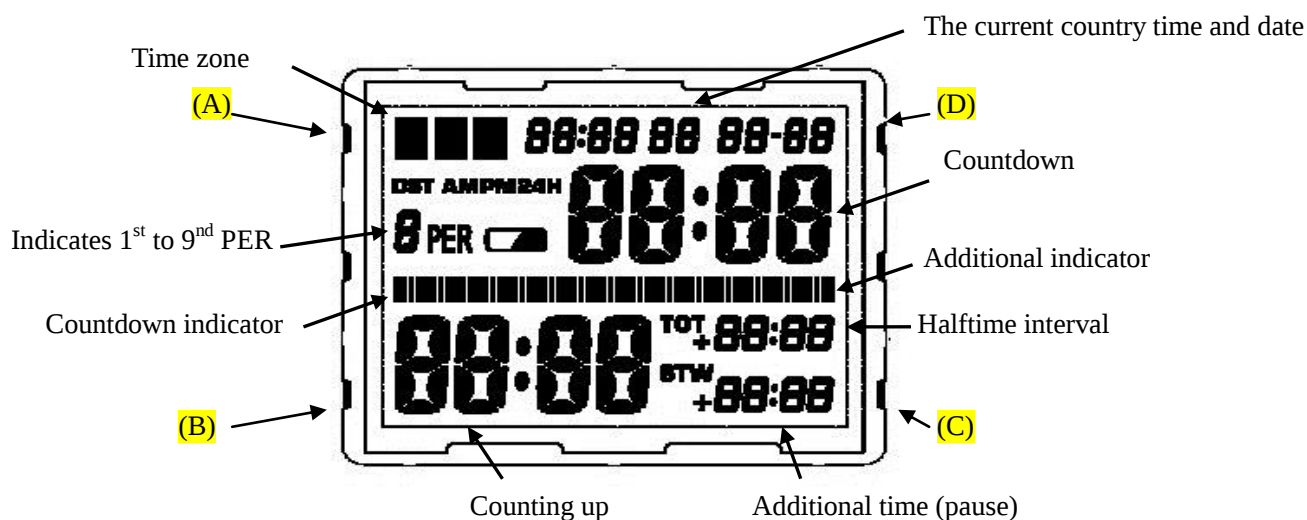


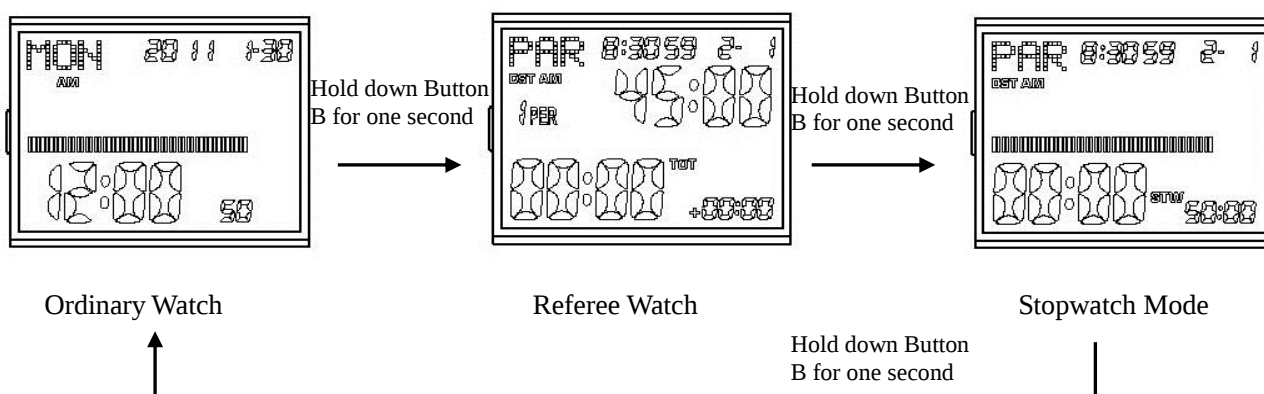


SET /LIGHT (Button A) MODE (Button B) DOWN/RESET (Button C) UP/START (Button D)

A. Features

- To display hour, minute, second, year, month, date, and week.
- Auto calendar: from year 2000 ~ year 2099.
- 12-hour/24-hour format.
- World time: 24 time Zones, 50 cities.
- Stopwatch: can memory 20 times of LAP selection timing
- Counting down.
- Counting up.
- Select number of periods (PER) Time interval 1-9
- Halftime interval (Counting down timing)
- Stop timing (Additional timing)
- Vibration signal
- EL backlight

B. Product Functional Modes

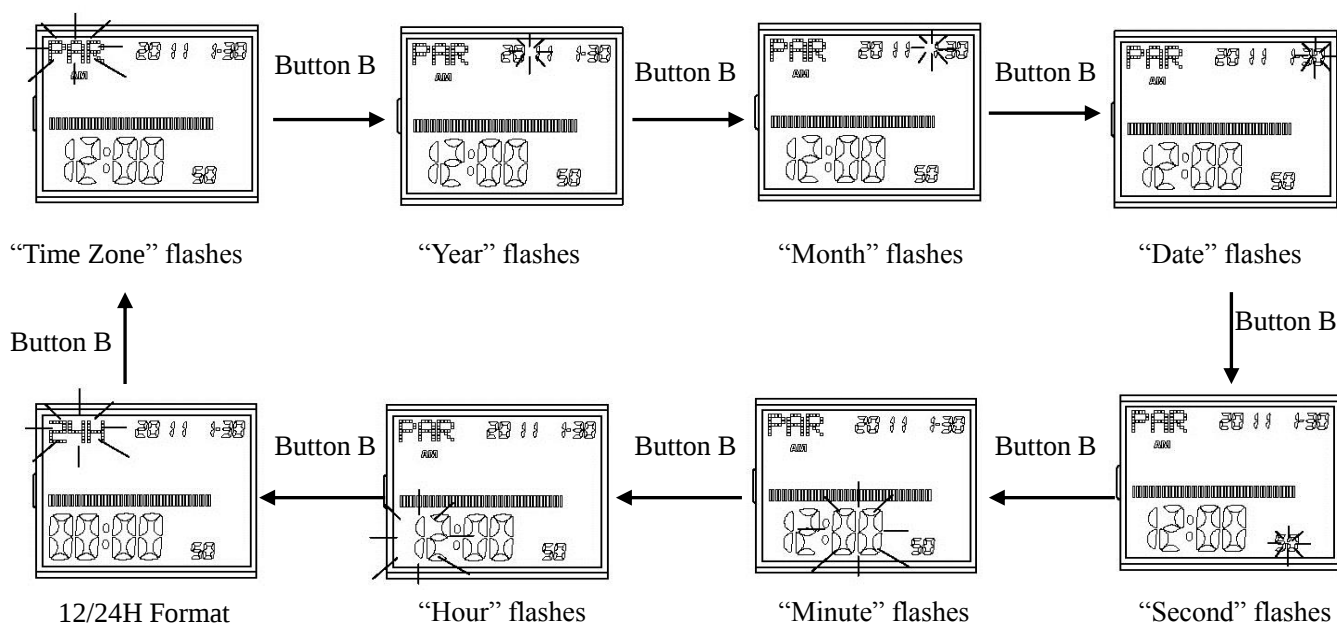


- In any mode, EL backlight illuminates for 3 seconds by pressing (Button) A.
- In Normal Time Mode or Game Mode, press B to turn on / off daylight saving time, and indicator of "DST" will appear on the screen.
- In Normal Time Mode, hold down B for one second to enter Game Mode, then press B for one second again to enter Stopwatch Mode.



1. To set time and date

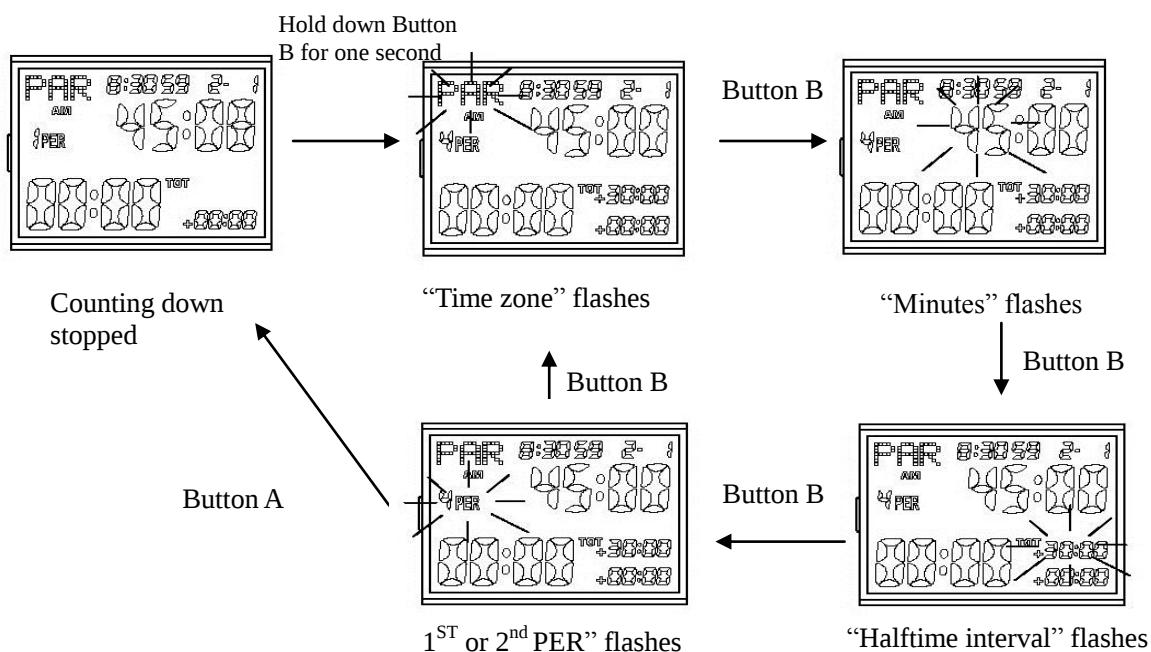
- When In Normal Time Mode, hold down for 3 seconds to enter setting mode, then press B to select other flashing items in sequence as below:



- Press D to adjust up the time zone or increase the values, hold down D for some time to fast adjust up time zone or fast increase the values.
- Press C to adjust down the time zone or decrease the values, hold down C for some time to fast adjust down time zone or fast decrease the values.
- When adjust the second, press D or C to clear seconds to 00.
- Press A to confirm, if you do not perform any button within one minute, the watch will automatically confirm and return to Normal Time Mode.

2. To set Referee time

When counting down stopped, hold down A for 3 seconds to enter countdown time setting, press B to select other flashing items in sequence as below: **Before the match the referee program number of periods (1-9), minutes of playing time (1-99) for each period and minutes (1-99) for each period break. Use buttons Up / Down and Start / reset to adjust the correct time / match time**

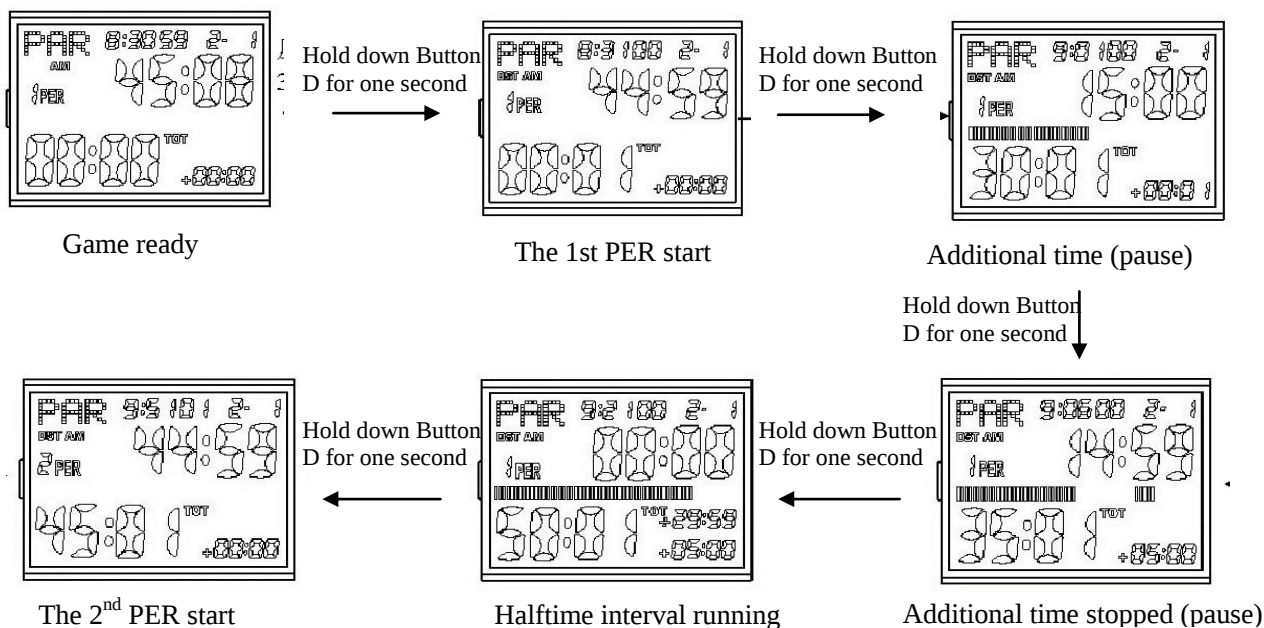




- Press D to adjust up city code or increase the values, hold down D for some time to fast adjust up city code or fast increase the values.
- Press C to adjust down city code or decrease the values, hold down C for some time to fast adjust down city code or fast decrease the values.
- Press A to confirm and exit from setting mode, then return to Countdown Mode..
- When changed the city code, the time and date will automatically change.
- The watch will automatically confirm the current setting value if there is no button operation, and exit from setting after one minute, then return to Countdown Mode.

➤ **To use Referee Watch menu**

- In Normal Time Mode, press B for one second to enter the Game Prepared Mode.
- Press D for one second to start counting down, in the meanwhile, counting up will be automatically turned on.
- Press D for one second to stop counting down, in the meanwhile, additional time will be automatically turned on.
- Presses D for one second to stop during additional time, then countdown continue to run.
- When countdown time is reached to 00, halftime interval will automatically run.
- Halftime interval will automatically stop when it is reached to 00. (vibration signal start)
- When countdown time is reached to 00 or is not reached to 00 during halftime interval, press D for one second, the 2nd game will begin, as below figures:





- When the game is running, press D to enter additional time (pause), there is vibration signal every 10 seconds, and the vibration signal will last for 0.5s.
- When the game enters counting down, the color screen will be filled with the game progress indicating lines.
- When countdown time is reached to 00, the watch will vibrate for 5 seconds.
- When countdown time of halftime interval is reached to 00, the watch will vibrate for 5 seconds.
- When count up is running, press B for one second to other operation mode, timer will run at the background.
- When countdown is running or stopped, hold down D for 5 seconds to cancel the final game, it will automatically clear the time of final game, then return to the current game.
- When countdown is running or stopped, hold down C for some time to view original value, if hold down C more than 3 seconds, the time record of previous game will be deleted, and return to initial state: to display countdown time, the number of game displayed by IPAR, counting up displayed by 00, additional time displayed by 00, halftime interval will be hidden.
- **Low voltage caution:** when battery level is enough, battery icon will not appear, but it will appear if battery is going to run out. Please replace a new battery of CR2032 or other same type batteries.
- **Vibration:** Vibration signal will last for 0.5s every time start / stop the game. There is vibration signal every 10 seconds when enter to additional time, and the vibration signal will also last for 0.5s.

- **Timing range**
 - a. The display range of countdown is: 01~99 minutes.
 - b. The display range of count up is: 01~ 99 minutes 59 seconds
 - c. The display range of halftime interval is: 01~ 99 minutes 59 seconds
 - d. The display range of additional time is: 99 minutes 59 second.
 - e. The watch will automatically stop after counting down of final game is finished, hold down C for 3 seconds to clear, but the original setting value will not be cleared.

**GMT Differential/City Code List**

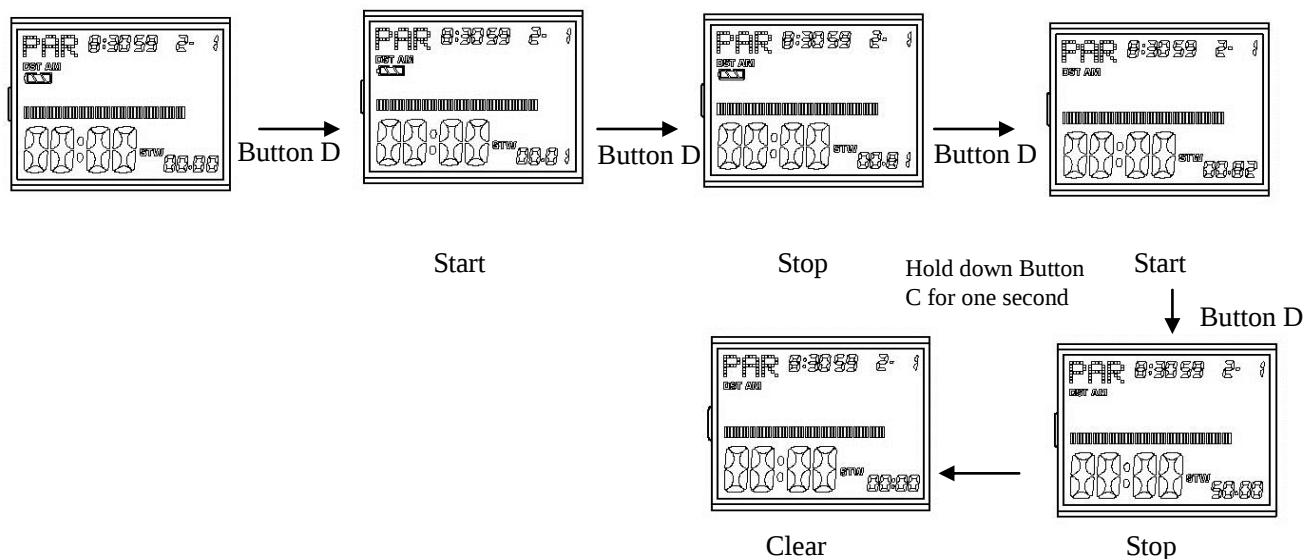
City Code	City	GMT Differential	Other major cities in same time zone
PPG	Pago Pago	-11.0	
HNL	Honolulu	-10.0	Papeete
ANC	Anchorage	-09.0	Nome
YVR	Vancouver	-08.0	Las Vegas, Seattle / Tacoma, Dawson City
SFO	San Francisco		
LAX	Los Angeles		
DEN	Denver	-07.0	Edmonton, El Paso
MEX	Mexico City	-06.0	Houston, Dallas/Fort Worth, New Orleans, Winnipeg
CHI	Chicago		
MIA	Miami	-05.0	Montreal, Detroit, Boston, Panama City, Havana, Lima, Bogota
NYC	New York		
CCS	Caracas	-04.0	La Paz, Santiago, Port Of Spain
YYT	St. Johns	-03.5	
RIO	Rio De Janeiro	-03.0	Sao Paulo, Buenos Aires, Brasilia, Montevideo
RAI	Praia	-01.0	
LIS	Lisbon	+00.0	Dublin, Casablanca, Dakar, Abidjan
LON	London		
BCN	Barcelona	+01.0	Amsterdam, Algiers, Hamburg, Frankfurt, Vienna, Madrid, Stockholm
PAR	Paris		
MIL	Milan		
ROM	Rome		
BER	Berlin		

City Code	City	GMT Differential	Other major cities in same time zone
ATH	Athens	+02.0	Helsinki, Beirut, Damascus, Cape Town
JNB	Johannesburg		
IST	Istanbul		
CAI	Cairo		
JRS	Jerusalem		
MOW	Moscow	+03.0	Kuwait, Riyadh, Aden, Addis Ababa, Nairobi
JED	Jeddah	+03.5	Shiraz
THR	Tehran	+04.0	Abu Dhabi, Muscat
DXB	Dubai	+04.5	
KBL	Kabul	+05.0	
KHI	Karachi		
MLE	Male	+05.5	Mumbai, Kolkata
DEL	Delhi	+06.0	Colombo
DAC	Dhaka	+06.5	
RGN	Yangon	+07.0	Phnom Penh, Hanoi, Vientiane
BKK	Bangkok		
JKT*	Jakarta	+08.0	Kuala Lumpur, Taipei, Manila, Perth, Ulaanbaatar
SIN*	Singapore		
HKG	Hong Kong		
BJS	Beijing	+09.0	Pyongyang
SEL	Seoul		
TYO	Tokyo	+09.5	Darwin
ADL	Adelaide	+10.0	Melbourne, Rabaul
GUM	Guam		
SYD	Sydney	+11.0	Port Vila
NOU	Noumea	+12.0	Christchurch, Nadi, Nauru Island
WLG	Wellington	+13.0	
TBU	Nuku'Alofa		



4. Stopwatch mode

- The display range of stopwatch is 0 ~ 99 hours, 59 minutes, 59.99 seconds. The stopwatch will stop counting automatically when the stopwatch is up to its limit.
- To measure time with stopwatch: In Stopwatch Mode, presses D to start / stop. When stopped, press C for 3 seconds to clear the date to zero. The data will flash in 3 seconds when is going to clear.



- **To measure LAP time with stopwatch** (20 groups of LAP time can be recorded)
 - In Stopwatch Mode, press D to start, press C to enter LAP time, to display the timing state after displaying the last group of LAP time for 5 seconds, then press D to stop and automatically record into the last group of LAP.
 - When stopped, press B to enter the memory data to view the LAP time and TOT(total time) press D to view the data upward, press C to view the data downward. In viewed and stopped state, hold down C for 3 seconds to clear all LAP records, the data will flash in 3 seconds when is going to clear.
 - The stopwatch will continue counting if you don't stop it, and it will stop at 99 hours, 59 minutes, 59.99 seconds when up to its measuring limited. Stopwatch will not restart to measure from 0.
 - When stopwatch is running, press B for one second to return to normal time, the stopwatch will run at the background.
 - When 20 groups of LAP time is recorded fully, new LAP time will not able to be recorded, the indicator of "FULL" will flash on the screen.
 - In record mode, if the TOT (total time) is over 99hours, 59minutes, 59.99 seconds, the indicator of "FULL" will flash on the screen.
- **Battery life (type CR2032) : 12months (base on below usage)**

Game operation once (vibration for 50 times) per week, EL backlight operations 4 times/day and each time second for about 3 seconds.



Technical info Spintso Referee Watch

- 1.50 City World Time
- 2.12/24 hours Format
- 3.Stopwatch 1/100 s, 20 Lap memory
- 4.Battery Power Indicator
- 5.Battery CR 2032 (two battery)
- 6.Approx. battery life 1 year
- 7.Water resistance 5 bar/50M
- 8.Full Auto Calendar (pre-programmed until the year 2099)
- 9.Size of case/ total weight: 48 x 40 x 14mm /68g
10. CE/ RoHS
11. 2 year warranty

What is meant by water resistant 30m, 50m, 100m & 200m ?

- 30m is equal to 3 atm (atmospheres) and the watch can handle splashes of water.
- 50m (5 atm) means that the watch can handle occasional,brief occasions in water
- 100m (10 ATM) means that the watch is able to bathe with.
- 200m (20atm), tha watch are capable of diving tube.

Spintso watch is tested and can handle 50m, not to swim with