

## Instructions for Brinks 44-1051 outdoor programmable timer.

Use ground stake or hang timer on wall.  
500 Watts incandescent total over all three grounded outlets. 1/3 HP  
Timer repeats each 24-hour period

Plug timer directly into GFCI-protected outlet  
Plug timer in for 1 hour to charge battery.  
Timer can be unplugged for programming

### Set current time:

Push in reset button to clear existing programs.  
Display will flash 12:00 AM Sunday  
Press HR button until current hour displays  
Press MIN button until current minute displays  
Press TIME button to lock settings  
To re-enter current time, press and hold TIME button for 1 second

### Program up to 6 daily events:

Avoid conflicts in programming that will cause timer not to operate as expected. Make a schedule of times before starting to avoid overlaps in programming.  
If you use RND random functions, timer programs must not be set within 30 minutes of each other.

Press PROG button until display starts flashing 1 and ON display  
This is program1 ON.  
Press HR button until hour displays for program1 ON  
Press MIN button until minute displays for program1 ON

Press PROG button until 1 and OFF display  
This is program1 OFF.  
Press HR button until hour displays for program1 OFF  
Press MIN button until minute displays for program1 OFF

Press PROG button until 2 and ON display  
This is program2 ON.  
Press HR button until hour displays for program2 ON  
Press MIN button until minute displays for program2 ON

Repeat steps above to set up to 6 programs.  
When programming is complete, press TIME button once.

Move timer slide-switch to ON to activate timer programs.  
Move slide-switch to OFF and it deactivates timer programs.  
Move slide-switch to RND. Programs will be turned on-off within 15 minutes of regular timer schedule.

Manual on-off button turns power ON or OFF.  
Set to ON, the outlets are ON all the time.  
Set to OFF, the outlets are OFF all the time.  
The timer programs automatically resume at next scheduled program.

