



Electronic Timers

Four Program (Model #9400)

Eight Program (Model #9408)

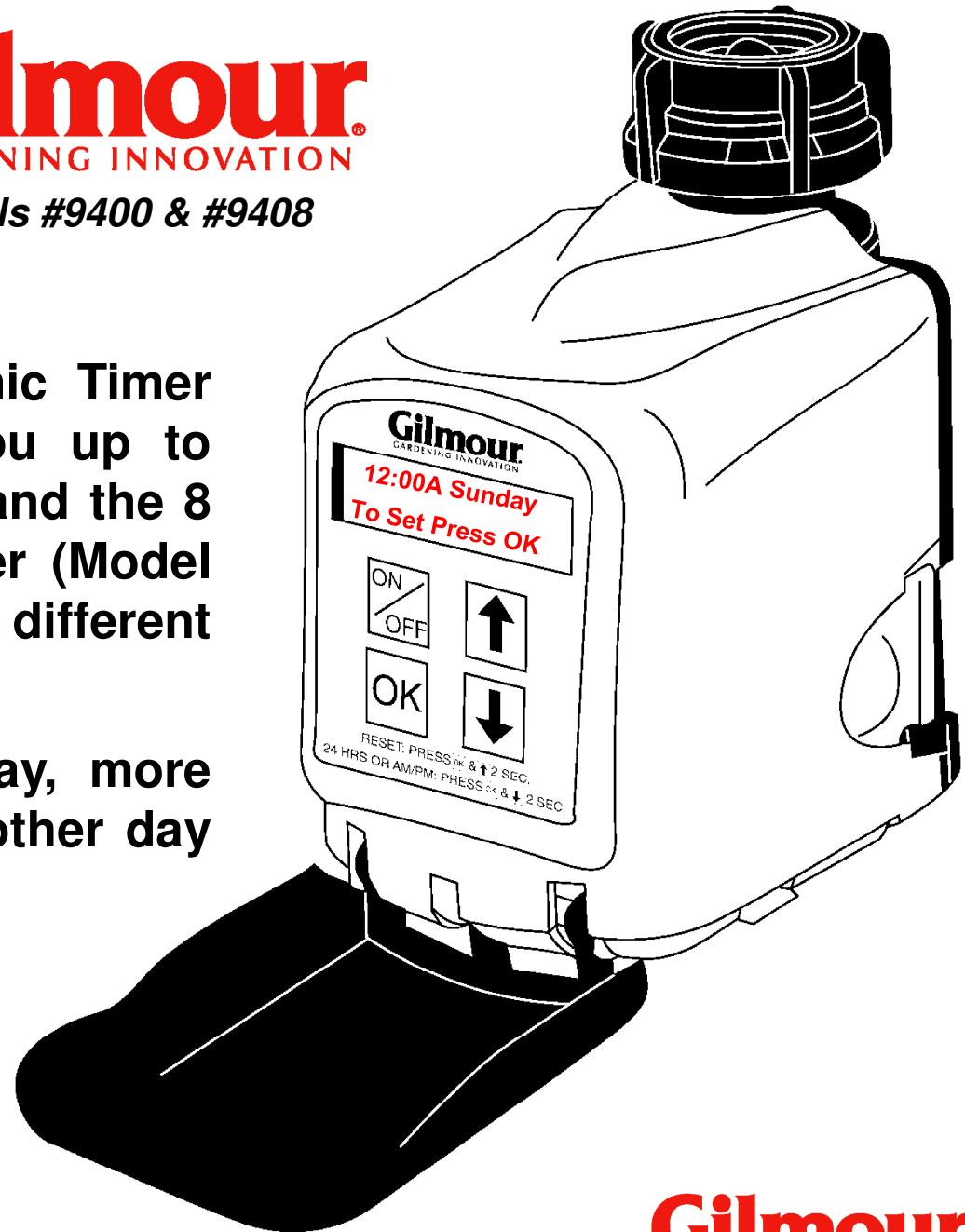
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Models #9400 & #9408

The 4 Program Electronic Timer (Model #9400) offers you up to four different programs and the 8 Program Electronic Timer (Model #9408) offers you up to 8 different program options.

You can water every day, more than once a day, every other day or every third day.



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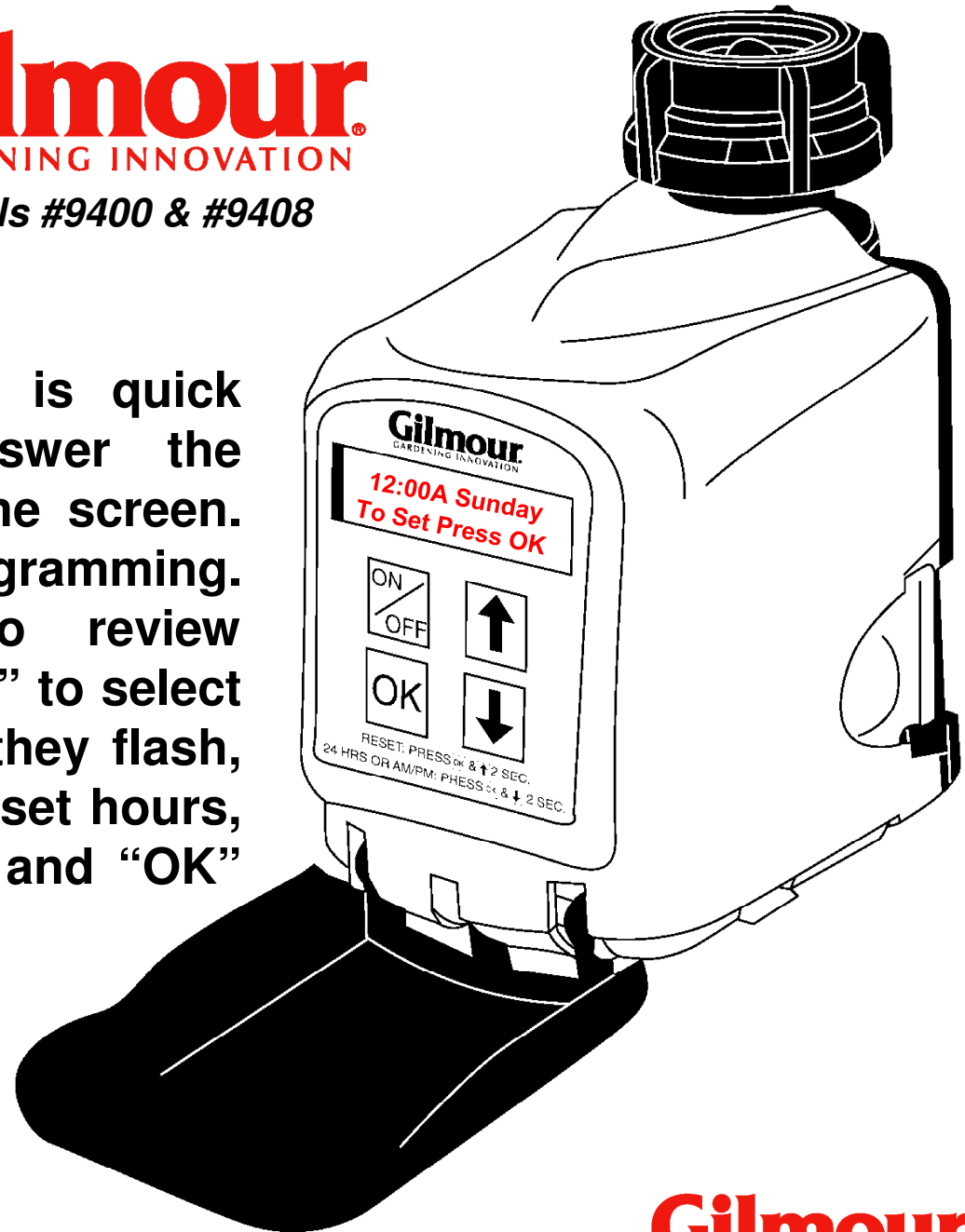
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Models #9400 & #9408

Quick Start

Programming the timer is quick and easy. Just answer the questions flashing on the screen. Press “OK” to start programming. Use “Arrow” keys to review functions to set and “OK” to select that function. Then as they flash, use the “Arrow” keys to set hours, minutes, am/pm, or day and “OK” to accept that setting.



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Detachable Electronics Easy to Program

The electronics portion of the timer can be removed from the valve section for easier programming. Press the gray buttons on each side of the timer body to release the electronics.

After programming, slide the electronics back over the valve until the gray buttons snap back into place.



Just squeeze the side grips and pull to remove.

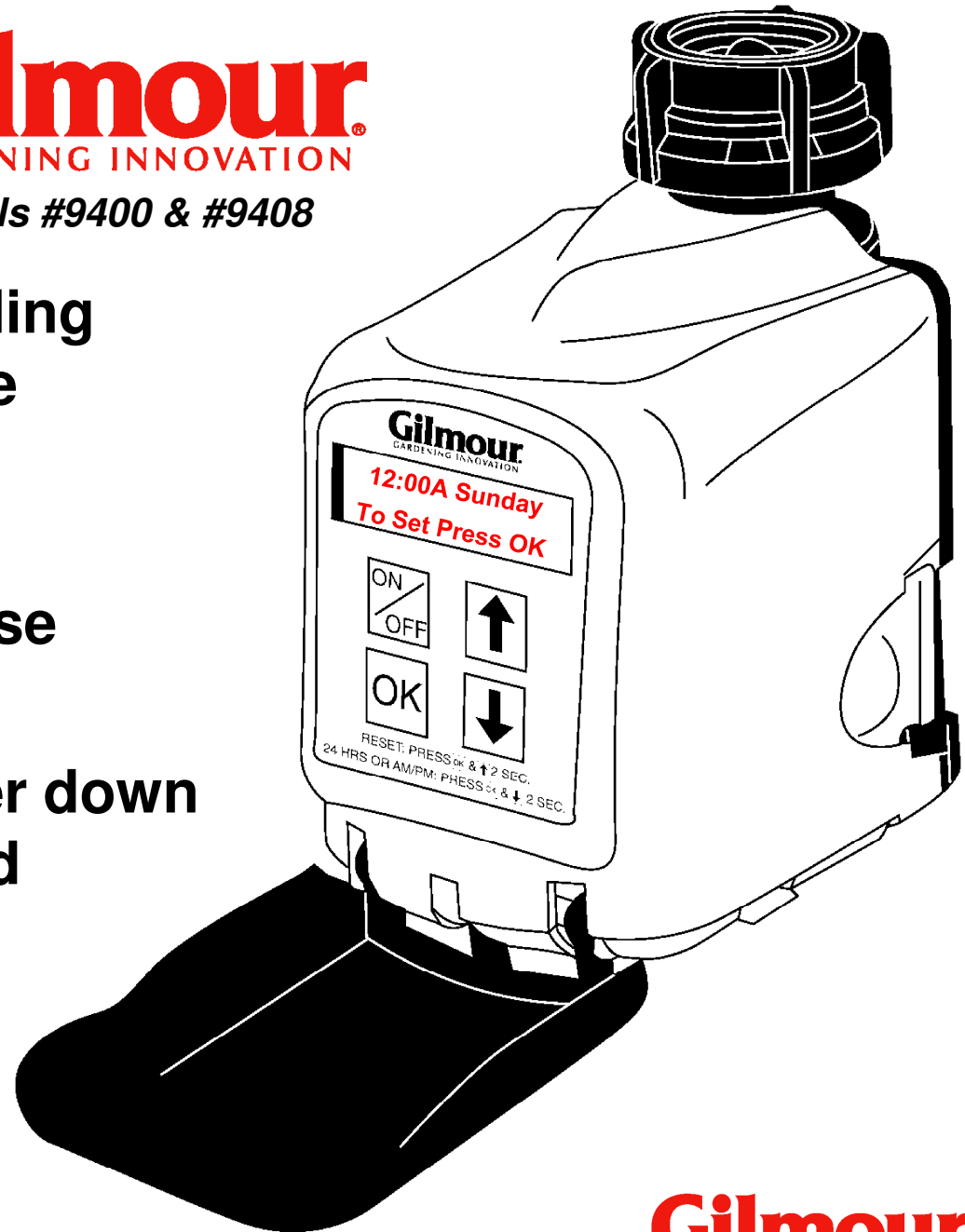
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Press any key (including On/Off) to activate the screen.

On/Off is used to manually open or close the valve.

The display will power down if no keys are pressed within 2 minutes.



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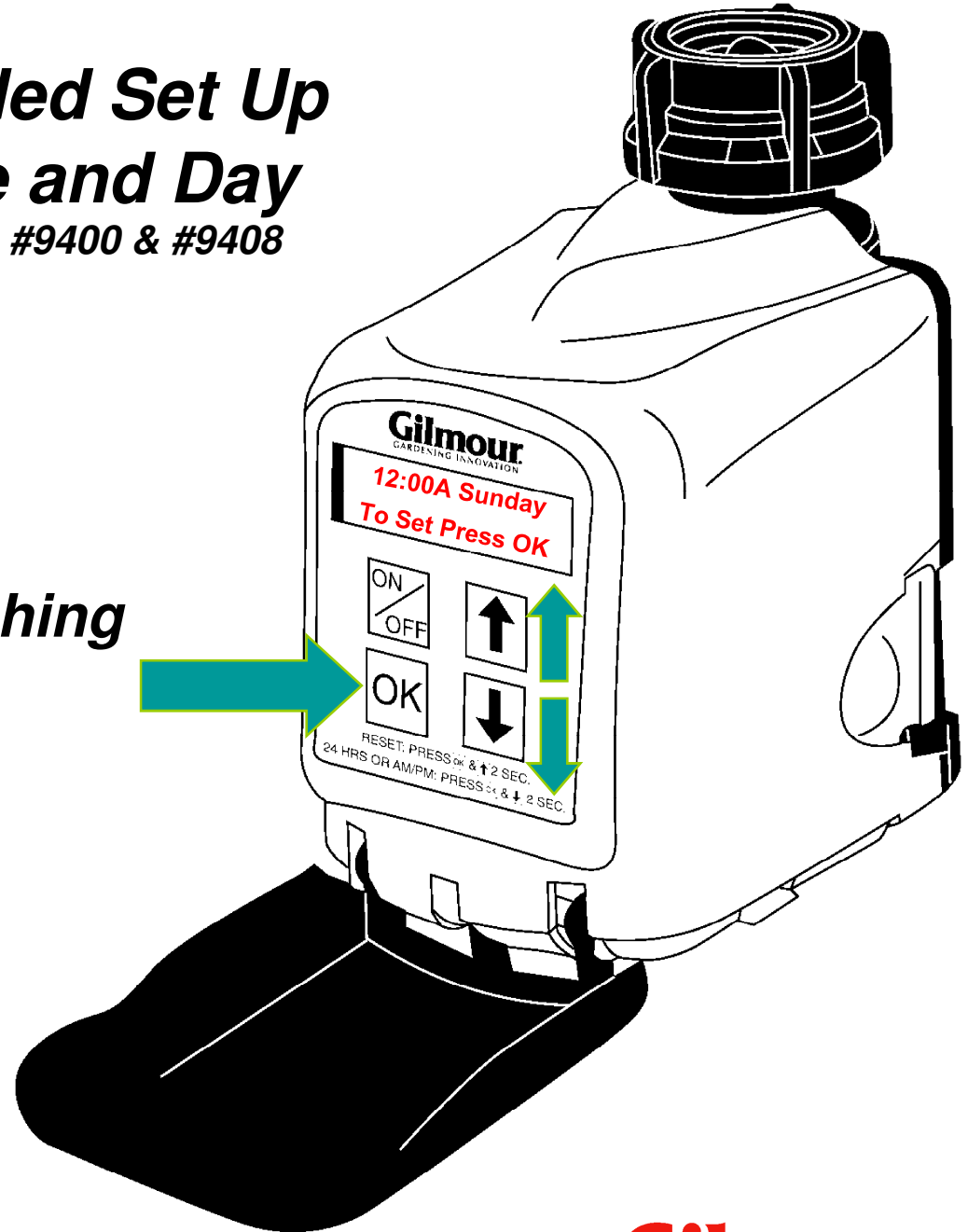
Detailed Set Up Time and Day Models #9400 & #9408

**12:00A Sunday
To Set Press OK**

*The screen will be flashing
“To Set Press OK.”*

.....

Press “OK” to begin.



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Detailed Set Up Time and Day Models #9400 & #9408

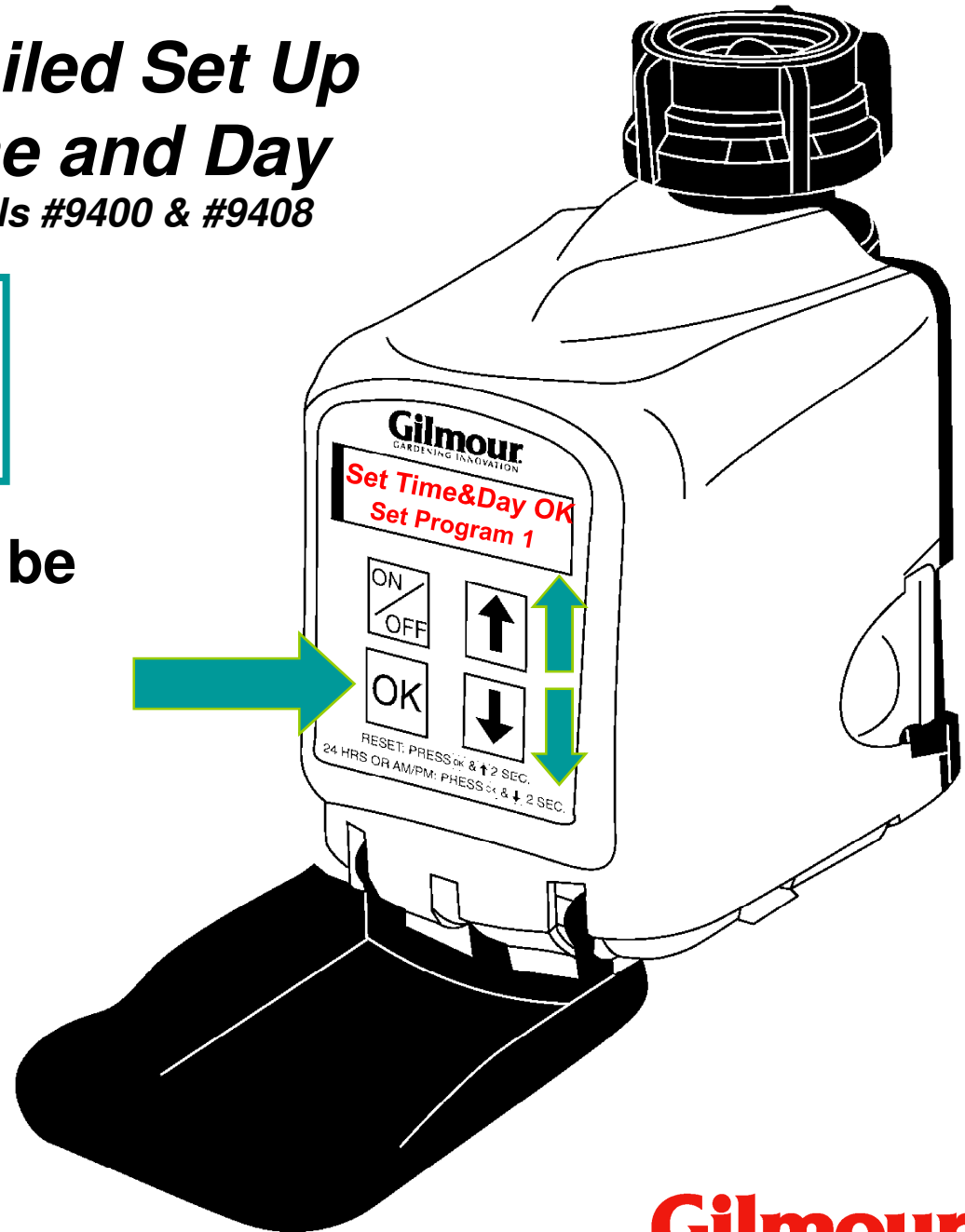
Set Time & Day > OK

Set Program 1 ^ v

“Set Time & Day” will be flashing.

.....

Press **“OK”** to set.



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Detailed Set Up Time and Day

Models #9400 & #9408

Set Hour Now

12:00 A **^ v** Then OK

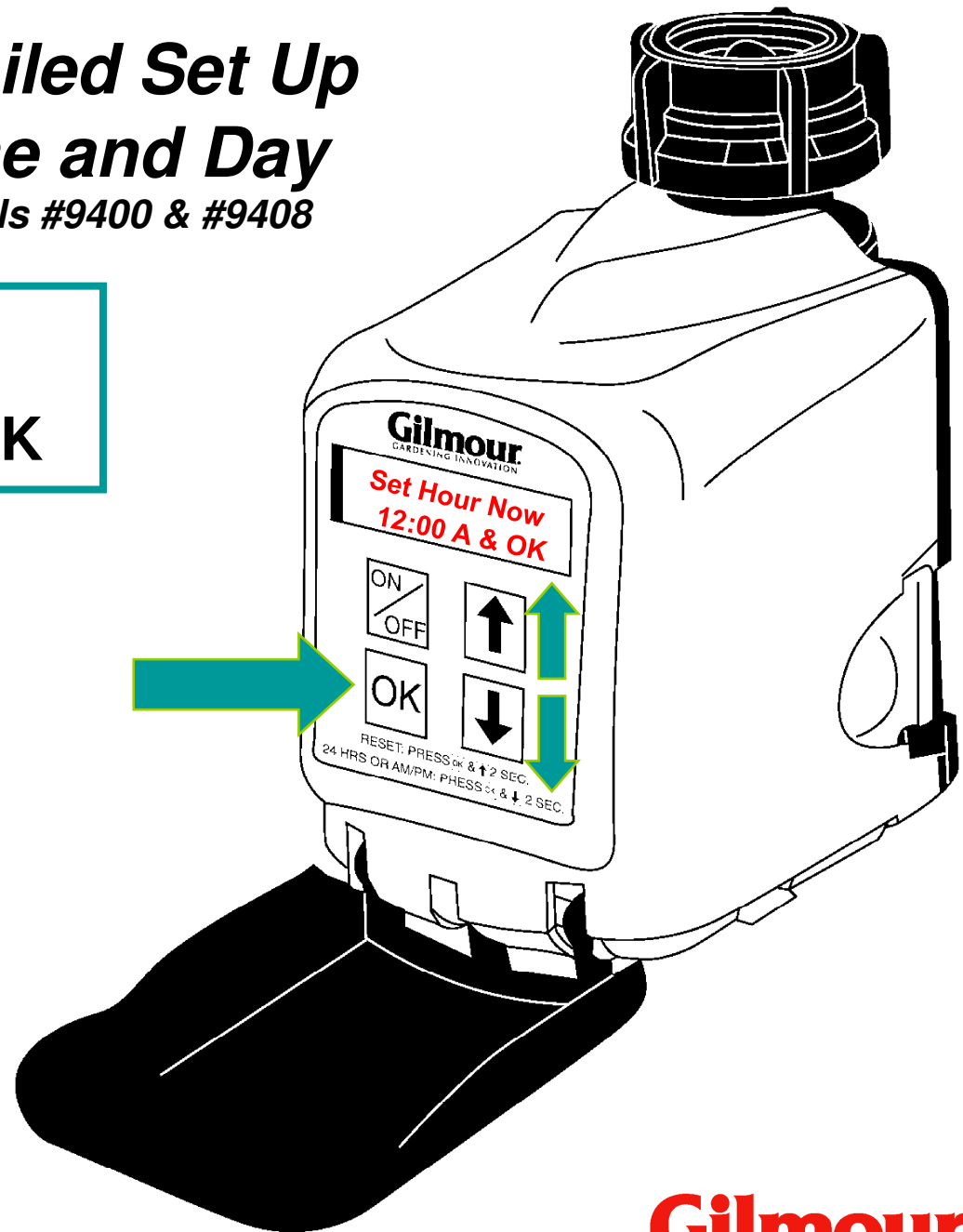
“Hours” will flash.

.....

Use up and down
arrows to set the
hour.

.....

Press “OK” to set.



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Detailed Set Up Time and Day

Models #9400 & #9408

Set Minutes Now

12:00 A ^ v Then OK

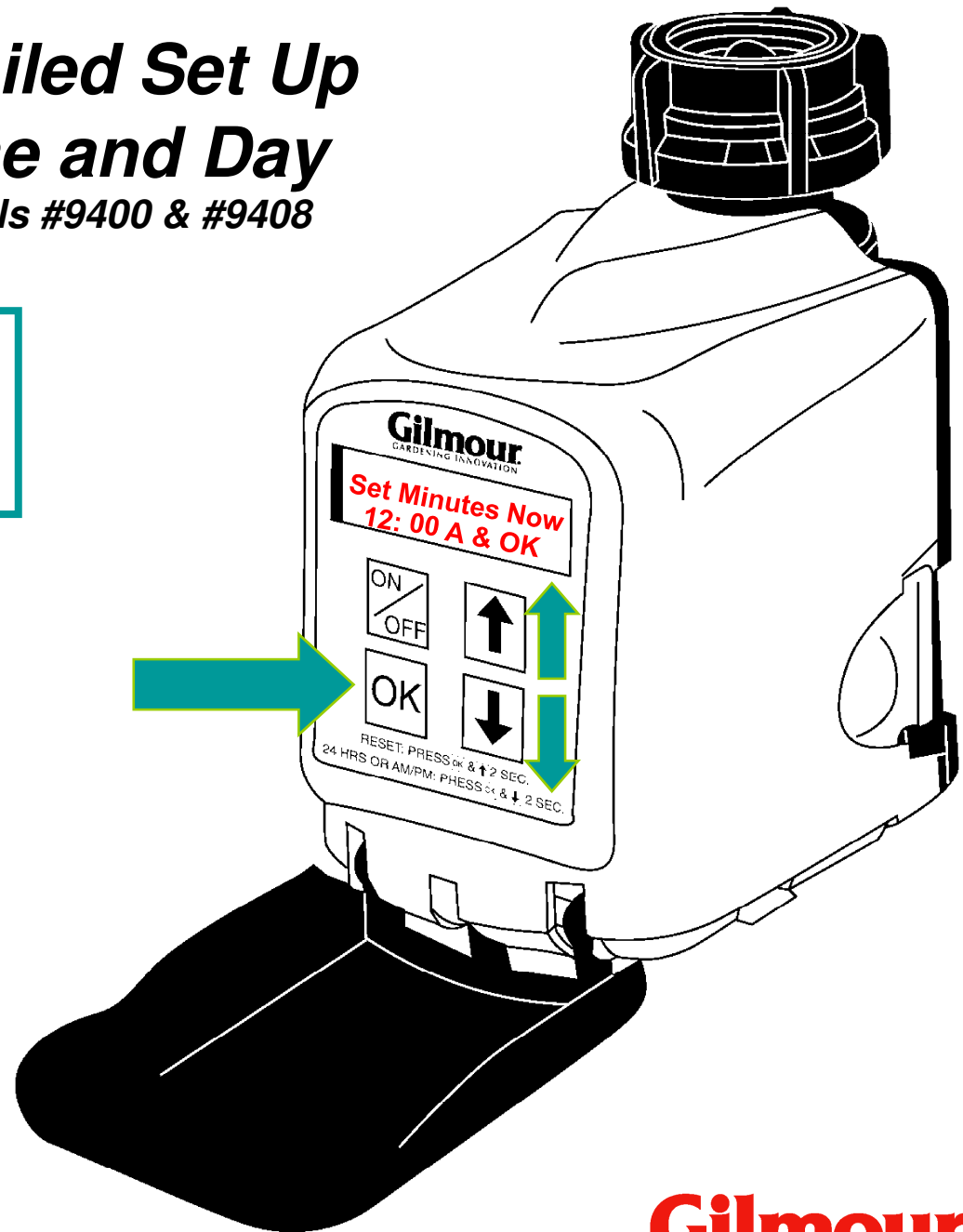
“Minutes” will flash next.

.....

Use up and down arrows to set the minutes.

.....

Press “OK” to set.



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Detailed Set Up Time and Day

Models #9400 & #9408

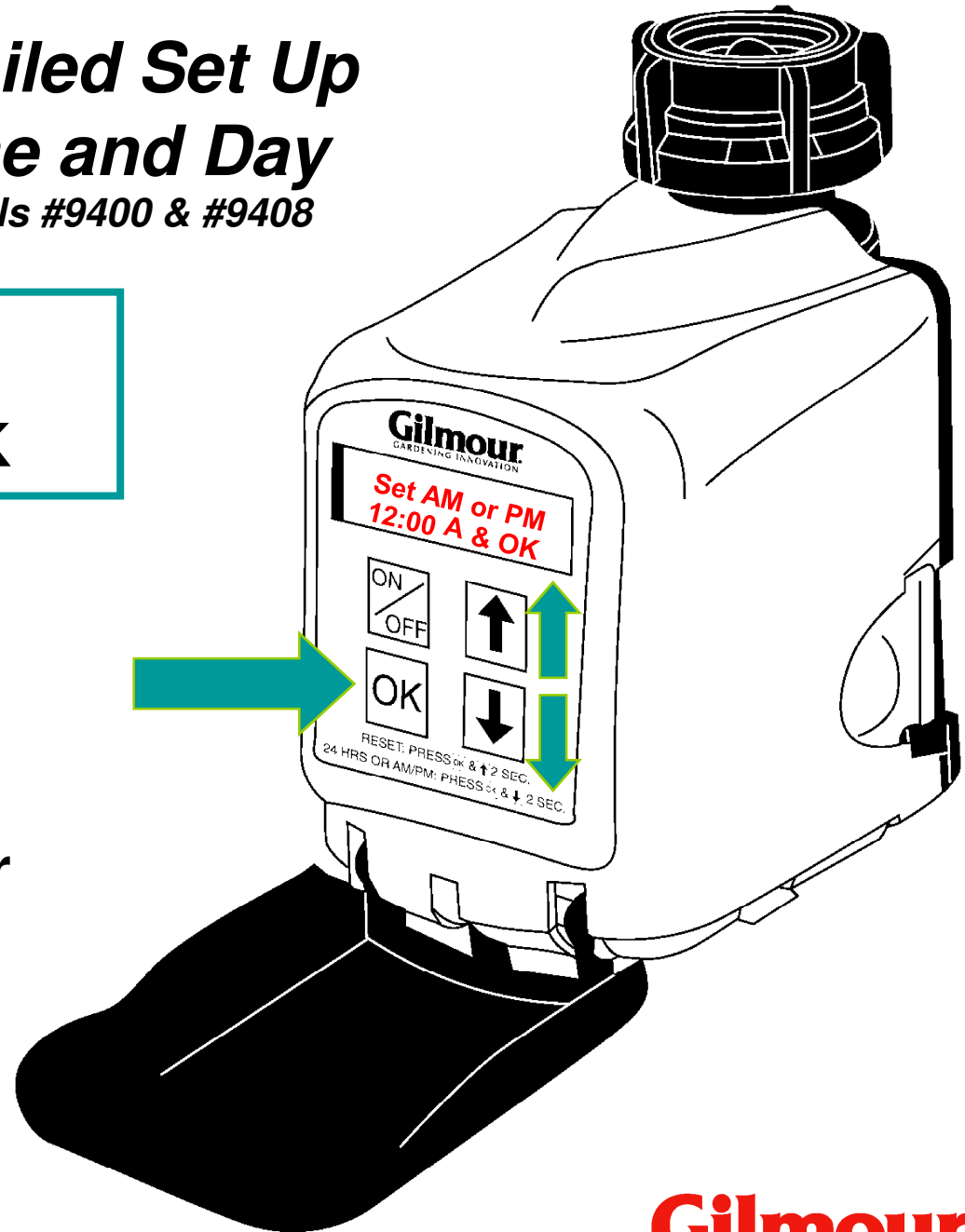
Set AM OR PM Now

12:00 A \wedge \vee Then OK

**“A” for a.m. or
“P” for p.m. will be
flashing.**

.....
**Choose either “A” for
a.m. or “P” for p.m.
with arrow keys.**

.....
Press “OK.”



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Detailed Set Up Time and Day Models #9400 & #9408

Set Day **^ v** & OK
12:00 A Sunday

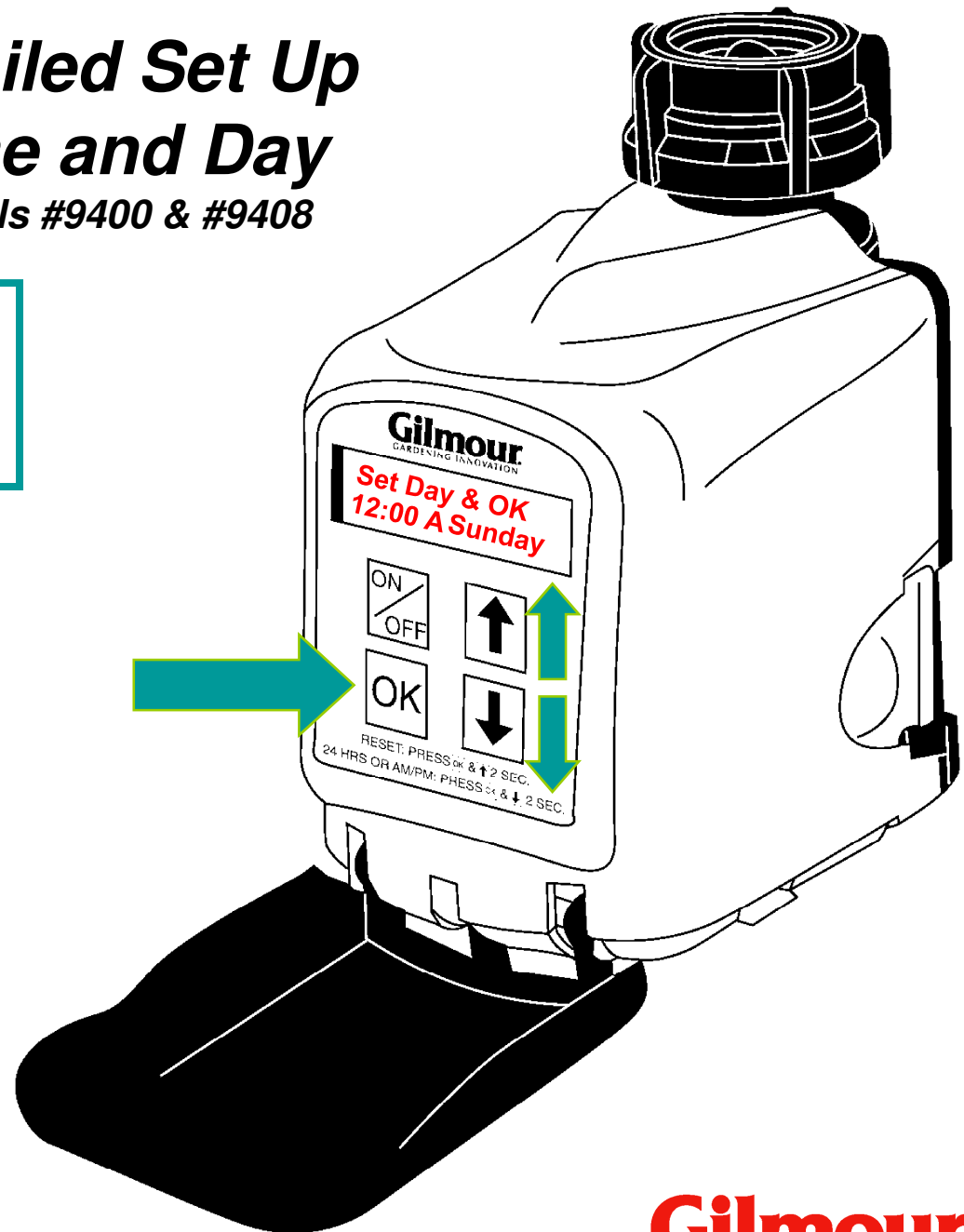
“Day of Week” will
be flashing.

.....

Choose day of week
with arrow keys.

.....

Press **“OK.”**



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Watering Time

Models #9400 & #9408

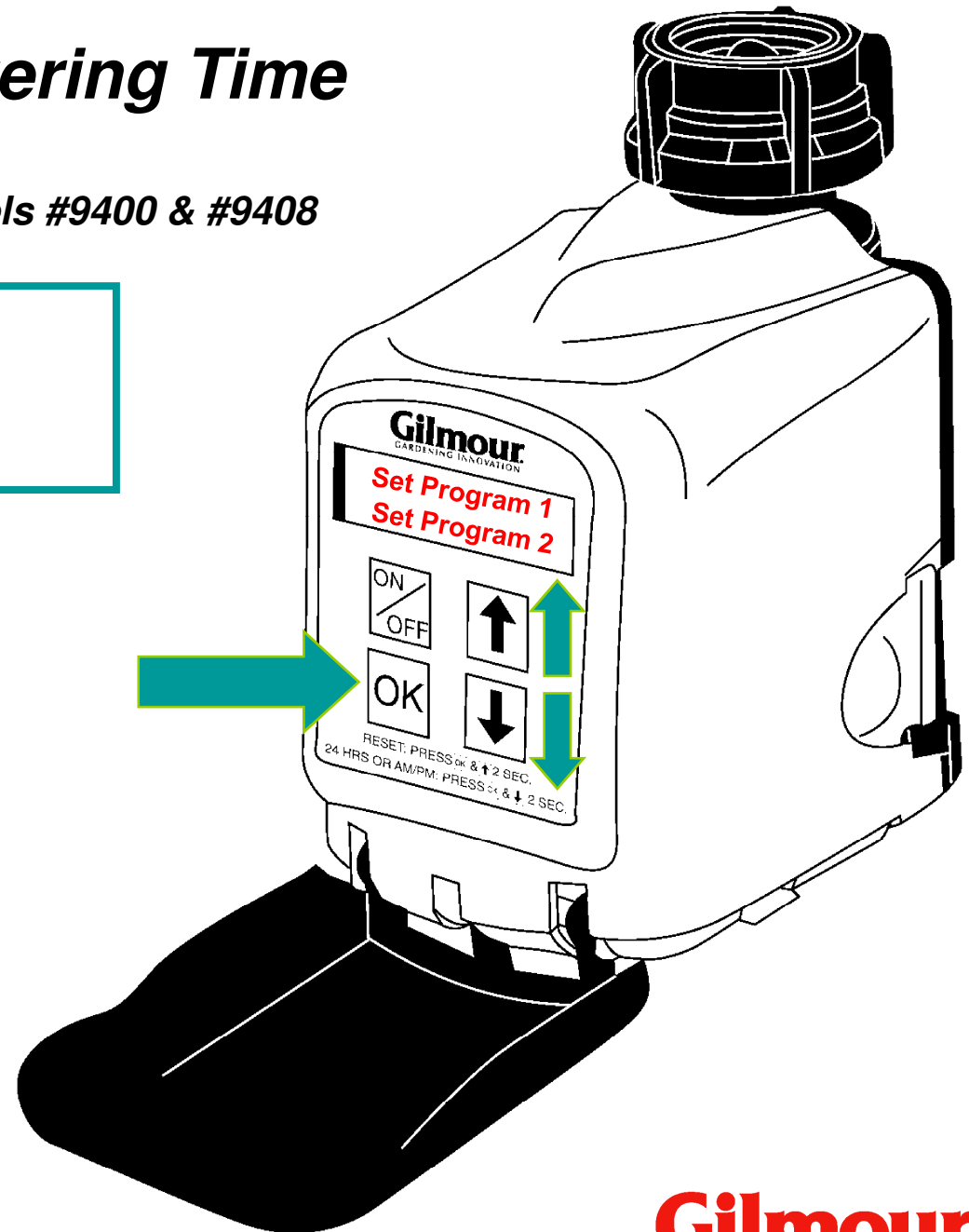
Set Program 1 > OK

Set Program 2 ^ v

“Set Program 1” will
be flashing.

.....

Press “OK.”



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Watering Time

Models #9400 & #9408

Program 1

Set Start Time 1

12:00 A \wedge \vee Then OK

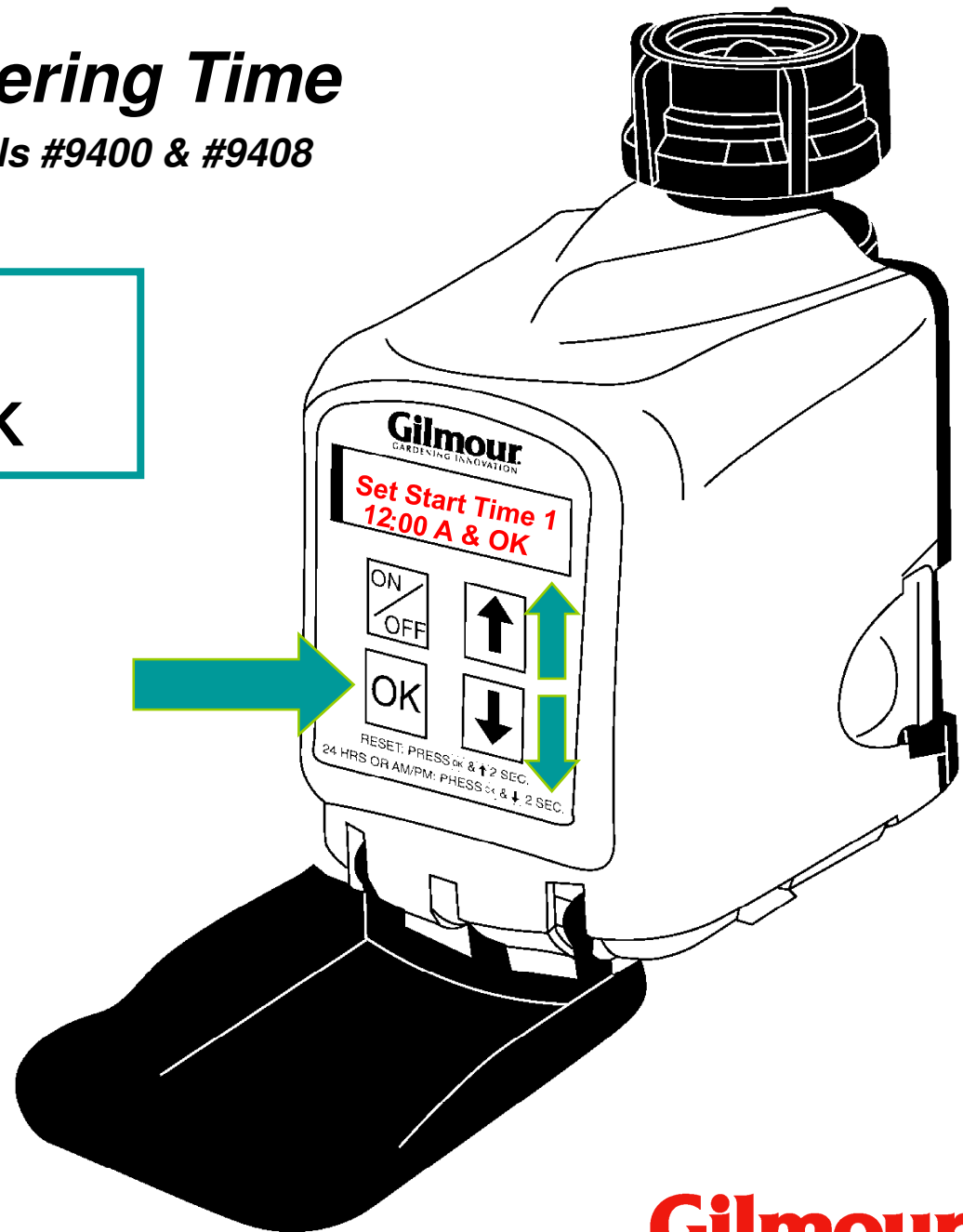
“Hours” will flash.

.....

**Use up and down
arrows to set the
hour.**

.....

Press “OK.”



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Watering Time

Models #9400 & #9408

Program 1

Set Start Time 1

12:00 A **^** **v** Then OK

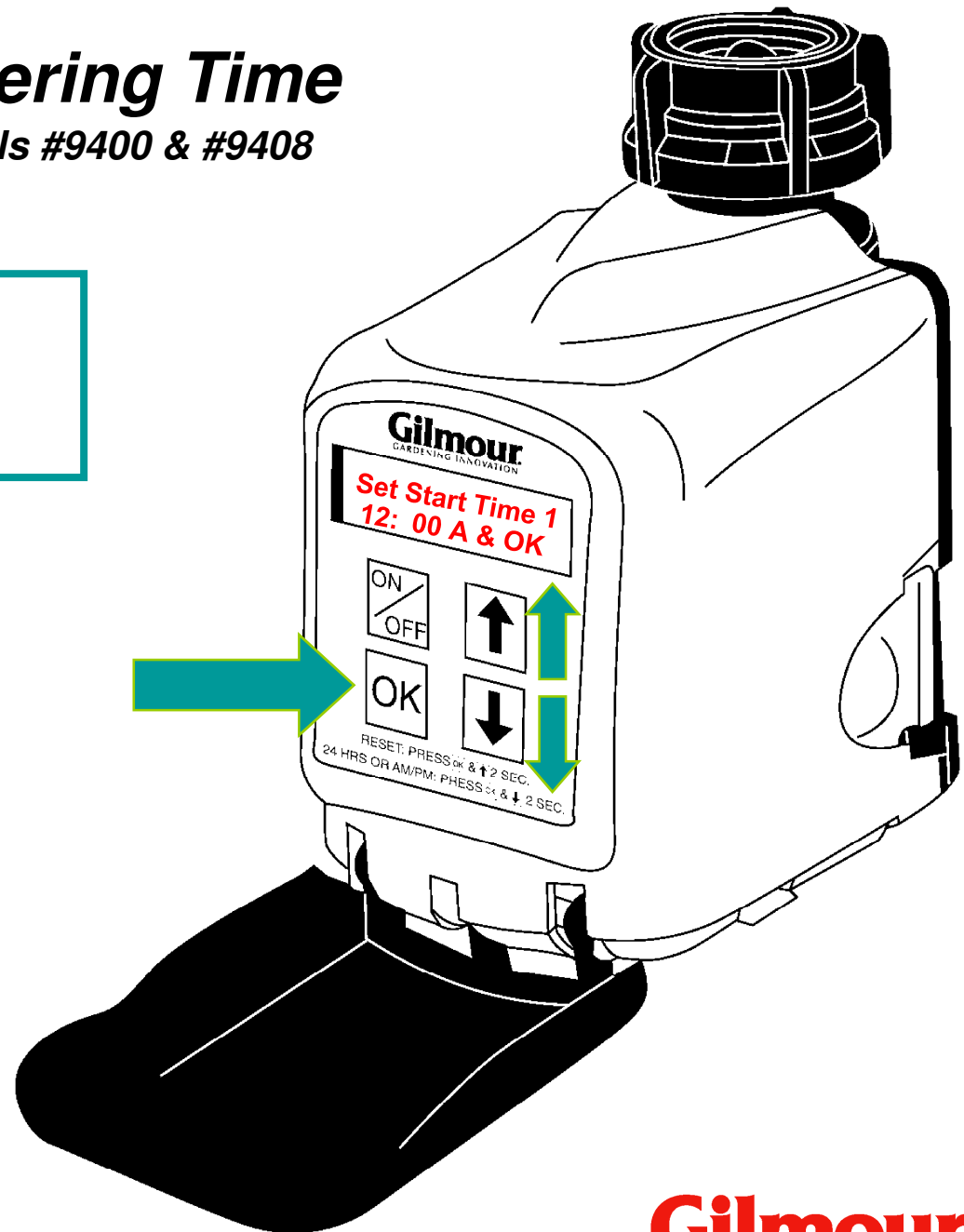
“Minutes” will flash.

.....

Use up and down
arrows to set the
minutes.

.....

Press “OK.”



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Watering Time

Models #9400 & #9408

Program 1

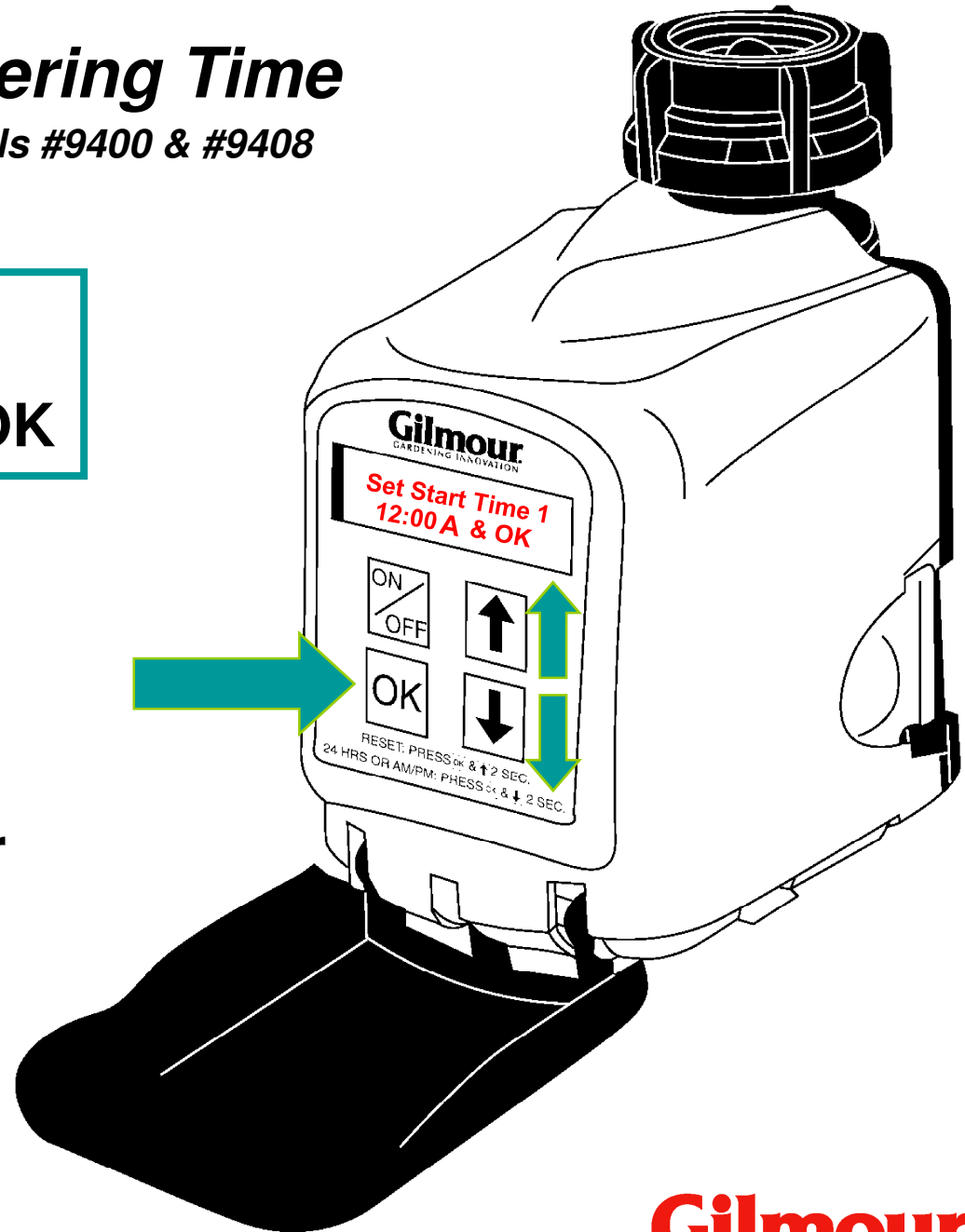
Set Start Time 1

12:00 A \wedge \vee Then OK

“A” for a.m. or
“P” p.m. will be
flashing.

.....
Choose either “A” for
a.m. or “P” for p.m.
with arrow keys.

.....
Press “OK.”



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Watering Time

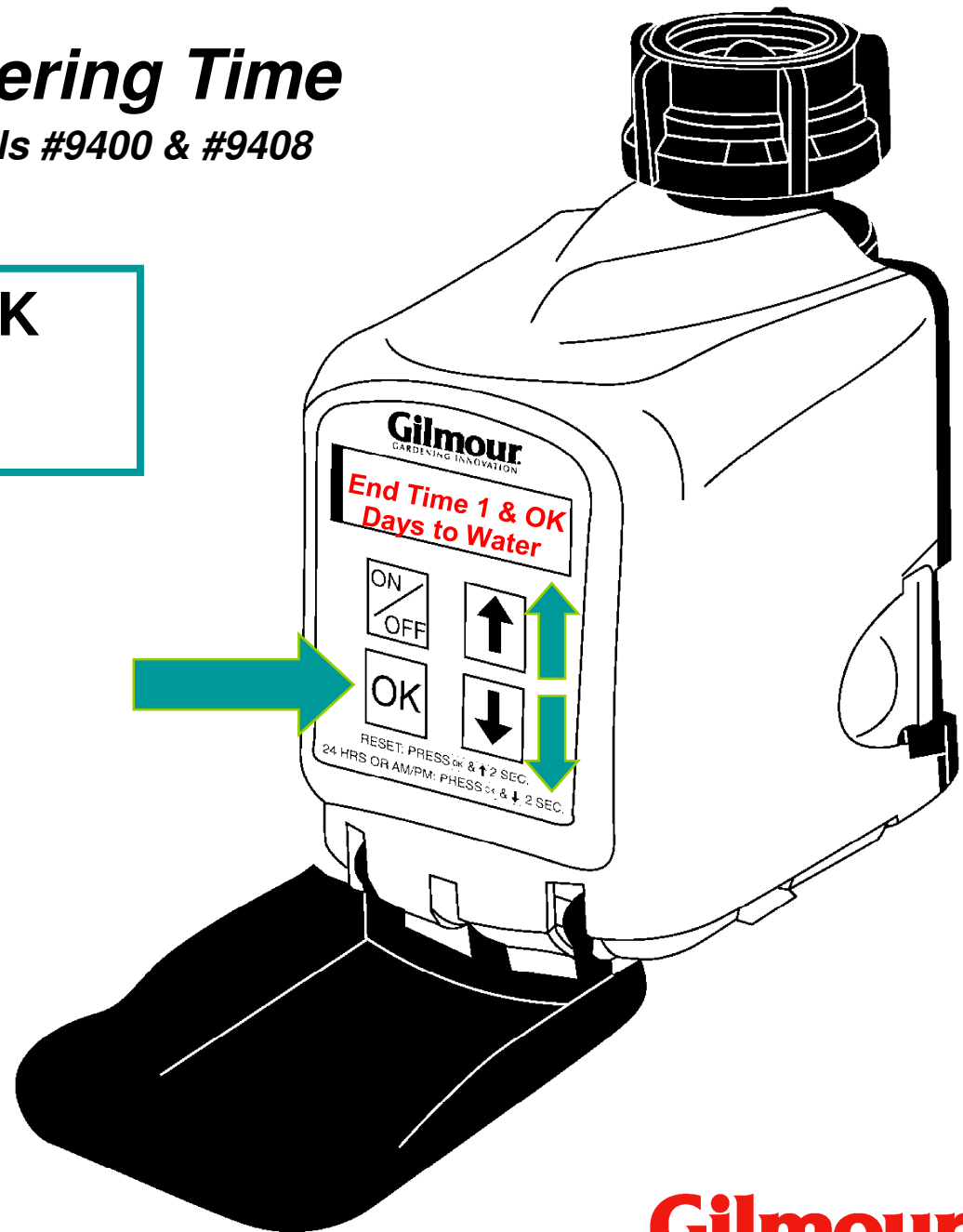
Models #9400 & #9408

Program 1

Set End Time 1 > OK

Days to Water ^ v

Press "OK."



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Watering Time

Models #9400 & #9408

Program 1

Set End Time 1

12:00 A \wedge \vee Then OK

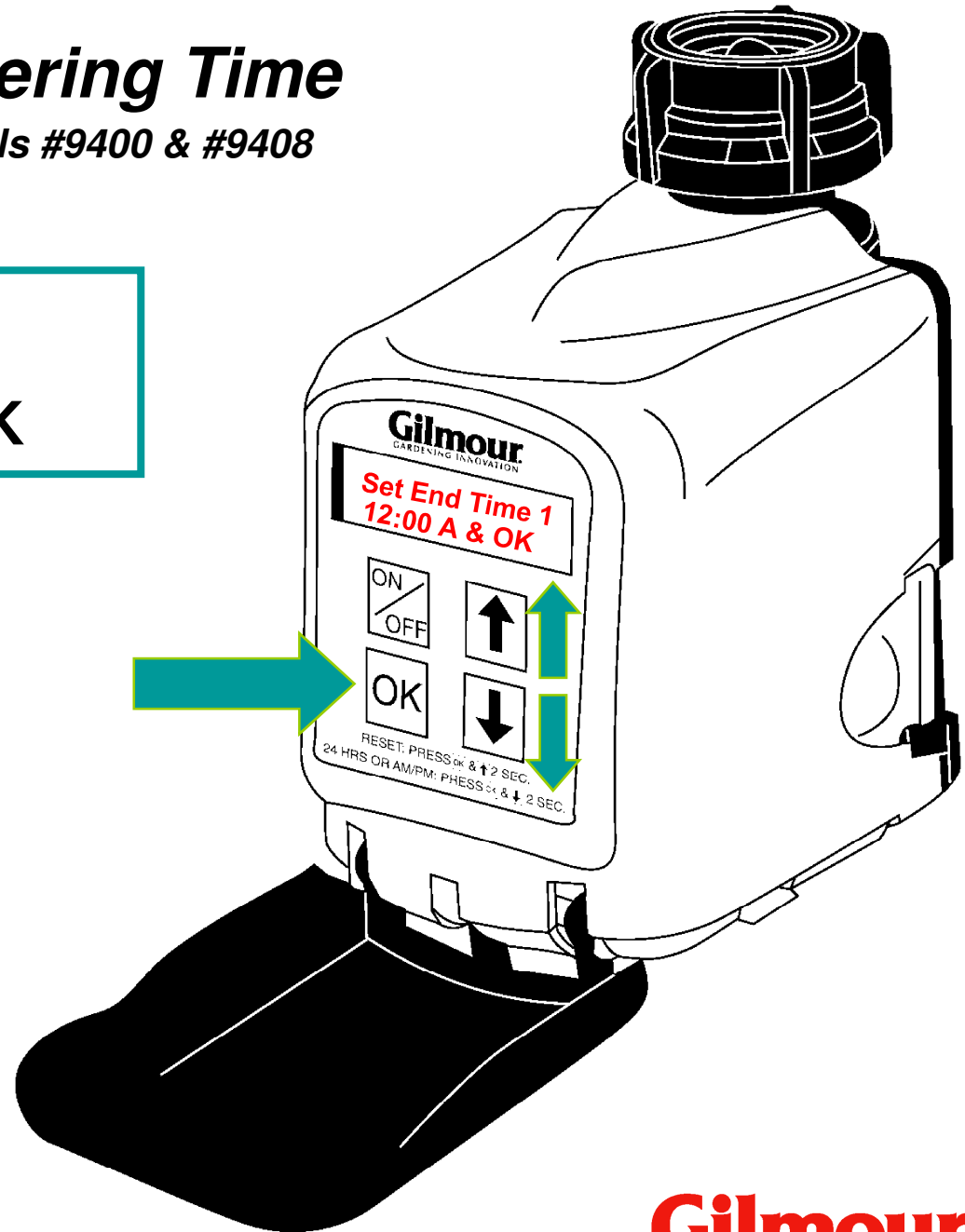
“Hours” will flash.

.....

**Use up and down
arrows to set the
hour.**

.....

Press “OK.”



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Watering Time

Models #9400 & #9408

Program 1

Set End Time 1

12:00 A **^** **v** Then OK

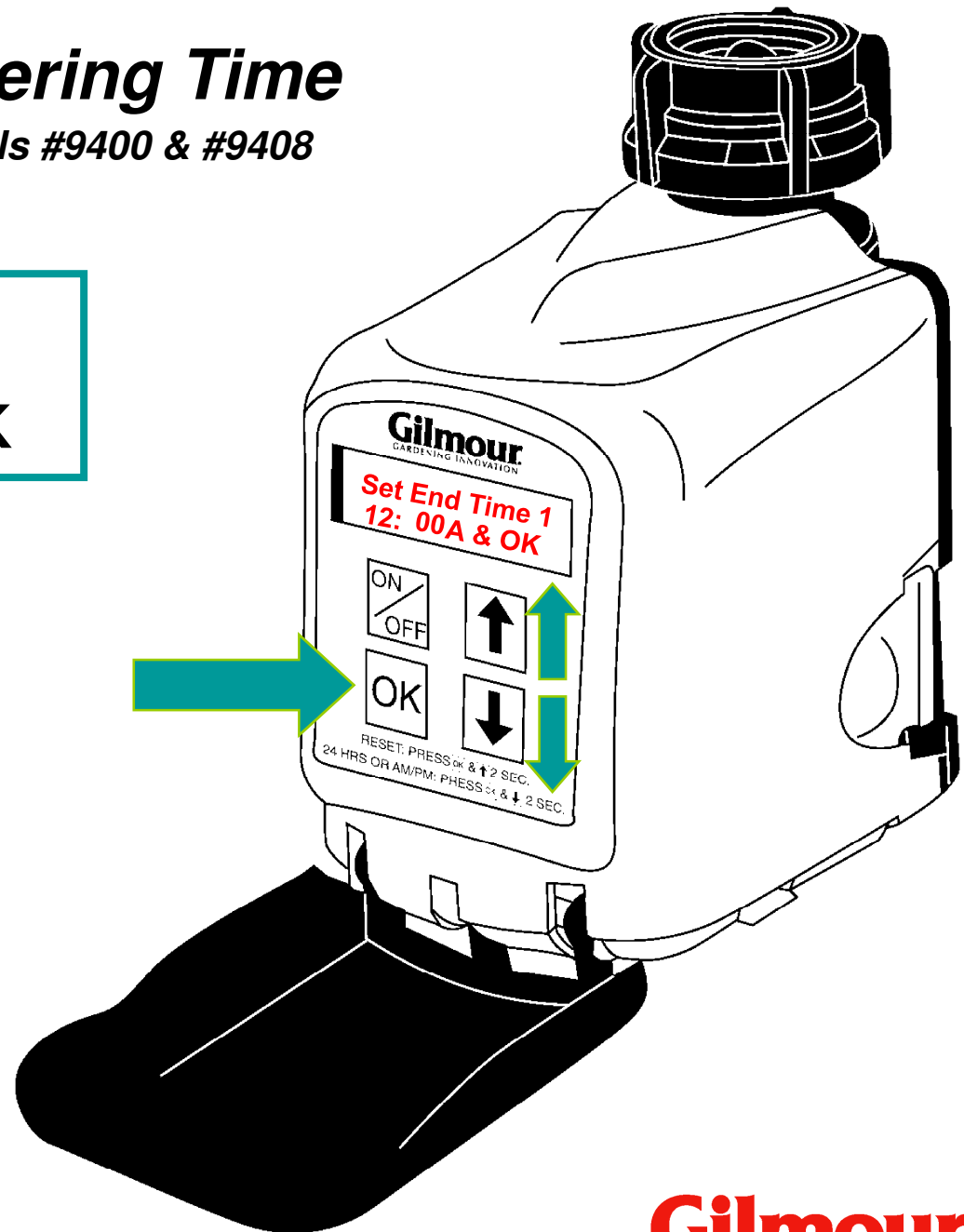
“Minutes” will flash.

.....

Use up and down
arrows to set the
minutes.

.....

Press “OK.”



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Watering Time

Models #9400 & #9408

Program 1

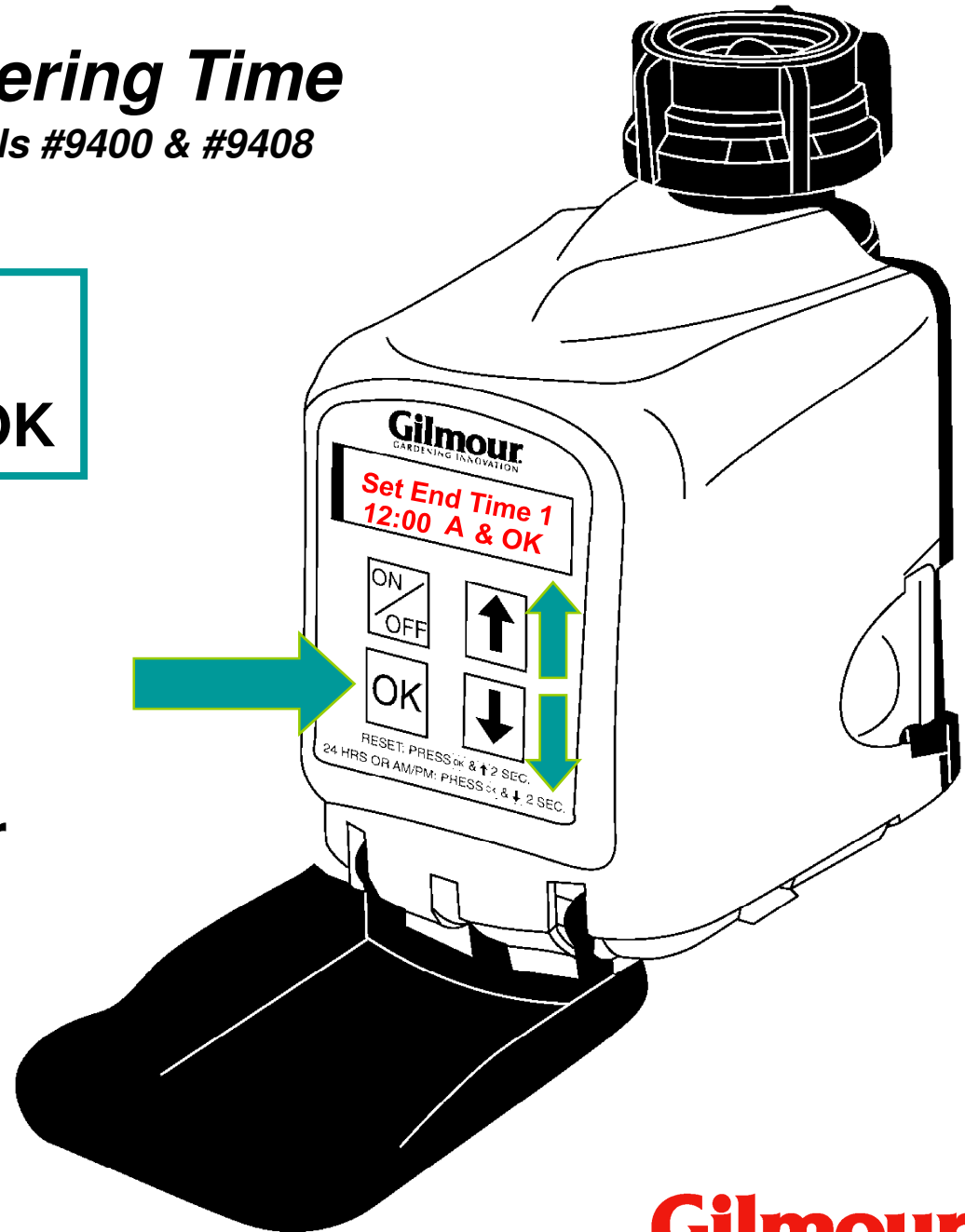
Set End Time 1

12:00 A **^ v** Then OK

“A” for a.m. or
“P” p.m. will be
flashing.

.....
Choose either “A” for
a.m. or “P” for p.m.
with arrow keys.

.....
Press “OK.”



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Watering Days

Models #9400 & #9408

Program 1

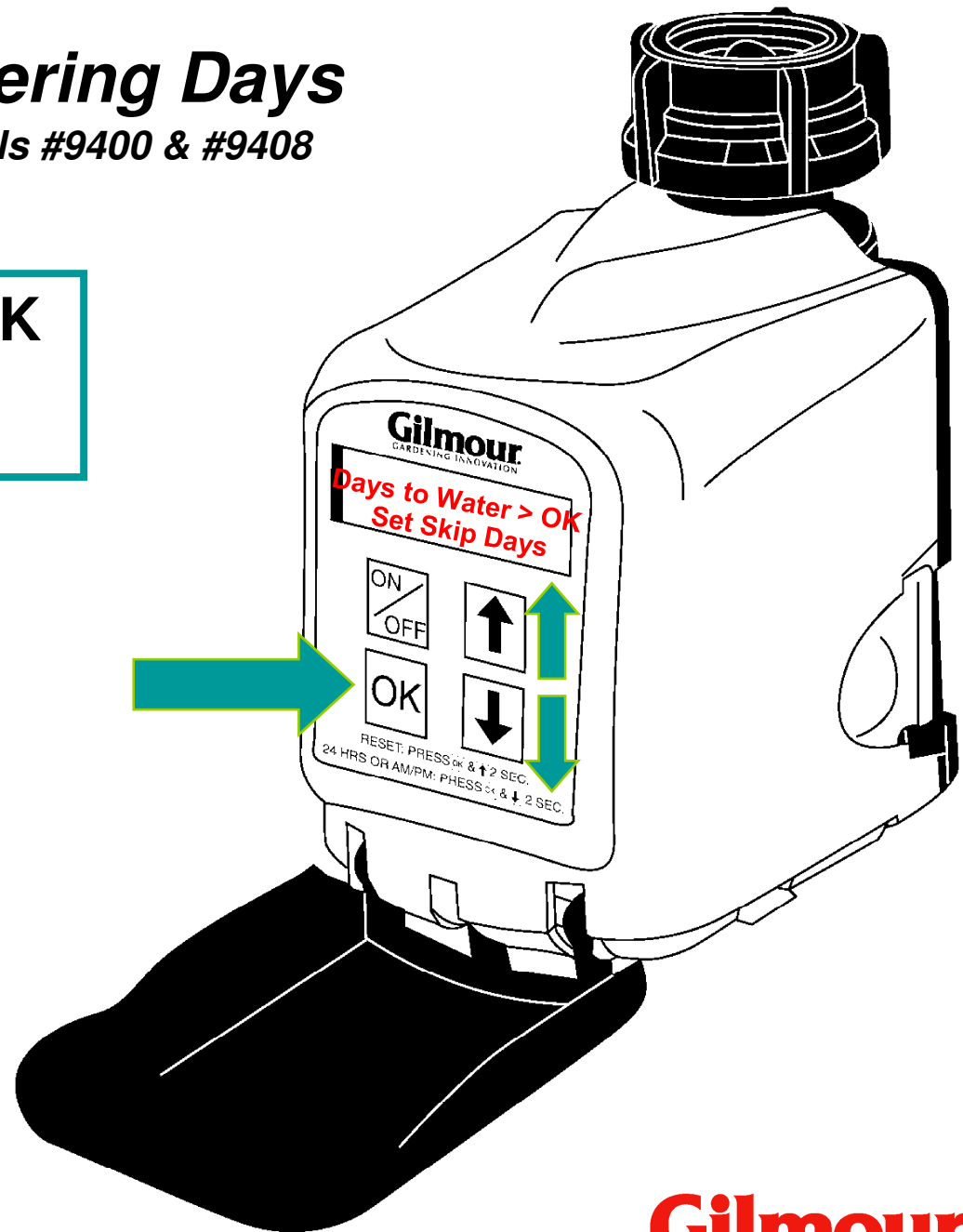
Days to Water > OK

Set Skip Days ^ v

“Days to Water” will be flashing.

.....

Choose either “DAYS TO WATER” by pressing “OK” or arrow down to select “SET SKIP DAYS.”



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Watering Days

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Program 1

Water on Sun > Yes

Set ^ v Then OK

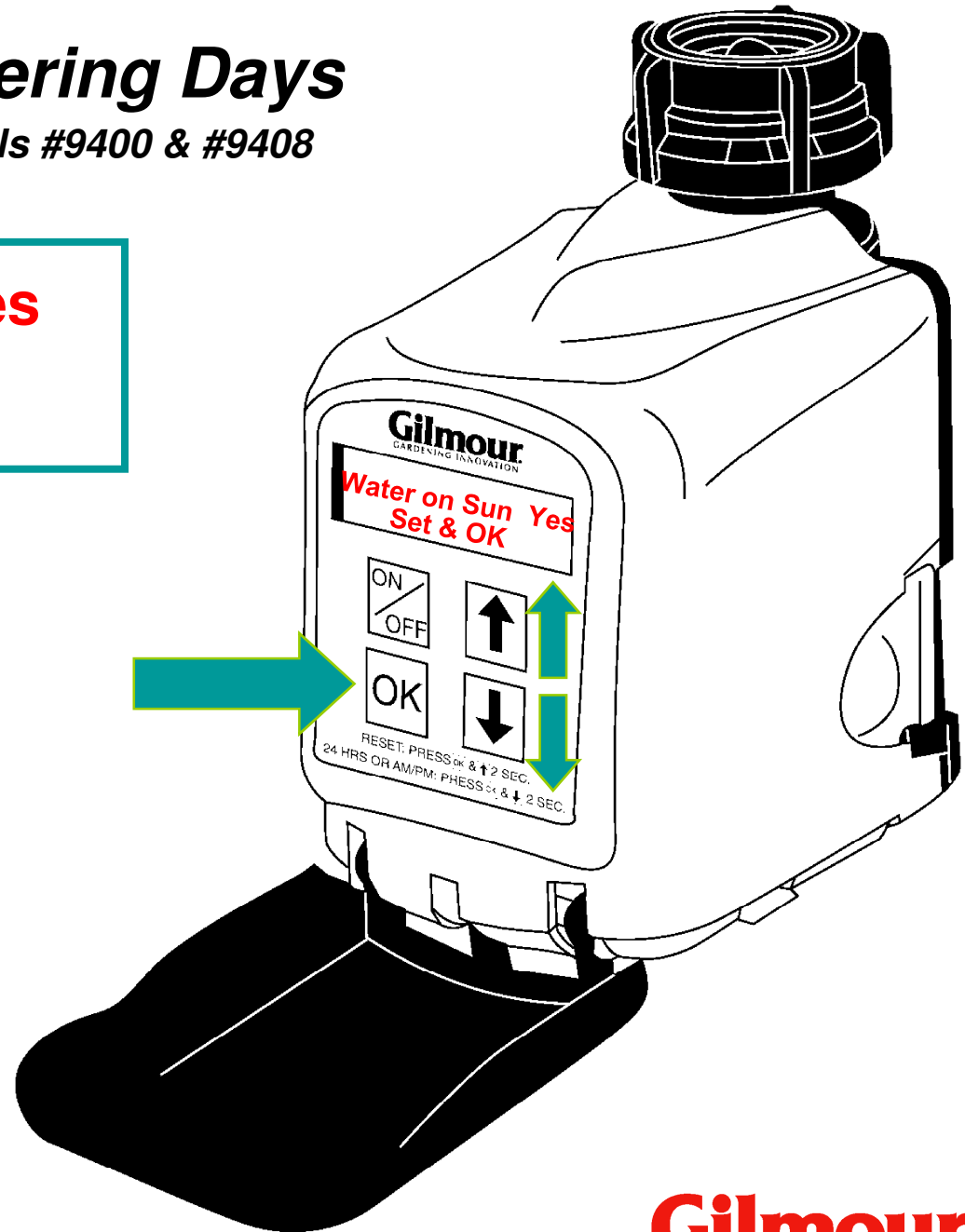
If “Days to Water” is selected, Water on Sunday” with “Yes” flashing is shown.

.....

Use up and down arrows to choose “Yes or No.”

.....

Press “OK.”



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Watering Days

Models #9400 & #9408

Program 1

Water on Mon > **Yes**

Set **^ v** Then OK

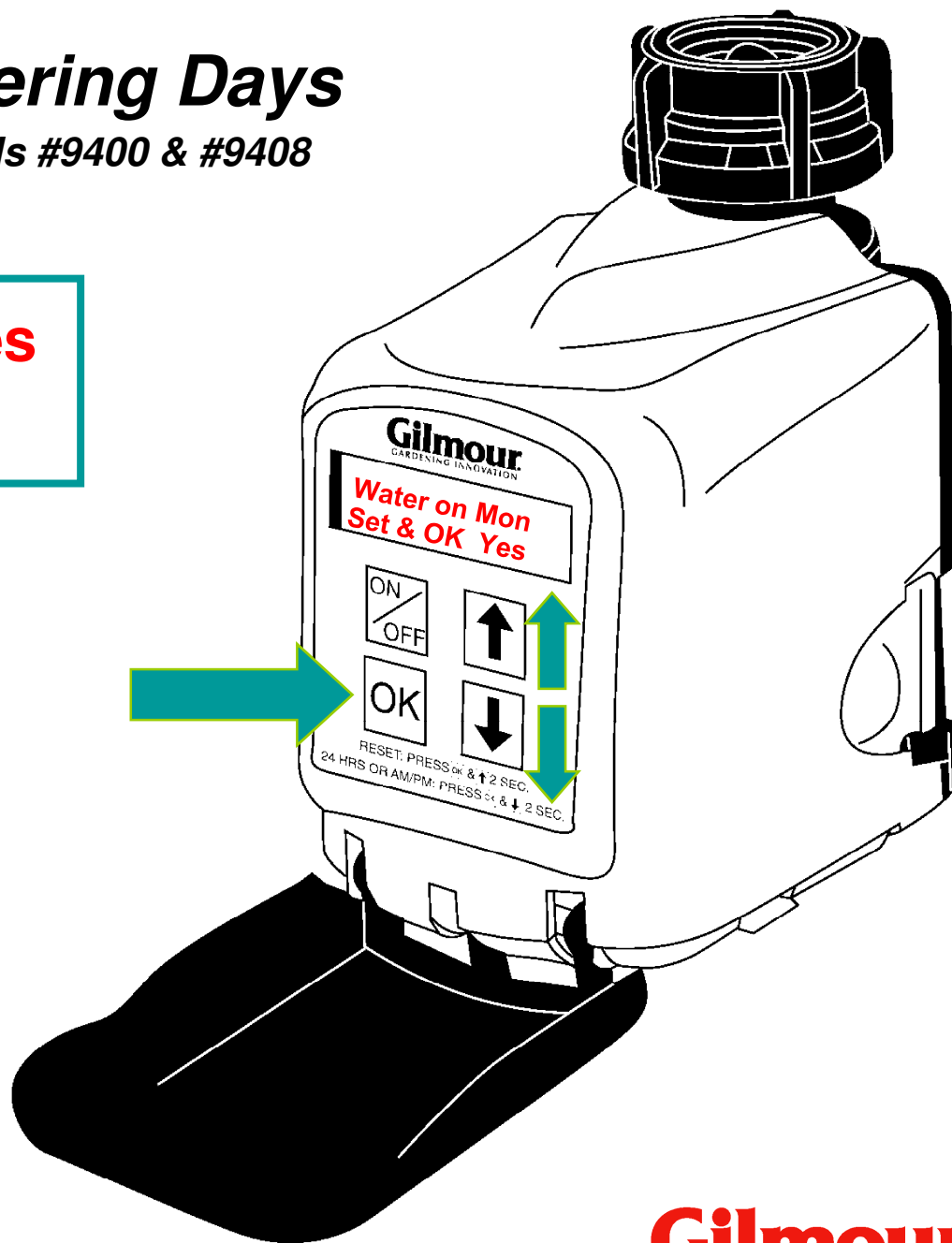
Water on Mon with
“**Yes**” flashing is
shown.

.....

Use up and down
arrows to choose
“Yes or No.”

.....

Press “OK.”



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Watering Days

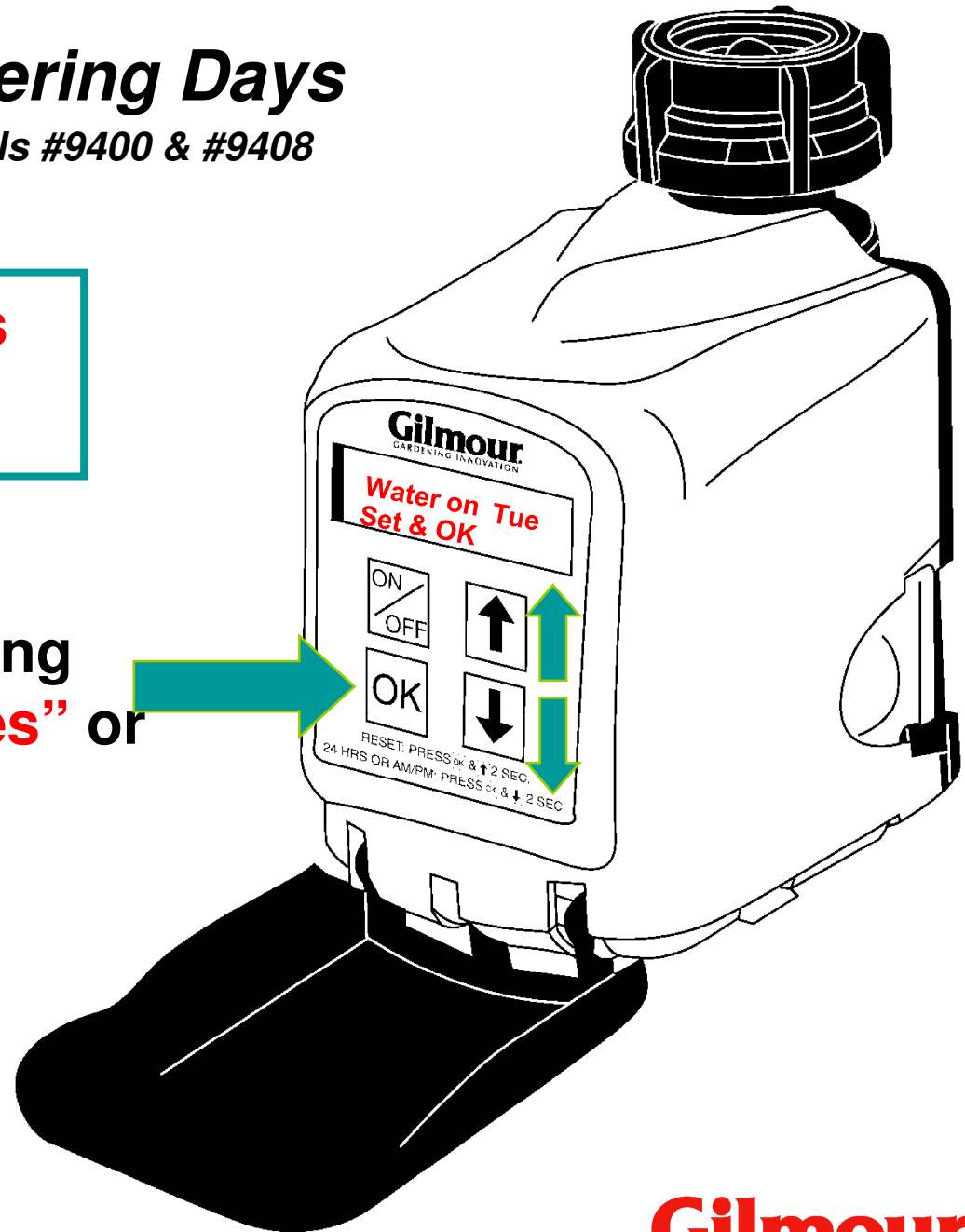
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Program 1

Water on Tue > Yes

Set ^ v Then OK

Repeat for remaining days of the week, using arrow keys to set “Yes” or “No” and “OK.”



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Watering Days

Models #9400 & #9408

Program 1

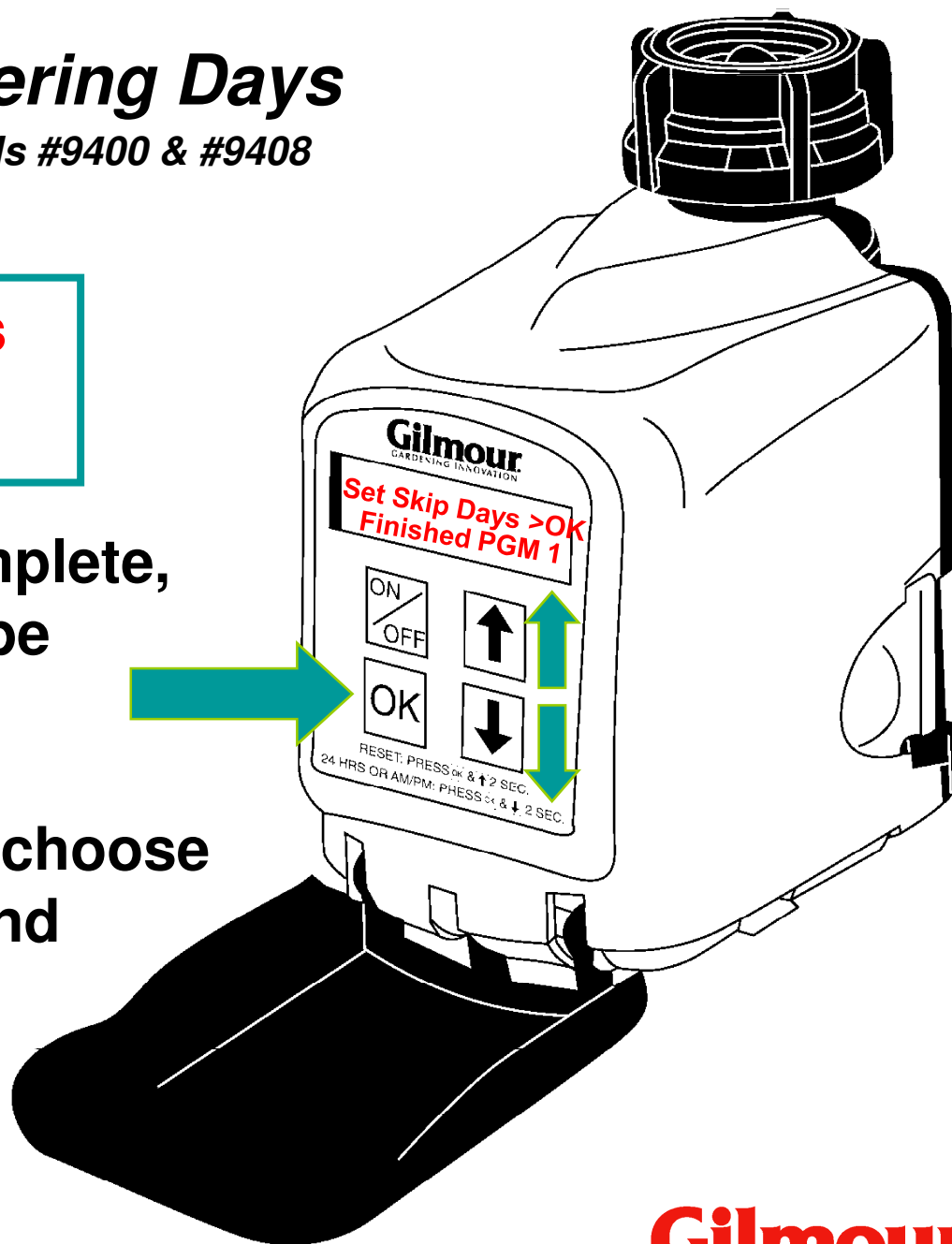
Water on Sat > Yes

Set ^ v Then OK

After Saturday is complete,
“Set Skip Days” will be
flashing.

.....

Press down arrow to choose
“FINISHED PGM 1” and
press “OK.”



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Set Additional Programs

Models #9400 & #9408

Program 2

Set Program 2 > OK

Set Program 3 ^ v

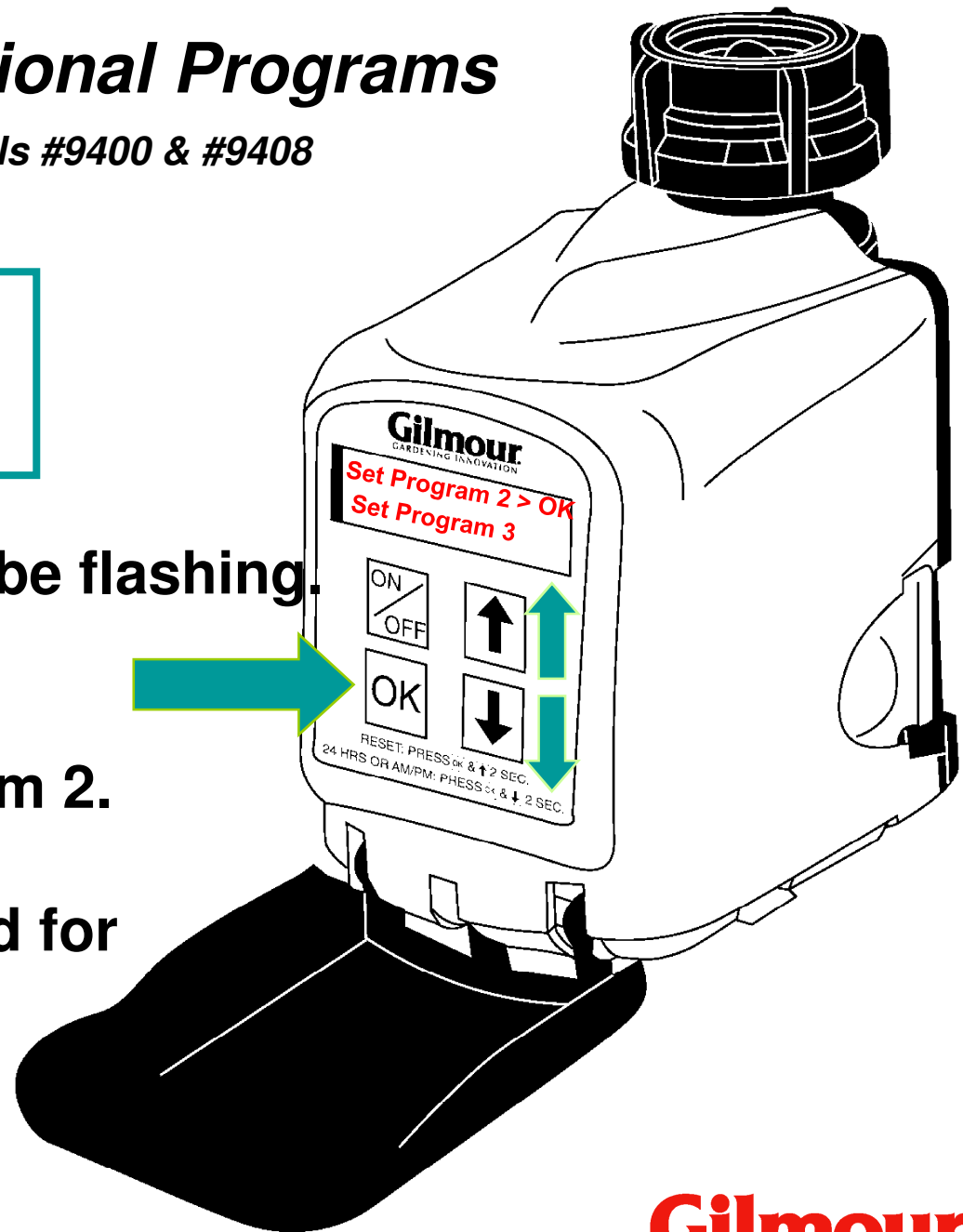
“Set Program 2” will be flashing.

.....

Press “OK” to begin programming Program 2.

.....

Follow the steps used for Program 1.



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Set Additional Programs

Models #9400 & #9408

Program 2

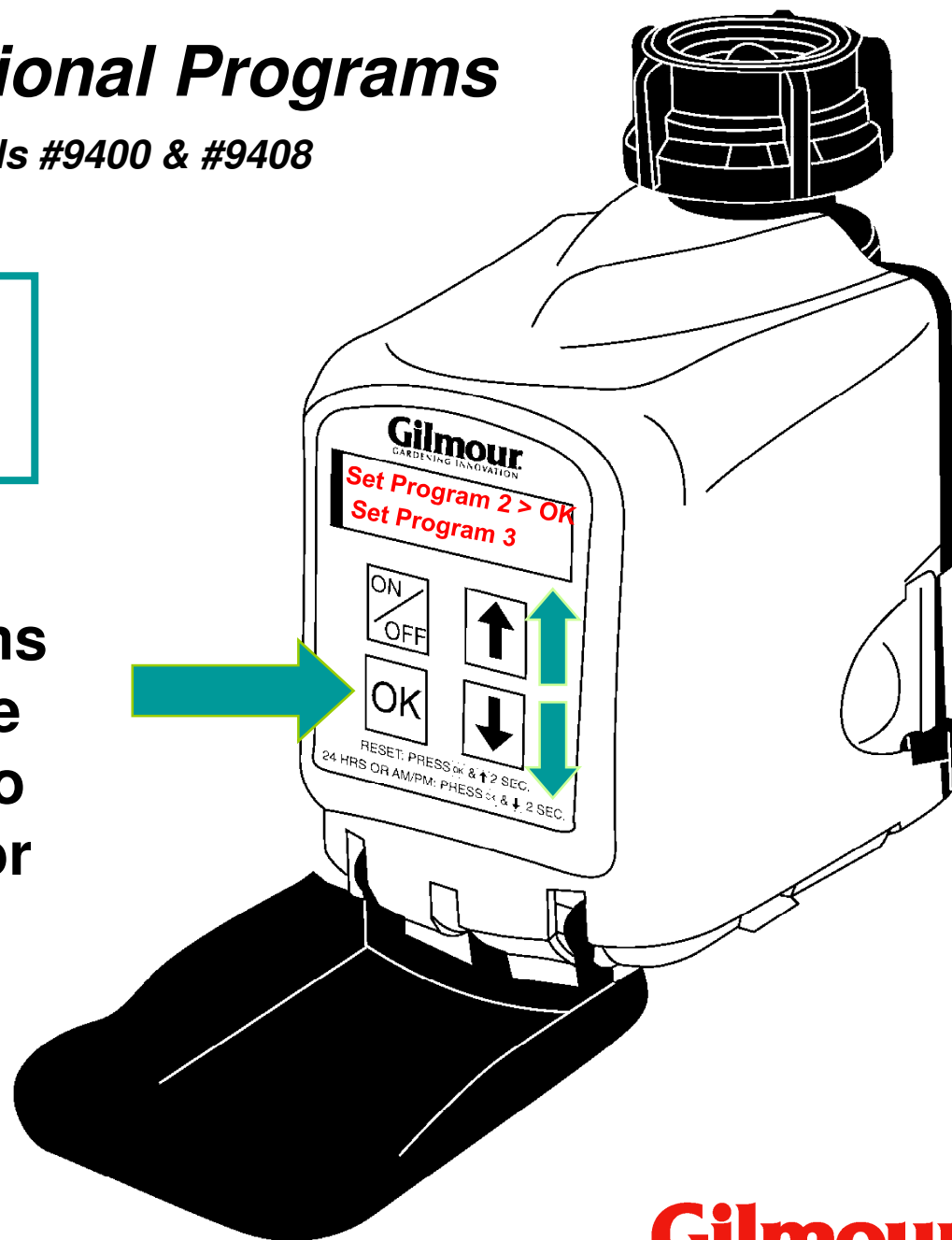
Set Program 2 > OK

Set Program 3 ^ v

If not setting Programs 2, 3, 4, 5, 6, 7 or 8, use arrow keys to move to “Review Programs” or “Finished.”

.....

Press “OK.”



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Set Skip Days

Models #9400 & #9408

Program 1

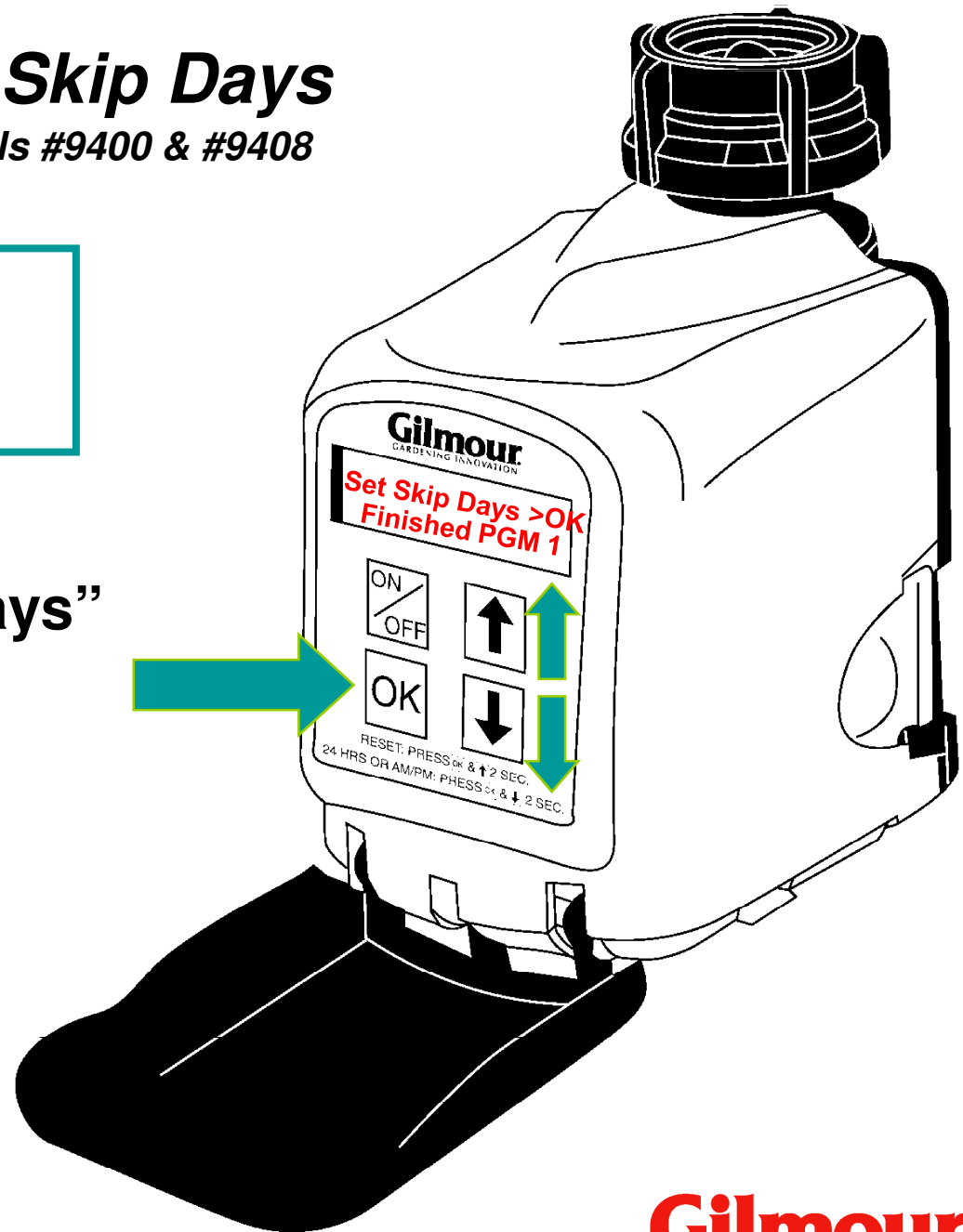
Set Skip Days > OK

Finished PGM 1 **^ v**

If Set Skip Days was chosen, “Set Skip Days” will be flashing.

.....

Press “OK.”



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Set Skip Days

Models #9400 & #9408

Program 1

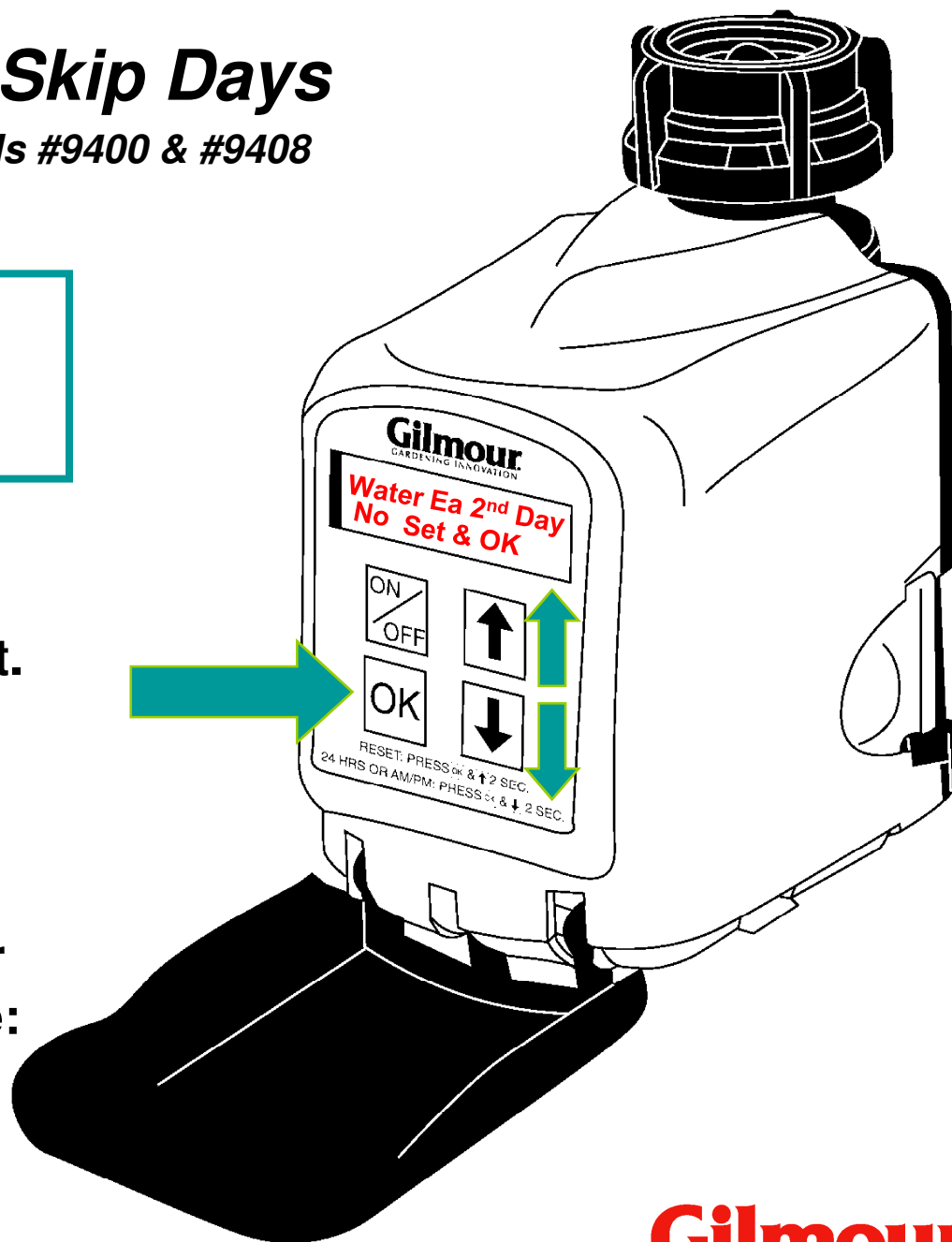
Water Ea 2nd Day

No Set ^ v & OK

If using “SET SKIP DAY,”
Timer will begin watering
on the day program is set.

For example, if you
program your timer on
Sunday, and you choose
“every 2nd day” then your
watering schedule will be:

S	M	T	W	T	F	S
X		X		X		X



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Set Skip Days

Models #9400 & #9408

Program 1

Water Ea 2nd Day

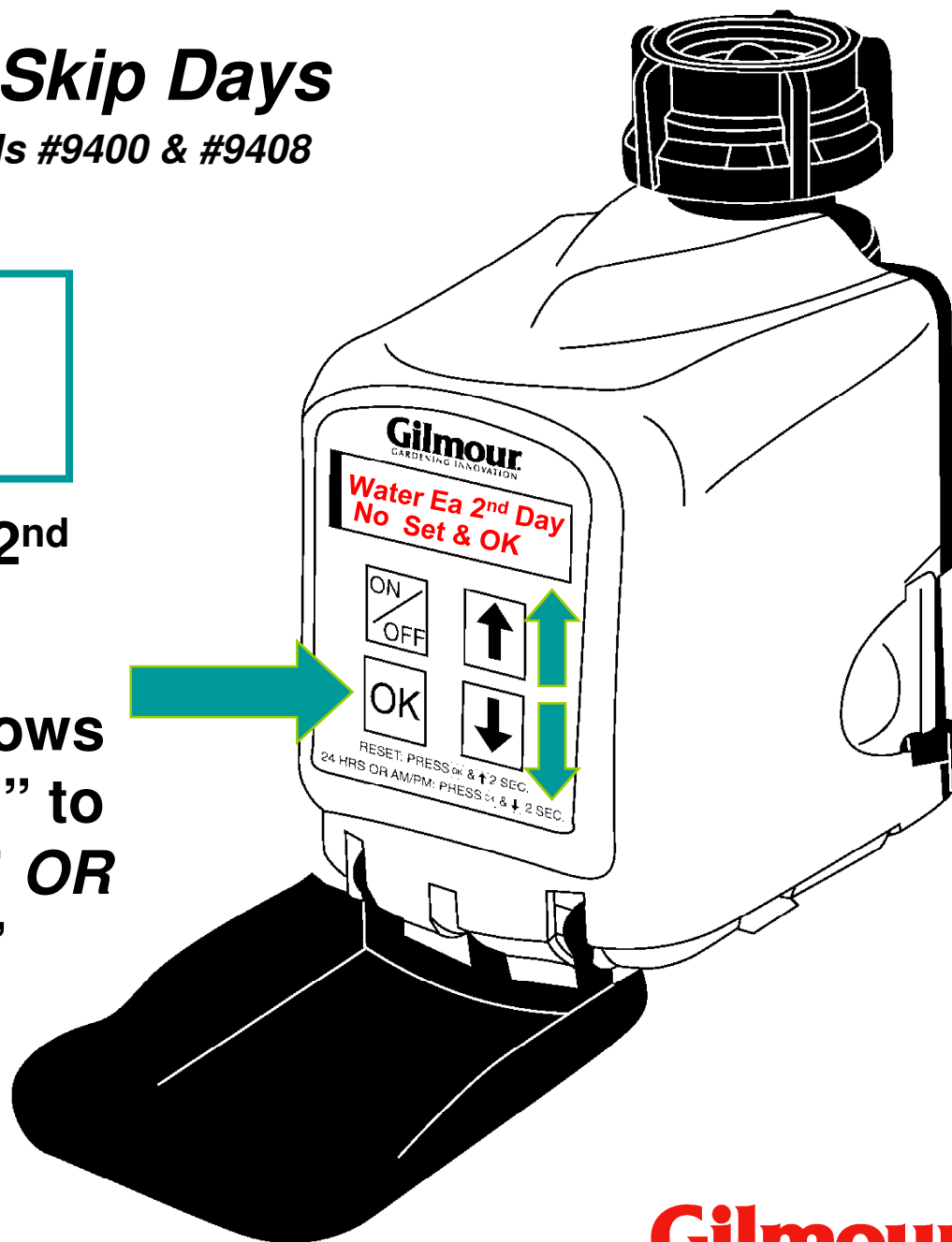
No Set $\wedge \vee$ & OK

You can water every 2nd day or every 3rd day.

Use up and down arrows to choose “Yes or No” to “water every 2nd day” *OR* “water every 3rd day.”

.....

Press “OK.”



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Set Skip Days

Models #9400 & #9408

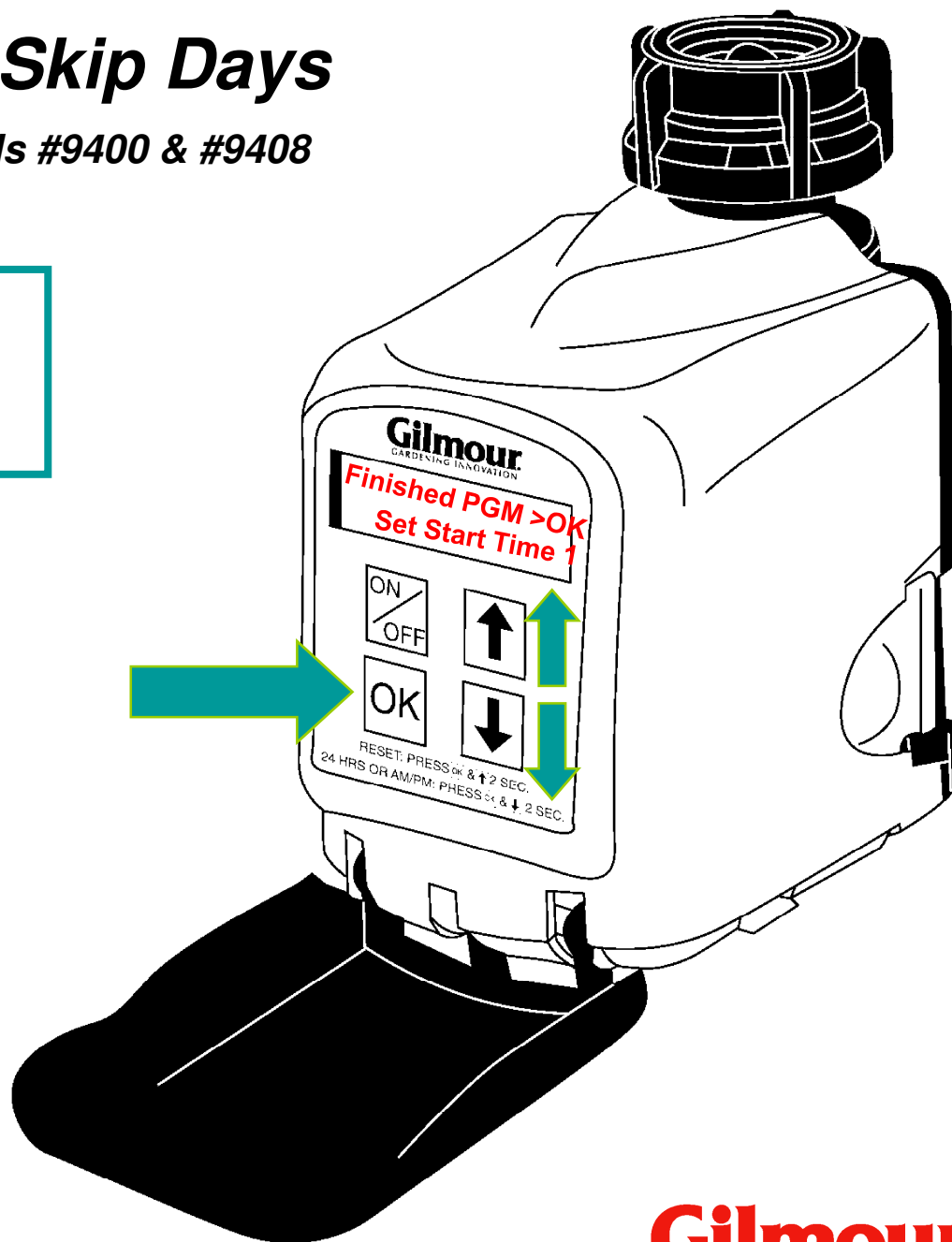
Program 1

Finished PGM 1 >
Set Start Time 1 ^v

“Finished PGM 1”
will be flashing.

.....

Press OK.



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Set Additional Programs

Models #9400 & #9408

Program 2

Set Program 2 > OK

Set Program 3 ^ v

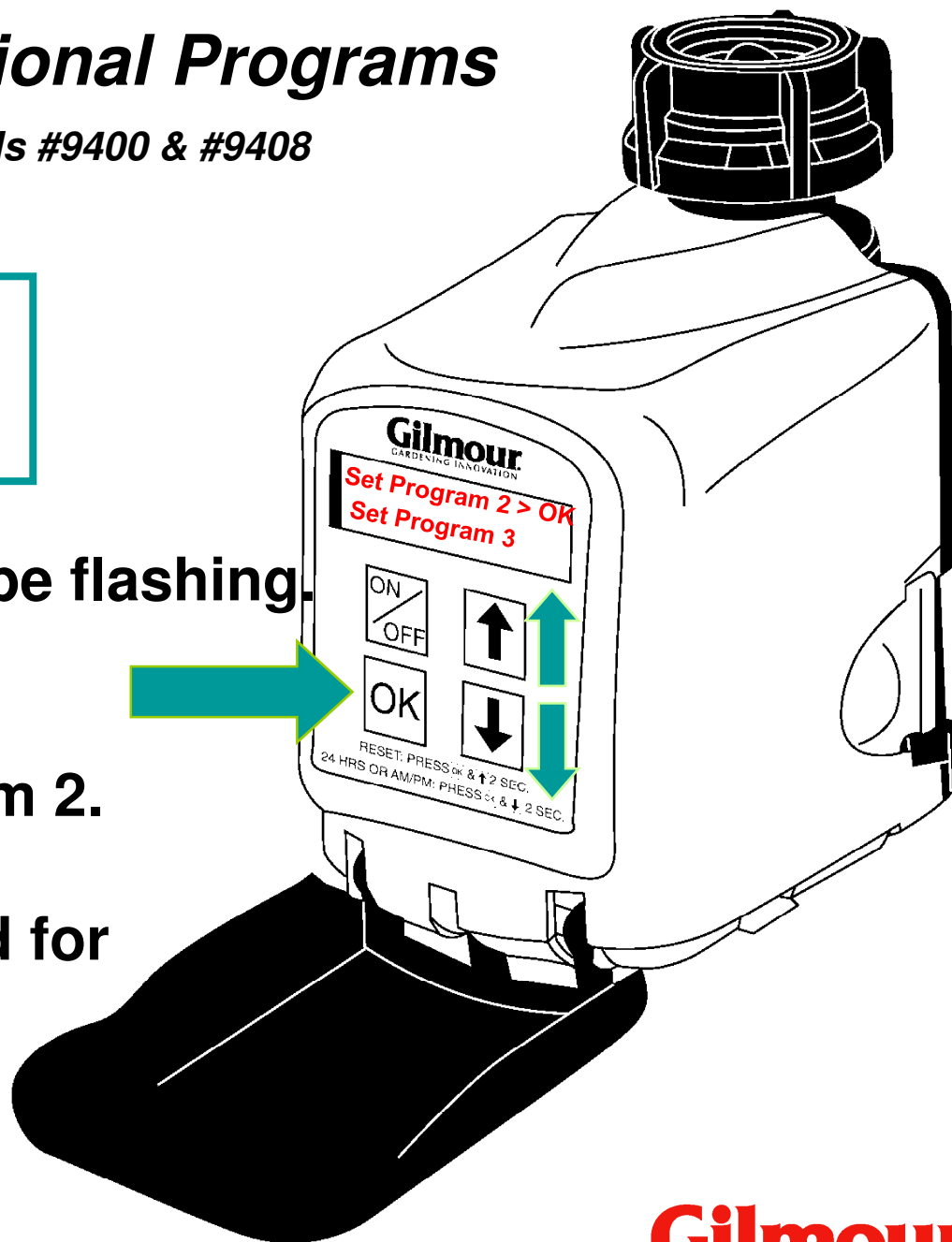
“Set Program 2” will be flashing.

.....

Press “OK” to begin programming Program 2.

.....

Follow the steps used for Program 1.



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Set Additional Programs

Models #9400 & #9408

Program 2

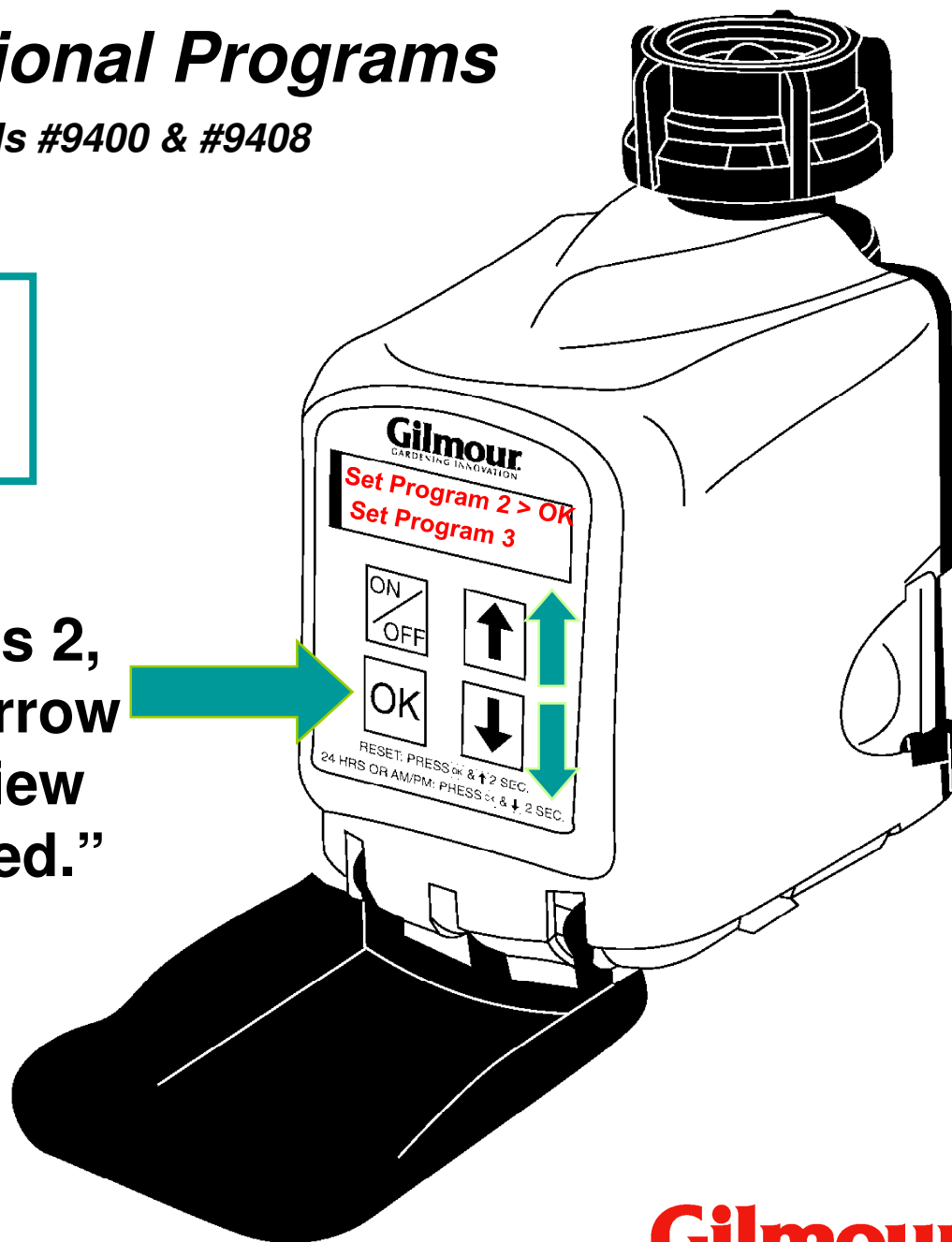
Set Program 2 > OK

Set Program 3 ^ v

If not setting Programs 2, 3, 4, 5, 6, 7 or 8, use arrow keys to move to “Review Programs” or “Finished.”

.....

Press “OK.”



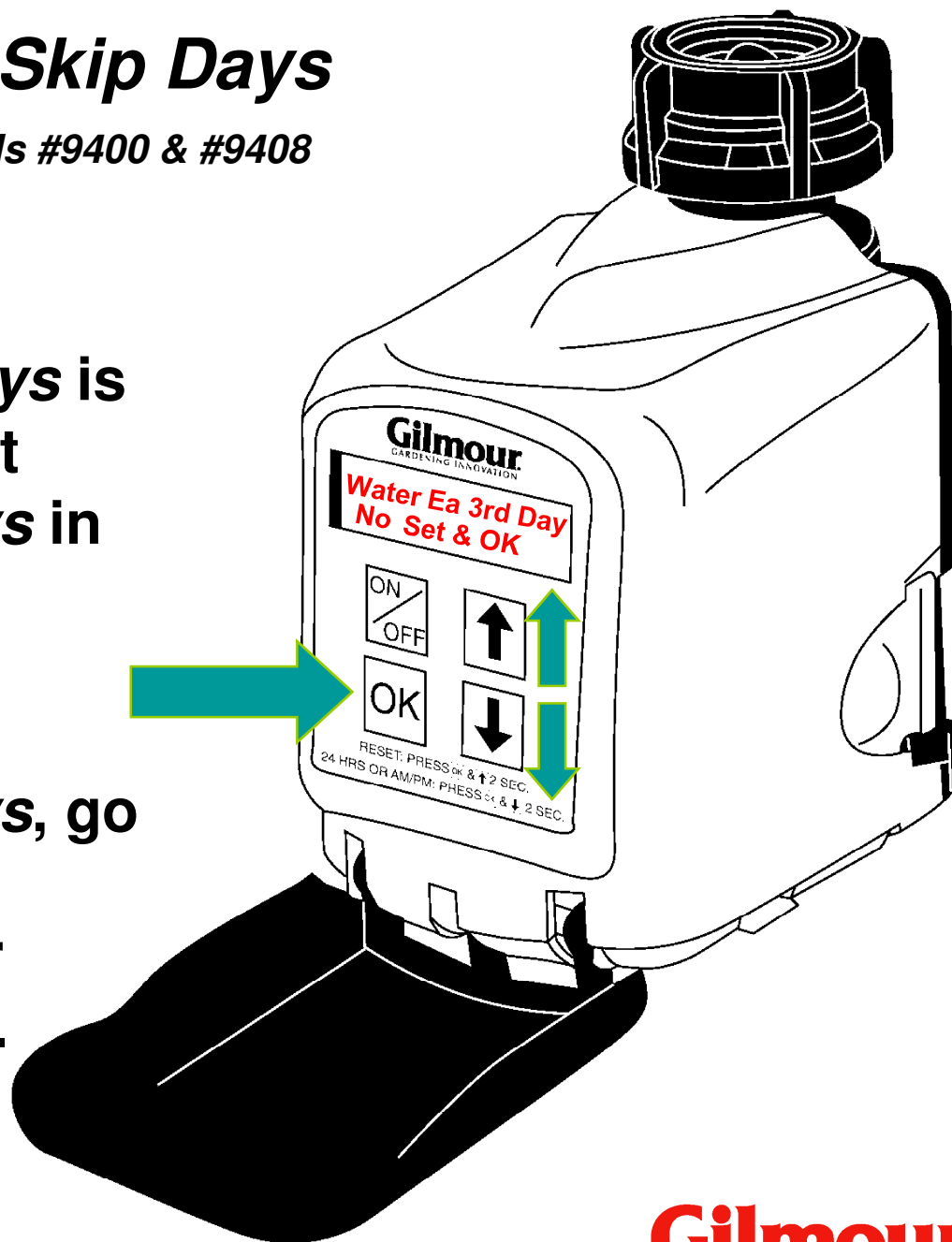
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Set Skip Days

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NOTE: If *Set Skip Days* is set to yes, you cannot choose *Watering Days* in the same program.

To change a program back to *Watering Days*, go to *Set Skip Days* and choose “No” to water each 2nd and 3rd days.



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Changing a Program

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To make changes to a program, press any key (including On/Off) to activate the screen.

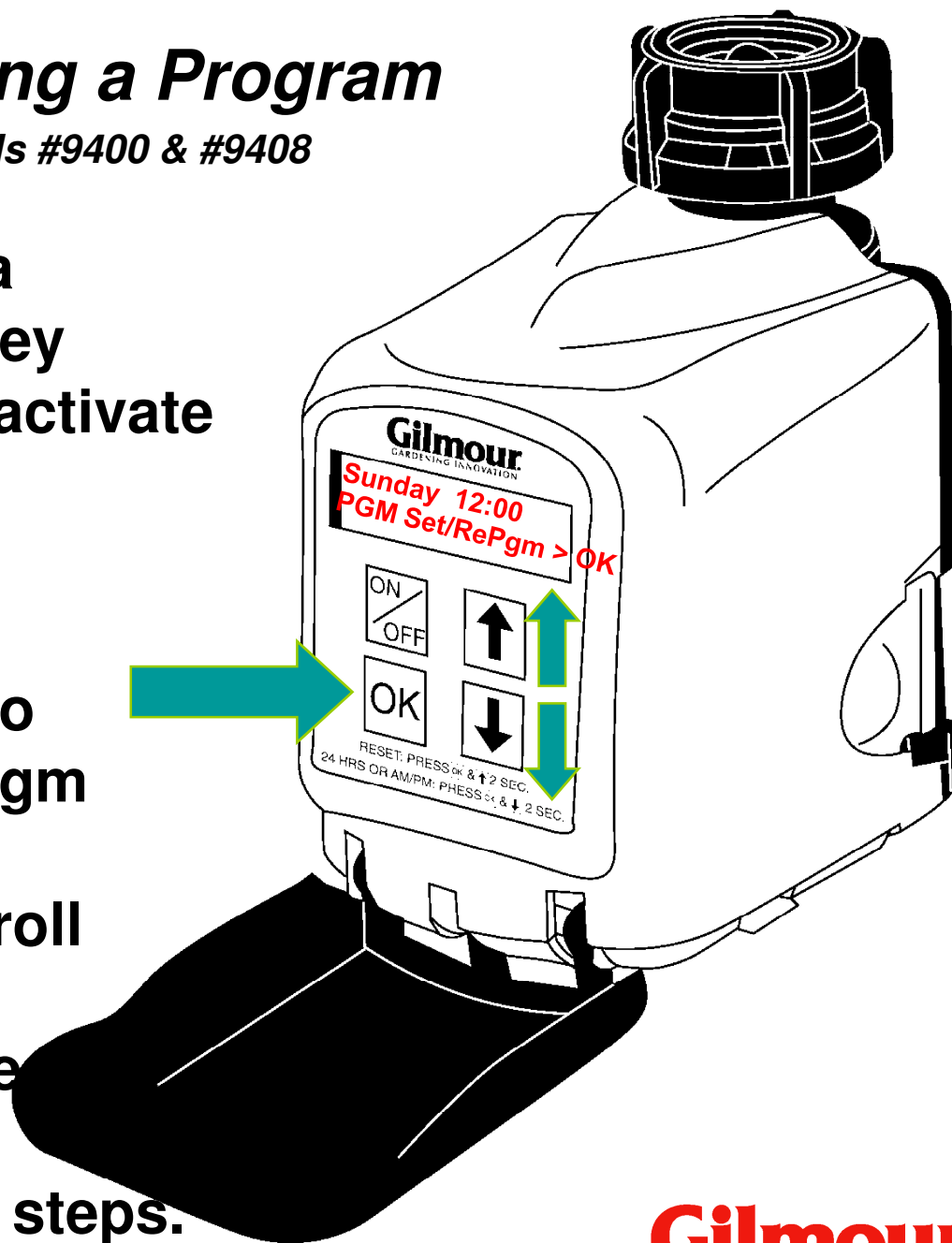
Press “OK.”

Use the down arrow to choose PGM Set/RePgm and Press “OK.”

Use arrow keys to scroll through programs.

Press “OK” to choose program to reset.

Repeat programming steps.



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Program Review

Models #9400 & #9408

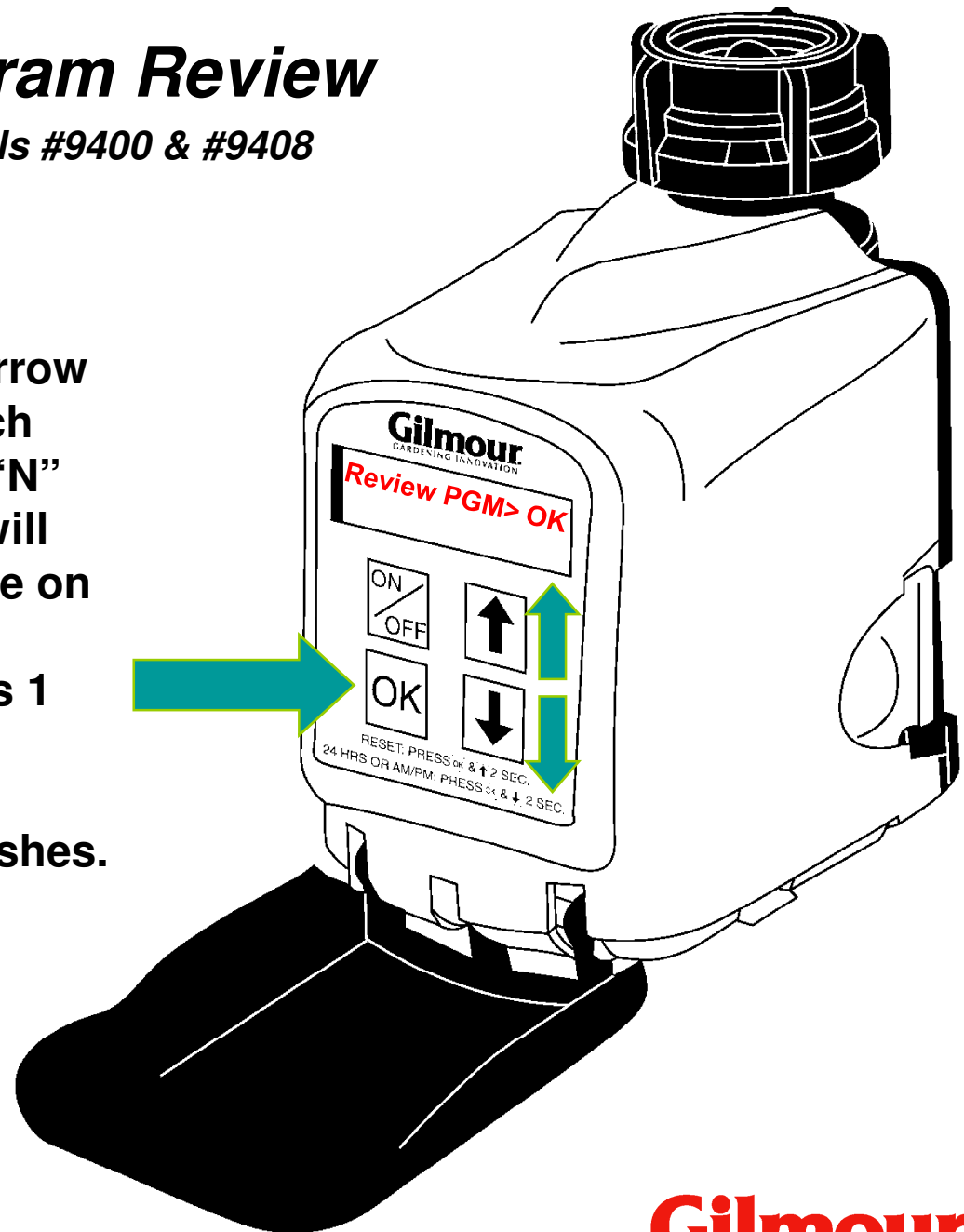
With “Review Program” flashing,
Press “OK.”

To review Program 1, press down arrow key. Screen will show letters for each day of the week and “Y” for yes or “N” for no for each day. To the right it will show start time on top and stop time on bottom.

Press arrow key to review Programs 1 through 8.

After Program 8, “Review Done” flashes.
Press “OK” to exit this section.
“Finished” will flash.

Press “OK” if finished.



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