screen

You can adjust the backlight to make the system screens brighter or dimmer. You can adjust the brightness contrast to the system screens.
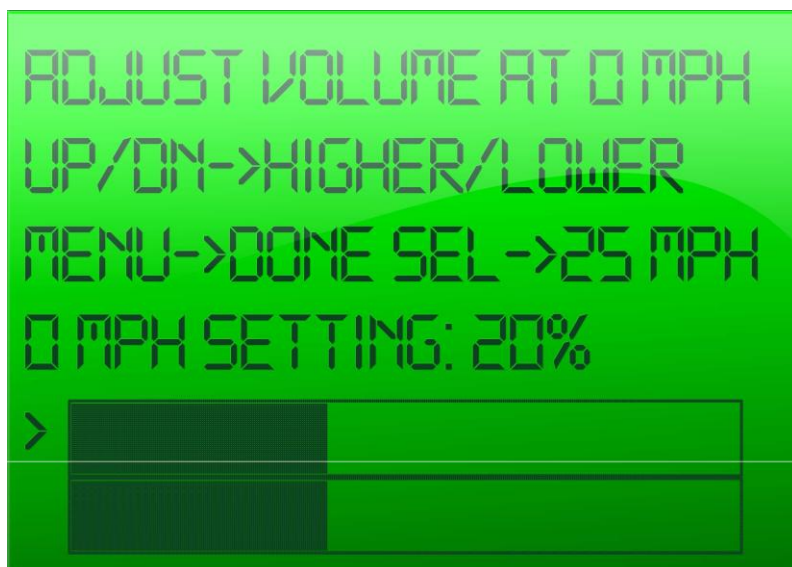

To adjust the backlight,

1. HOLD ON/OFF MENU button to display the main menu bar.
2. TAP UP or DOWN button to highlight SET.
3. TAP SELECT button to display the list of settings.
4. Use the arrow buttons to highlight Backlt/Contrast Adjust.
5. TAP SELECT button. The Backlt/Contrast Adjust screen is displayed.
6. Use the on screen directions to adjust the settings. The sliding bar at the bottom of the screen visually shows the change and the screen brightness automatically adjusts as you select a new setting.
7. TAP ON/OFF MENU button to exit the screen.

Buzzer Volume Adjust Screen

The Buzzer Volume adjustment compensates for the increased engine noise as the boat speed increases. As the boat speed increases and therefore the noise of the motor and wind noise increases, the volume of the buzzer increases proportionally to boat speed between 0 and 25mph (40.2 km/h) to allow you to continue to hear the buzzer over the increasing background noise without being annoying while at rest. No further increase occurs at speeds above 25mph (40.2 km/h).
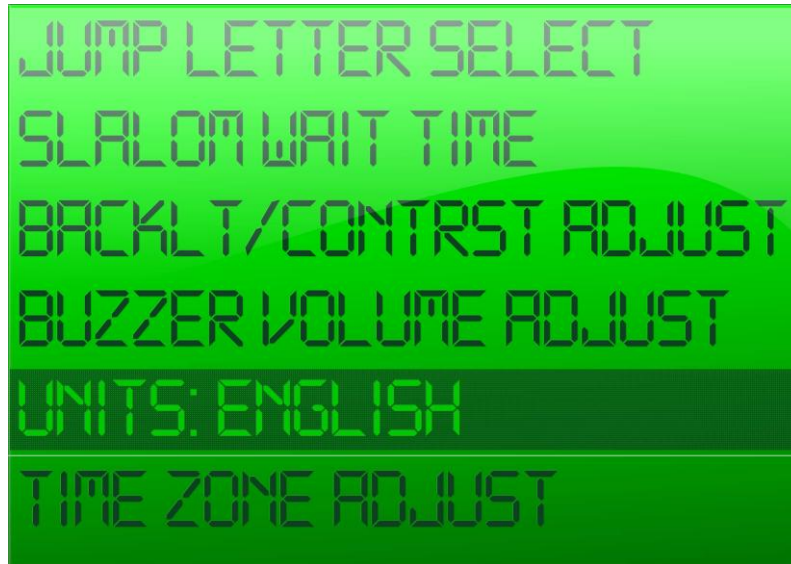

To adjust the 25mph (40.2 km/h) buzzer setting,
1. HOLD ON/OFF MENU button to display the main menu bar.
2. TAP UP or DOWN button to highlight SET.
3. TAP SELECT button to display the list of settings.
4. TAP UP or DOWN button to highlight Buzzer Volume Adjust.
5. TAP SELECT button. The Buzzer Volume Adjust screen is displayed.
6. TAP SEL to select which of the two volume levels is to be adjusted, 0 or 25mph (40.2 km/h).
7. TAP UP or DOWN button to make the selected buzzer volume higher or lower. The sliding bar at the bottom of the screen visually shows the change and you can hear the beeper volume as it adjusts.
8. TAP ON/OFF MENU button to exit the screen.

Units: English or Metric Screen

You can select English units (mph) or Metric units (kph)

JUMP LETTER SELECT

SLALOM WAIT TIME

BACKLT/CONTRST ADJUST

BUZZER VOLUME ADJUST
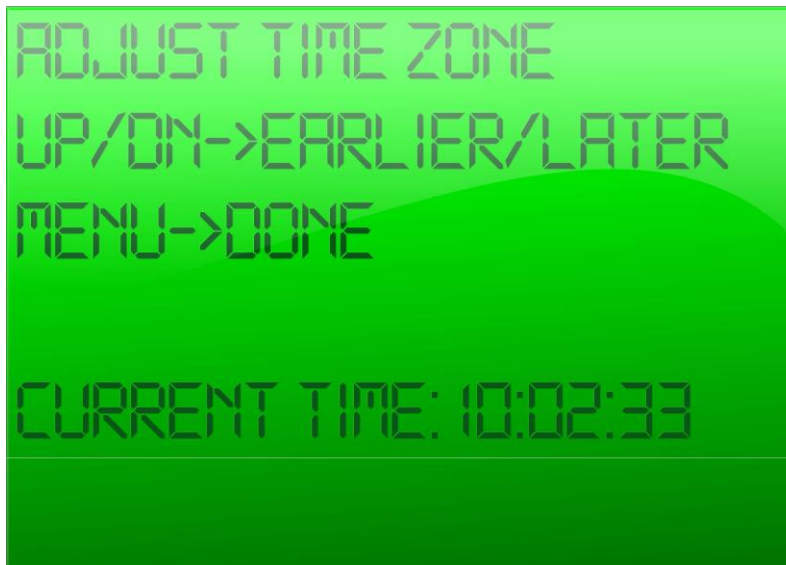
UNITS: ENGLISH

TIME ZONE ADJUST

To change the Units,
1. HOLD ON/OFF MENU button to display the main menu bar.
2. TAP UP or DOWN button to highlight SET.
3. TAP SELECT button to display the list of settings.
4. TAP UP or DOWN button to highlight UNITS: ENGLISH.
5. TAP SELECT button. The system briefly displays a message indicating the units were changed. The list of settings redisplays with the new Units listed.
6. TAP ON/OFF MENU button to exit the screen.

Time Zone Adjust Screen

You can adjust the clock in the Zero Off system to match the time zone of the area where you are located.
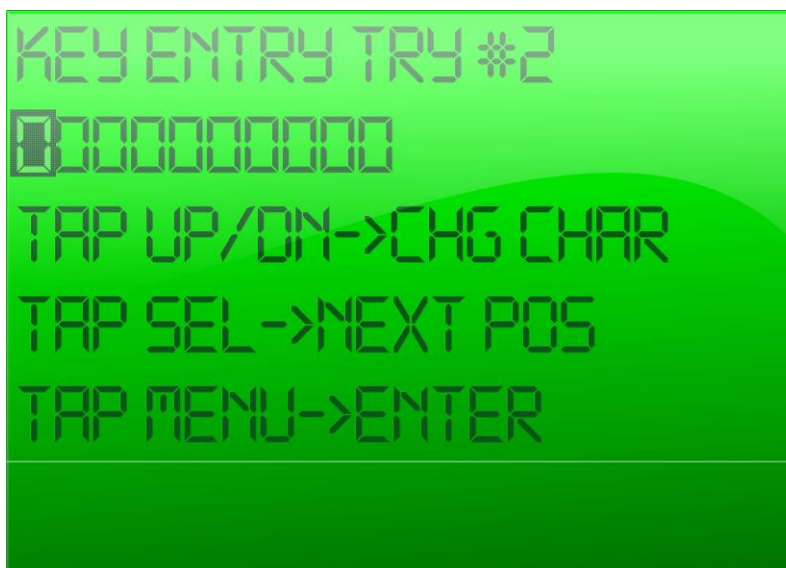

To change adjust the Time Zone,
1. HOLD ON/OFF MENU button to display the main menu bar.
2. TAP UP or DOWN button to highlight SET.
3. TAP SELECT button to display the list of settings.
4. TAP UP or DOWN button to highlight TIME ZONE Adjust.
5. TAP SELECT button. The Adjust Time Zone screen is displayed.
6. TAP UP or DOWN button to adjust the displayed Current Time to the desired time.
7. TAP ON/OFF MENU button to exit the screen.

Key Entry Adjust Screen

Zero Off is factory shipped as either a 3 Event (Slalom, Jump, and Trick) or Wakeboard system. You may purchase an unlock code to convert your system from Wakeboard to 3 Event or 3 Event to Wakeboard by contacting Zero Off.

You need to enter the provided code on the Key Entry screen. You are given five tries to enter the correct code. If after five tries the correct code has not been entered, the system prohibits you from trying again until you power down and restart the system.
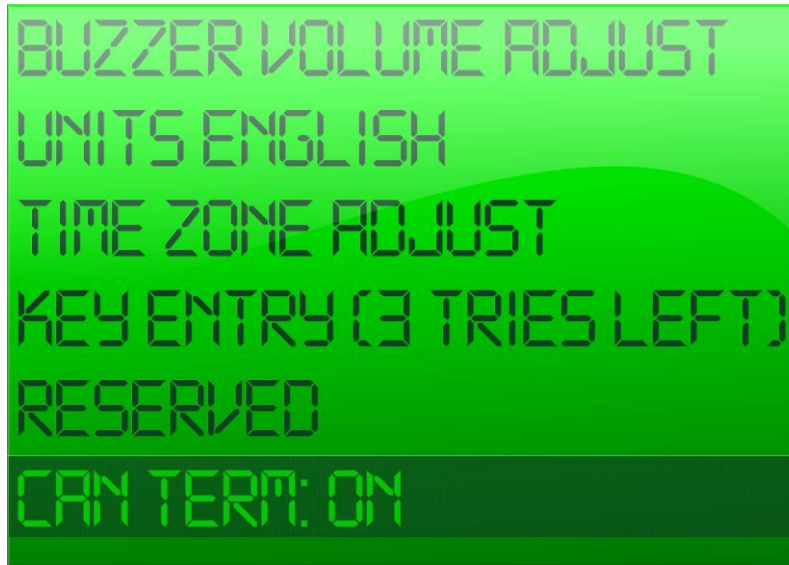

To enter the code,
1. HOLD ON/OFF MENU button to display the main menu bar.
2. TAP UP or DOWN button to highlight SET.
3. TAP SELECT button to display the list of settings.
4. TAP UP or DOWN button to highlight KEY Entry.
5. TAP SELECT button. The Key Entry Try # screen is displayed.
6. Use the instructions on the screen to enter the code. The numerals scroll 0 through 9.
7. TAP ON/OFF MENU button to enter the code. A message is displayed indicating the code has Passed or Failed. If the code failed, the number of remaining tries is displayed on the list of settings screen.

Change CAN Term to ON or OFF Screen

You can turn the CAN termination on or off. This feature is provided to allow for boats where there are many different configurations of gauges which use the CAN communications link to share information. If the system's diagnostic page shows an error related to J1939, try turning CAN termination off or on as an initial attempt to solve the problem.

To turn the CAN on or off,
1. HOLD ON/OFF MENU button to display the main menu bar.
2. TAP UP or DOWN button to highlight SET.
3. TAP SELECT button to display the list of settings.
4. TAP UP or DOWN button to highlight CAN Term.
5. TAP SELECT button. A message is displayed indicating CAN Termination was changed to either ON or OFF (the opposite of what it was). Then the SET screen redisplays listing the new setting for CAN Term.
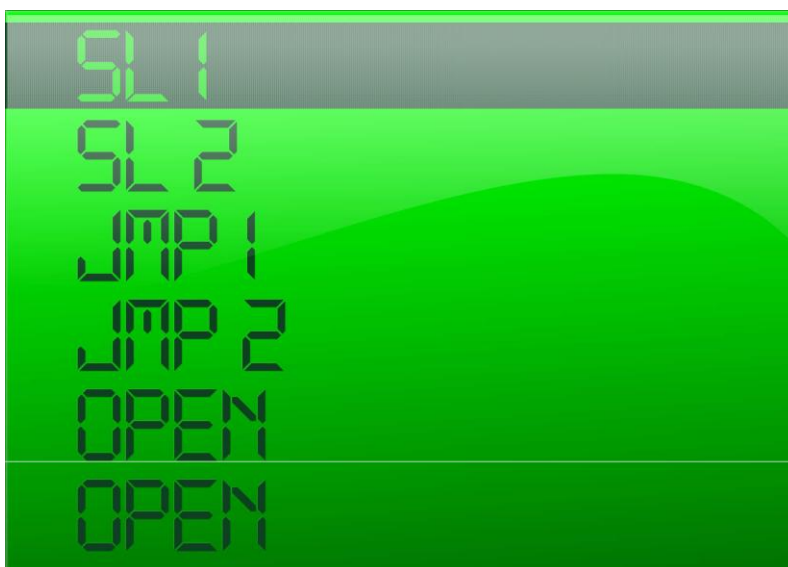
MAP

MAP displays a screen listing the Course Names. MAP also has screens to map a course using either Live Course Mapping or Course Coordinate Entry. You map a course for Slalom and Jump skiing.

Course Name List

The Course Names list is displayed after you highlight MAP on the Main Menu. A maximum of 10 course maps may be stored.

Select a Course Name

1. HOLD ON/OFF MENU button approximately 2 seconds. The main menu bar is displayed.
2. TAP UP or DOWN button to highlight MAP.
3. TAP SELECT button. A list of course names is displayed.

4. TAP UP or DOWN button to highlight the desired course name.
5. TAP SELECT button to display the selected course name. The selected course name is displayed on the Recreational screen.

NOTE: The first time a course entry is mapped, the system will automatically allocate a unique name that reflects whether it is a jump or slalom course. The user can later change these names to something more personalized if desired. Existing courses can also be deleted if desired. Customized course names will be lost if a course is deleted.

Course Mapping Screen

Live Course Mapping

Distance down the course is calculated using knowledge of how fast the boat is traveling rather than triggering on the individual gate GPS coordinates. Since speed is known with high accuracy, these distances are calculated with high accuracy, and are not subject to the slow +/- 1-2 meter drift inherent in the GPS position estimates. Thus, buoy time measurements are not subject to errors caused by normal GPS position estimate drift. GPS based velocity measurements are inherently more accurate than position estimates since they are based on a different physical measurement technique.

To map a course using Live Course Mapping,

1. HOLD ON/OFF MENU button until the menu bar is displayed.
2. TAP SELECT to highlight MAP option.
3. TAP UP or DOWN button to highlight the desired course name.
4. TAP SELECT button. An asterisk is placed next to the selected course name.
5. TAP SELECT button to display the selected course name screen.

6. To rename the course, highlight the course name. TAP SELECT and follow the on screen directions. You can only rename a course <u>after</u> it has been mapped.

NOTE: TAP UP/DOWN button to l move the block cursor around the characters. Choose the location in the text string where you want to start making changes, and then TAP SELECT to switch to the character change mode. The cursor will change to an underline cursor, and the UP/DOWN buttons will now cause that character to scroll up or down through the alphabet. It allows upper and lower case alphabet characters along with the numbers 0-9 and the space character to be selected.

When the character is modified to the desired value, TAP SELECT and the cursor will move to the next character (to the right). Repeat the UP/DOWN process until that character is as desired. Repeat this for as many characters as you want to enter.

If you want to go back to an earlier character to further modify it or correct an error, simply keep TAPPING the SELECT button and the highlight underline cursor will move to the right until it reaches the last character, and will then wrap back to the beginning of the text string.

7. When you have completed a course name, TAP MENU button several times to return to the Course Mapping screen.
8. To change the Target TYPE, highlight Target Type. TAP SELECT button to display the Target Type screen.

9. Follow the on screen directions until Target TYPE displays Jump, Slalom 6, Slalom 8, or Waypoint*, depending on the type of course you are mapping.
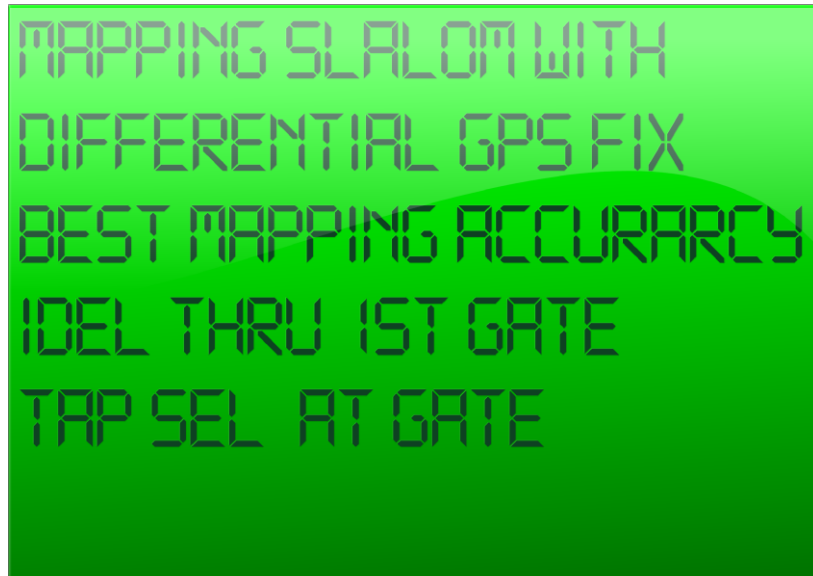

10. TAP MENU button to return to the previous screen.
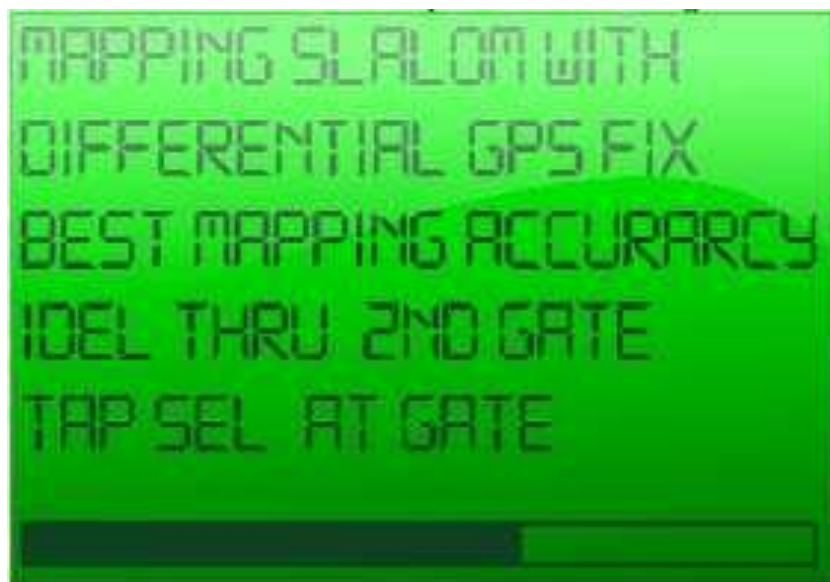11. TAP UP or DOWN buttons to highlight Live Course Mapping.

12. TAP SELECT button to enter the Live Course Mapping screen.

13. For Slalom skiing, perform the following:

Drive the boat to the entry gate and TAP SELECT when the GPS antenna crosses the plane of the entry gate.

Drive the boat to the exit gate and TAP SELECT when the GPS antenna crosses the plane of the exit gate.

14. For Jump skiing, perform the following.

Idle through the 1st set of Jump course buoys and as the PYLON passes the buoy line TAP the SELECT button.
As you pass through the 82-meter mid course buoys, TAP SELECT button as the PYLON passes through the buoys.

When you are done TAP MENU button twice to return to the Tournament Screen.

NOTE: In the future, the jump program recognizes any mapped course and chooses it automatically as you approach the course. To choose a course manually, see the procedure Override an Auto-Detected Course.

15. For Waypoint, TAP SELECT button where you want your waypoint reference.
16. When you are done TAP MENU button several times to exit the screens.

Manually Enter Course Coordinates

You can also map a course by manually entering the course coordinates. You need to know the course latitude and longitude within accuracy down to 0.00001 of a minute.

It may take longer to go through the process required to enter the course coordinates than it does to run the boat through the course using the Live Course Mapping option.

NOTE: Due to the large range of values that have to be supported for Course coordinates, (360 degree range with a resolution of 0.00001 minutes for longitude) the scrolling starts out slow to allow small changes to be made when you're close to the desired value, but progressively accelerates to a faster rate the longer you hold it.

To enter course coordinates,

       1. HOLD ON/OFF MENU button approximately 2 seconds. The main menu bar is displayed.
       2. TAP UP or DOWN button to highlight MAP.
       3. TAP SELECT button. A list of course names is displayed.
       4. TAP UP or DOWN button to highlight the desired course name.
       5. TAP SELECT button to display the selected course name.
       6. TAP UP or DOWN button to highlight Enter Course Coords.
       7. TAP SELECT button. The Enter Course Coordinates screen is displayed.

       8. Use the onscreen directions to change the longitude and latitudes.
       9. HOLD SELECT button to save the entered coordinates.
       10. TAP MENU button to exit the screen.

Remap an Already Mapped Course

1. On the Course Name screen, highlight the desired course name.

2. HOLD SELECT button (you need to hear 2 beeps) to modify the course map variables.

Override an Auto-Detected Course

Zero Off auto-detects previously mapped courses within a 1-km radius of the boat. The auto-detected course is displayed at the bottom of the Recreational Slalom screen. You may want to override the auto-detected course.

To override an auto-detected course,

1. HOLD ON/OFF MENU button to display the main menu bar.
2. TAP UP or DOWN button to highlight MAP.
3. TAP SELECT button. A list of previously entered course maps is displayed.
4. TAP UP or DOWN button to highlight the desired course name.
5. TAP ON/OFF MENU to exit the screen.

The course you selected is displayed at the bottom of the Recreational Slalom screen. Auto detect will be re-enabled any time the user changes modes between slalom, jump or waypoint.

WHO

WHO displays a list of the Skier Profiles. It also has a screen to create Skier Profiles. Skier Profiles are used for Slalom and Jump skiing.

Skier Profile List

The Skier Profiles list is displayed after you select WHO from the Main Menu. A Skier Profile indicates a previously created skier profile. Unused indicates a profile has not been mapped (unless someone mapped a profile and kept Unused as the skier profile name). A maximum of 10 skier profiles may be stored.
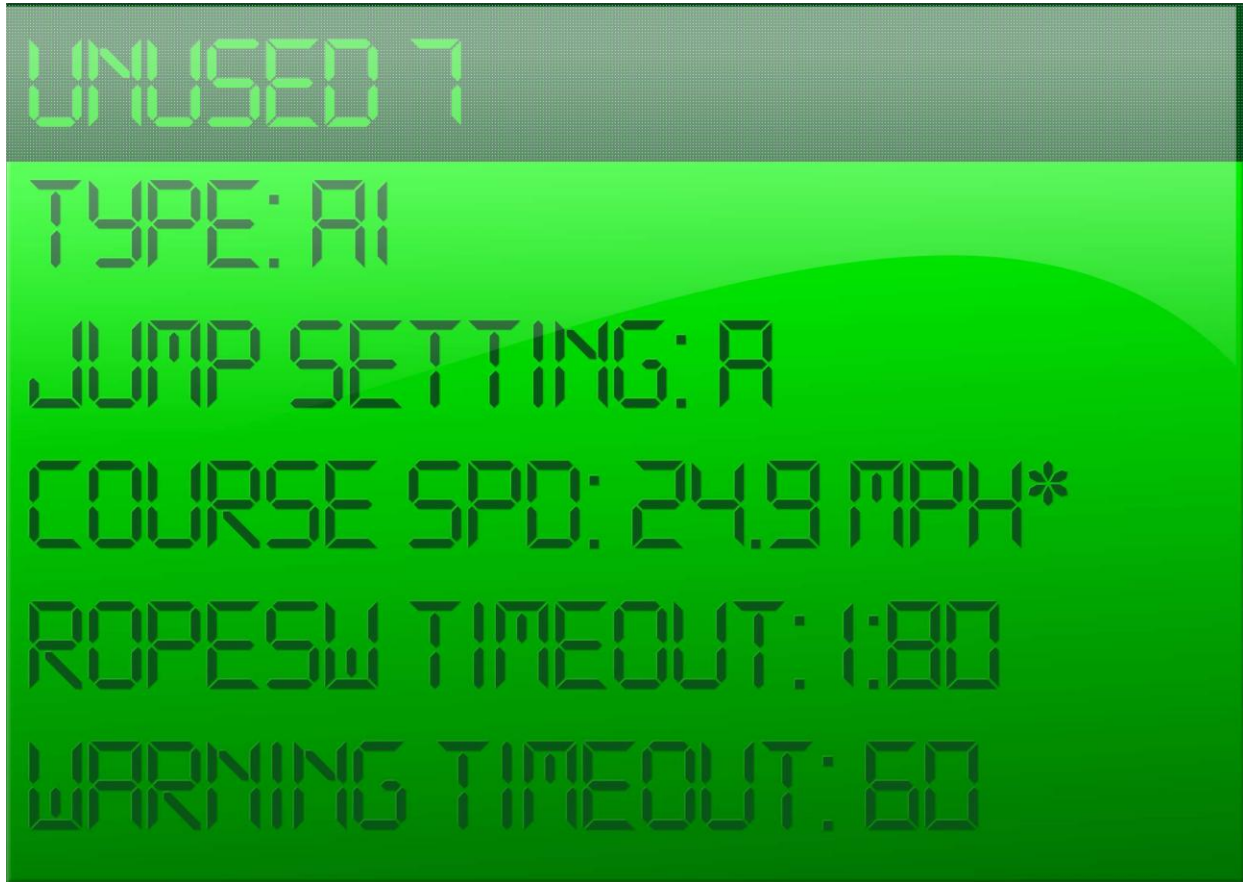
Select a Skier Profile

    1. HOLD ON/OFF MENU button.
    2. TAP UP or DOWN button to highlight WHO.
    3. TAP SELECT button. A list of skier profiles is displayed.

    4. TAP UP or DOWN button to highlight desired skier profile.
    5. TAP SELECT button. An asterisk is displayed next to the selected skier profile.
    6. TAP MENU button to exit the screen. The skier you selected is displayed in the bottom left corner of the Recreational screen.

Skier Profile Screen

You create a skier profile that includes the information: Type, Setting, Course Speed, Rope switch, and Warning Timeout. Once the Skier Profile is created it is displayed in the Skier Profile list.

```
UNUSED 7

TYPE: AI

JUMP SETTING: A

COURSE SPD: 24.9 MPH*

ROPESW TIMEOUT: 1:80

WARNING TIMEOUT: 60
```

Display the Skier Profile Screen

    1. HOLD ON/OFF MENU button.
    2. TAP UP or DOWN button to highlight WHO.
    3. TAP SELECT button.
    4. TAP UP or DOWN button to highlight Unused.
    5. HOLD SELECT button. The Skier Profile screen is displayed.

Enter a Name

    1. From the Skier Profile screen, TAP UP or DOWN button to highlight Unused. An asterisk is placed next to the profile.
    2. HOLD SELECT button. The Skier Profile screen is displayed.
    3. TAP UP or DOWN button to highlight Unused.
    4. TAP SELECT button. The Name screen is displayed.
    5. TAP SELECT button to move the cursor to the letters in the name.

---

6. TAP UP or DOWN button to scroll through the alphabet to select the desired character.
7. When the name is completed, TAP MENU button to exit the screen.

Enter a Type

1. From the Skier Profile screen, TAP UP or DOWN button to highlight TYPE.
2. TAP SELECT button. The Type screen is displayed.
3. TAP SELECT button to change the Type. Skier type is the amount of pull felt by the skier.

SkierPullTypes

A	Slower engine response out of the buoy, but the boat will tend to move ahead as the skier approaches the buoy.
B	Moderate engine response compared to **A** and **C**.
C	Faster engine response out of the buoy, but the boat will tend to hold back as the skier approaches the buoy.

1	Requires the lowest amount of load before the system initiates an rpm spread. This provides for a softer pull behind the boat.
2	Provides for a moderate pull behind the boat as compared to **1** and **3**.
3	Requires the highest amount of load before the system initiates an rpm spread.

*J = Jumper

4. TAP MENU button to exit the screen.

Enter a Jump Setting

1. From the Skier Profile screen, TAP UP or DOWN button to highlight Jump Setting.
2. TAP SELECT button. The Jump Setting screen is displayed.
3. TAP UP or DOWN button to change the Jump Setting. Jump Setting is the letter used to give the boat a "bump" in speed upon switch engagement and has a target speed depression for the more aggressive jumper. Letter A will run at a constant speed and will have no reaction to the switch engagement. The higher the letter the more the baseline will depreciate until reaching a maximum amount, and will call for more boat speed sooner at switch engagement.
4. TAP MENU button to exit the screen.

Enter a Course Speed

1. From the Skier Profile screen, TAP UP or DOWN button to highlight Course Spd.
2. TAP SELECT button. The Course Speed screen is displayed.
3. TAP UP or DOWN button to change the Course Speed.

slowly change the speed by .01 increments TAP UP or DOWN button
quickly change the speeds by larger increments HOLD UP or DOWN button

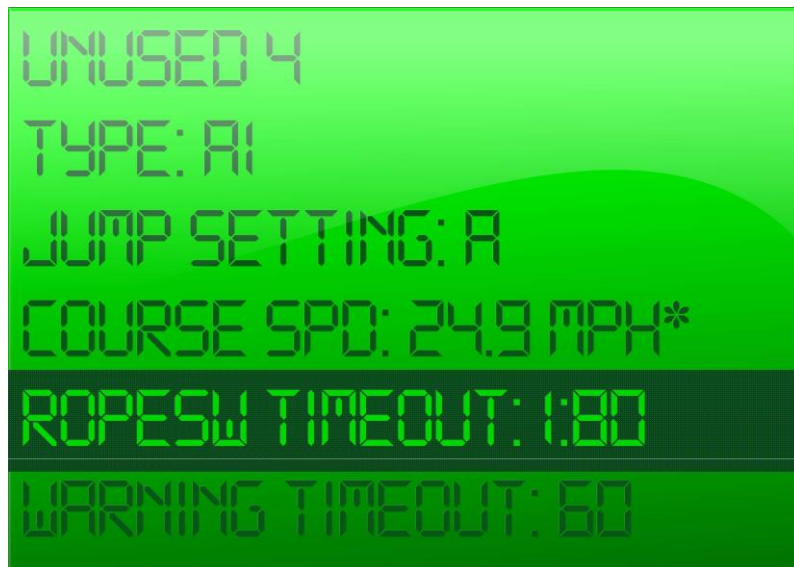at the tournament speeds, the system pauses briefly and an asterisk is displayed.

4. TAP MENU button to exit the screen.

Enter a ROPESW Timeout

1. From the Skier Profile screen, TAP UP or DOWN button to highlight RopeSW Timeout.
2. TAP SELECT button. The Rope Switch Timeout screen is displayed.
3. TAP UP or DOWN button to change the RopeSW

slowly change the speed by 0.1 increments TAP UP or DOWN button
quickly change the speeds by larger increments HOLD UP or DOWN button

4. TAP MENU button to exit the screen.

Enter a Warning Timeout

1. From the Skier Profile screen, TAP UP or DOWN button to highlight RopeSW Timeout.
2. TAP SELECT button. The Warning Timeout screen is displayed.
3. TAP UP or DOWN button to change the RopeSW

slowly change the speed by .01 increments TAP UP or DOWN button
quickly change the speeds by larger increments HOLD UP or DOWN button

4. TAP MENU button to exit the screen.

Slalom

The Slalom event type is used for recreational and tournament skiing.

Recreational Slalom

The Recreational Slalom screen has the following information.

Name	Description
Time and Date	Time format is XX:XX:XX Date format is MM/DD/YY
Number of Satellites	X = Number of satellite fix, (1 through 12). D = Differential, if present.
Page Icon	Selects Recreational, Tournament, and Timing Recap screens. NOTE: Recreational, Tournament, or Timing Recap screens are also available from the Main Menu bar, SCRN option.
Event Type or Directional Arrow	Selects Jump, Slalom, Trick, and Waypoint events. NOTE: If Event Type is not active, a directional arrow is displayed. The arrow shows the direction the boat is moving. When boat velocity is less than 1 mph, the directional arrow freezes. If an event type is active and the system detects a mapped course, the arrow changes shape and shows deviations of boat direction from the centerline of the course.
RPM Set Speed	With the system is in RPM mode, you can select an RPM speed for the boat. NOTE: RPM Set Speed is only available for Recreational skiing.
RPM Actual Speed	RPM speed that the boat is actually going.
Boat Set Speed	Sets the MPH or KPH boat speed.
Actual Boat Speed	MPH or KPH speed that the boat is actually going.
Official Tournament Set Speed	Sets the tournament set speed
Pull Type / Skier Selection	Skier pull type (A1-A3, B1-B3, C1-C3) and the name of the currently selected skier. NOTE: If a skier has not been selected, Latitude is displayed.
Course Selection	Name of the currently selected course. NOTE: If a course has not been selected, Longitude is displayed.

Set Event Type to Slalom

1. From the Recreational screen, TAP SELECT button to highlight the Event Type.
2. With Event Type highlighted, TAP UP button until you see Slm. Slm is the Event Type for Slalom skiing.

Set Boat Speed

NOTE: While changing the set speed, the system pauses briefly at the Official Tournament Set Speeds and displays an asterisk (*).

1. From the Recreational screen, TAP SELECT button to highlight the Set Speed. The Set Speed is highlighted.

2. To increase the setspeed:

slowly, by increments of 0.1, TAP UP button.
quickly, with larger increments, HOLD UP button

3. To decrease the setspeed:

slowly, by increments of 0.1, TAP DOWN button.
quickly, with larger increments, HOLD DOWN button.

The boat speed is adjusted according to the selected speed.

Set RPM Boat Speed

1. From the Recreational screen, TAP SELECT button to highlight the RPM Set Speed.
The RPM Set Speed is highlighted.

2. To increase the RPM speed:

slowly, by increments of 10, TAP UP button.
quickly, with larger increments, HOLD UP button

3. To decrease the setspeed:

slowly, by increments of 10, TAP DOWN button.
quickly, with larger increments, HOLD DOWN button.

The engine RPM speed is adjusted according to the selected speed. Note that this mode does
not guarantee any particular boat speed.

Move to the Next Screen

1. From the Recreational screen, TAP SELECT button to highlight the Page Icon ◇.

2. With Page Icon highlighted, TAP UP button to scroll to the Tournament screen and
the Timing Recap screen.

View Timing Recap Information

After you have driven the course, you can view the Timing Recap screen. The Timing Recap screen tracks the time the boat drove past each buoy for the most recently completed run(Latest), and the preceding one (Last)

1. From the Recreational screen, TAP SELECT button to highlight the Page Icon .
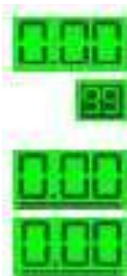2. TAP UP button and scroll to the Timing Recap screen. The Timing Recap screen for Slalom is displayed.

NOTE: The times in the Latest columns automatically moves over to the Historical Last column (column on the right) when a new course run is initiated

Tournament Slalom

The timing has all changed. Now, the left side displays only the 6 buoy times, with the timing error being replaced by a buoy count label. The latest buoy/gate time is displayed in the center above the course name, so that upon exit from the course, the 6 buoy times and labels are shown (in a new larger font) and the exit gate time is in the center position.

The tournament Slalom screen has the following formation.

Name	Description
Timing Display	Displays the most recent run. NOTE: The Timing Display is only displayed when you have a GPS fix. Displays actual times for buoys 1-6. Displays deviations from ideal time for the current set speed (shown in hundredths of a second). 1st underline time displays Mid Course Time. 2nd underline time displays Exit Time.
Boat Speed	Displays the boat speed while moving above 5mph (8.1 km/h), otherwise displays speed setpoint. While moving, if the speed setpoint is changed, setspeed will be displayed for 2 seconds before reverting to live boat speed
Icon Target Speed Notification	When the boat is locked on a target speed, the MPH (or km/h) icon is highlighted and the system beeps.
Official Tournament Set Speed	An asterisk is shown if the set speed chosen is an official tournament speed. NOTE: For slalom and jump events only.
Page Icon	Selects Recreational, Tournament, and Timing Recap screens. NOTE: Recreational, Tournament, or Timing Recap screens are also available from the Main Menu bar, SCRN option.

Last Buoy Timing	Updates to the most recent buoy timing as the boat travels thru the course. B1 through B6 is Buoy 1 through Buoy 6. EX is the Exit Time.
Pull Type	Three levels of "pull" the skier feels as the boat adjusts to maintain the set speed while driving the course. Level A1 – A3 = Mild pull felt by the skier. Level B1 – B3 = Moderate pull felt by the skier. Level C1 – C3 = Sharp and aggressive pull felt by the skier. Used by advanced skiers. RTB = Return to Base *See Skier Pull Type for more details.*
Operating Mode / Course	Slalom is displayed until a course is detected or selected. Zero Off has automatic course detection that finds the nearest slalom course within 1mile radius of the boat. NOTE: You can manually select another course from Main Menu bar, Map option.
On / Off	Turns the system On and Off.

Set Boat Speed

1. From the Tournament screen, TAP SELECT button to highlight the Set Speed.

The Set Speed is highlighted.

2. To change the speed,

TAP UP button to increase the speed.
TAP DOWN button to decrease the speed

Zero Off scrolls through the available tournament set speeds. The upper larger font number displays the setspeed in the units selected (MPH or KPH), while the corresponding alternate units value is displayed below in a smaller font.

Slalom Event Tournament Speeds (MPH)		Slalom Event Tournament Speeds (KM/H)	
15.5	26.7	24.9	42.9
17.4	28.6	28.0	45.1
19.3	30.4	31.1	50.1
21.1	32.3	33.9	54.5
23.0	34.2	37.0	59.5
24.9	36.0	40.1	64.5

The boat speed is adjusted according to the selected speed.

Select a Skier Pull Type

A Skier Pull Type is the level of "pull" felt by the skier as the boat adjusts to maintain the set speed.

1. From the Tournament Slalom screen, TAP SELECT to highlight the Skier Pull Type. The Skier Pull Type is highlighted.

2. TAP UP button to select the Skier Pull Type. The Skier Pull Types are defined as follows:

A1 – A3 = Mild pull felt by the skier.
B1 – B3 = Moderate pull felt by the skier.
C1 – C3 = Sharp and aggressive pull felt by the skier. Used by advanced skiers.

Move to the Next Screen

1. From the Tournament screen, TAP SELECT button to highlight the Page Icon ◇ .
2. With Page Icon highlighted, TAP UP button to scroll to the Recreational screens and the Timing Recap screens.

View Timing Recap Information

After you have driven the course, you can view the Timing Recap screen. The Timing
Recap screen tracks the time the boat drove past each buoy.

1. From the Recreational screen, TAP SELECT button to highlight the
PAGE
ICON ◇.
2. TAP UP button and scroll to the Timing Recap screen. The Timing Recap
screen for Slalom is
displayed.

NOTE: The time at the bottom of the Latest column automatically moves over to the Historical Last column (column on the right) when the Latest column is full and another time is captured.