



**FINAL ROUND POCKET TREE (#FR-POCKET)**  
[www.biondoracing.com](http://www.biondoracing.com)

**Battery**

The unit requires a 9 volt battery. When you need to install it simply slide the rear compartment to get it off. When the unit does not turn on, or the display and / or bulbs are very dim, it is time for a new battery.

**Start – POWER ON**

Simply slide the switch on the side panel in the **up** position, hit the mode button, and you can get ready to race! If you need to check or change the current settings follow the procedures for each mode.

**POWER OFF**

Slide the switch on the side panel **down** to the off position.

**WHEN YOU ARE READY FOR PRACTICE:**

Screen will read “on” when you slide the switch to on. Hit the mode button one time, and then the red trigger button, “PLAY” will be displayed, and the Prestage light will be on. Hold the red trigger button down to complete the stage process, and release to simulate launch. Your reaction time will be displayed. Following that, the unit will Pre-Stage and get ready for the next “run”.

**MODE BUTTON REVIEW:**

There are 4 different modes.

1. **Tree**
2. **db** (Delay Box)
3. **Tap**
4. **roll** (Rollout)

Press and release the mode button until the mode option you want to change is displayed. Once the mode option is displayed, use the up and down arrows

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to enter that mode, and make the appropriate changes. After you choose them, hit the red trigger button to prestage, and then you are ready to race.

You need to make at least one run before the settings are saved in the memory.

**1. Tree:**

This is how you set the **tree type**. Hit the mode button until **Tree** is displayed, then scroll through with the up and down arrows.

When the option of your choice is displayed, press the red trigger button to save and begin, or press mode to set up other options.

Options are:

- P500** (Pro .500)
- F500** (Full .500)
- P400** (Pro .400)
- F400** (Full .400)
- \*\*b500** (Block .500)

**\*\*b500** (Block .500) This mode is to simulate those who “block” the first two ambers on the tree when racing on a full tree. When the Full Tree “**Block Mode**” is chosen, only the last amber of the full tree will light up. This provides for the perfect simulation, and time sequence, for only the last amber to illuminate without any distraction factor or glare.

**db - (Delay Box):** This is how you set the **Delay Box**. Hit the mode button until **db** is displayed, then scroll through the up and down arrows to enter your **delay box numbers**, or simply keep it at .000 if you choose not to use this. To attempt “top bulb” racing (for those unfamiliar with it), you program this option for 1.000. Of course, this is assuming you have rollout numbers already set.

**TAP**

This is how you set the **tap time**. Hit the mode button until **TAP** is displayed, then scroll through the up and down arrows to enter your **tap time**, or simply keep it

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at .000 if you choose not to use this. Tap time is a preset amount of time that a racer can “TAP” **up or down** to adjust their reaction time. It is only applicable when we use the **full tree modes**, and you will see why when I explain how it works. A user can preset the amount of “TAP” time to be “TAPPED UP” or “TAPPED DOWN”. Tap settings range from .000 to .100. The tap amount will either be added (tap up – when you hit arrow up) or subtracted (tap down -when you hit arrow down) from your delay time. You can tap as many times as you want until the delay runs out. **The number of times you tapped is displayed after your reaction time is displayed.**

**roll - (Roll Out):** This is how you set the **rollout**. Hit the mode button until **roll** is displayed, then scroll through the up and down arrows to enter your **rollout**. This is the amount of time it takes the car to leave the stage beams, after you tell it to go by releasing the red trigger button. A normal rollout time for the “Pocket Tree” will range from .330 to .370 for .500 Trees, and .230 to .270 for .400 trees. The LED’s in this unit are very bright, causing a higher rollout time than other units on the market. You may need to fine tune the rollout number accordingly to get to your desired reaction time. We have tips and further explanation of rollout on our website in the Racing Tips, FAQ Section.

**STATS (Statistics):**

After a run the Pre-Stage light will be lit. If you prefer to view your stats for a current session, quickly hit red trigger button and release it, “**STAT**” will be displayed on the screen. After a brief pause, your stats for the current session will be displayed in this way: (you do not have to touch anything, just watch the screen and the tree at this point).

- Simultaneously when the **RED** is lit, the **session’s amount of reds** will be displayed.
- Simultaneously when the **GREEN** is lit, the **session’s total # of runs** are displayed.
- Simultaneously when the last **YELLOW** is lit, the **session average** will be displayed.

**EXTERNAL SWITCH:**

There is a port on top of the unit that can accommodate an external trigger switch or foot / clutch pedal option. There are also “blank end” trigger wires available that can enable you to hook up your own button. We sell all of these items, you can visit our website or call for details. Using this port for any other application, or hooking it up to a power source will damage the unit, and void all warranties.

**PRACTICING AND DRIVING TIPS**

From “the Racers” at Biondo Racing Products

First of all, when you purchase anything, in order to get the most out of the units, you should read over the entire manual thoroughly to benefit from all the great features.

For the best training results we recommend you practice in small increments. By doing this your concentration level is much higher than when practicing in long increments. When practicing in long increments your mind tends to wander and your concentration level isn't where it should be. Try only a series of 10 hits and record your stats. Then take a break and try that same series of ten to see how you improve. Your time will be well spent when doing this and we'd expect you to receive results faster.

After you feel as though you are ready to take on the world, try setting up a make-shift race for yourself. Take two or three time trials spaced apart a few hours for true realism (just like your runs would be spaced apart at the races). Then tell yourself that this is first round and set a goal for yourself to win the round (.030 for instance). If you win that round take a few hours break and do the same thing for the second round, third round etc. As each round passes make your

goals tougher and tougher in the later rounds. If you lose a round, stop for the day and try again the next day. Take some time to think about what happened on the round you lost and if you did anything or thought of anything different to cause a “bad” reaction time. If you do win a seven round race on the practice tree, pat yourself on the back and think about the level of concentration that you had. You should take that win as a confidence boost and believe you can hit the same reaction times in a seven round race at the races. Do that, and eventually you will find yourself in the winners circle at the dragstrip. Confidence is an important factor when heading to the dragstrip. With proper training you will see your reaction times improve. This should give you confidence that you need.

You should try and “exactly” simulate race conditions by sitting in your car while practicing. To even make it more real, we recommend putting on your firesuit, helmet, gloves, etc. We also recommend hooking up the button in your car to practice with it. You can purchase a wire with a blank end to hook up to the button in your car (Part # FRNT from Biondo Racing Products).

If you are a bottom bulb racer and need further tips, we have “**Tips for the struggling bottom bulb racer**”, and explanations on **how to determine your rollout** on our website. Go to [Biondoracing.com](http://Biondoracing.com) and click on “tips”.

**WARRANTY / DISCLAIMER**

**Biondo Racing Inc.** WARRANTS THE PRODUCTS IT MANUFACTURES AGAINST DEFECTS IN MATERIALS AND WORKMANSHIP FOR A PERIOD LIMITED TO 60 DAYS FROM THE DATE OF SHIPMENT, PROVIDED THE PRODUCTS HAVE BEEN STORED, HANDLED, INSTALLED, AND USED UNDER PROPER CONDITIONS. After 60 days to 1 year, the units will be repaired or replaced for \$25 flat fee. The company's liability under this limited warranty shall extend only to the repair or replacement of a defective product, at the company's option.

If you have any questions or problems, please go to our website's **CONTACT US** page, or phone us at 732-683-0404. Please call first before sending a unit back for repair. Most problems can be resolved by calling first.



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