

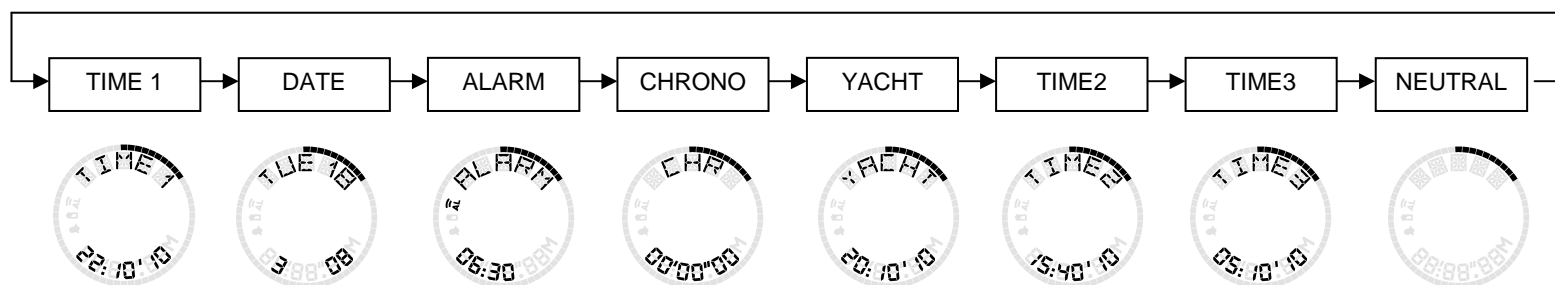
**ISA 9009 YACHTING**  
**9009/7300 with Backlight**  
**9009/1300 without Backlight**

**USER MANUAL**

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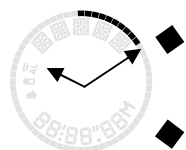
## 1. MAIN DISPLAY

Mode change each time crown is pushed. On each mode the movement indicates the moon phase.

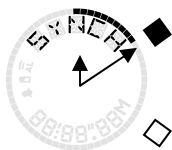


## 2. SYNCHRONIZING THE HANDS

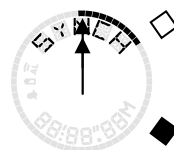
Enter in neutral mode by pushing the crown.



Push A and B at least one second



Push A:  
Synchronise hour hand to 12 h

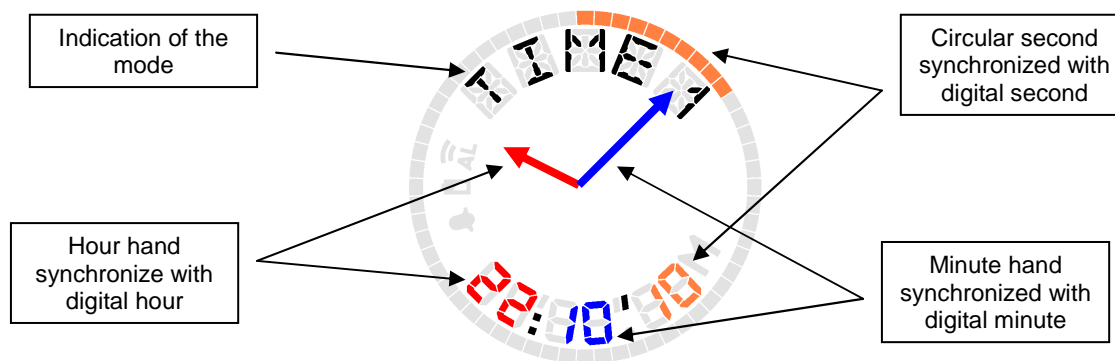


Push B:  
Synchronise minute hand to 12 h

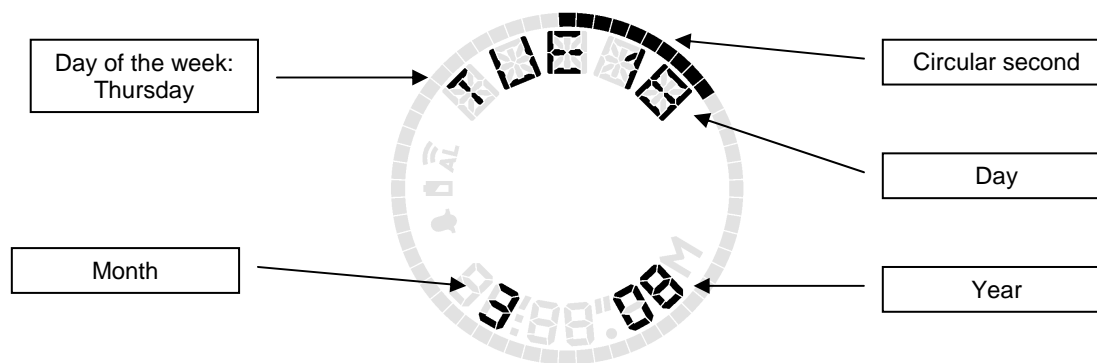
For leaving the SYNCH mode, push the crown. The movement is going into mode TIME1

**3. Description of display for each mode**

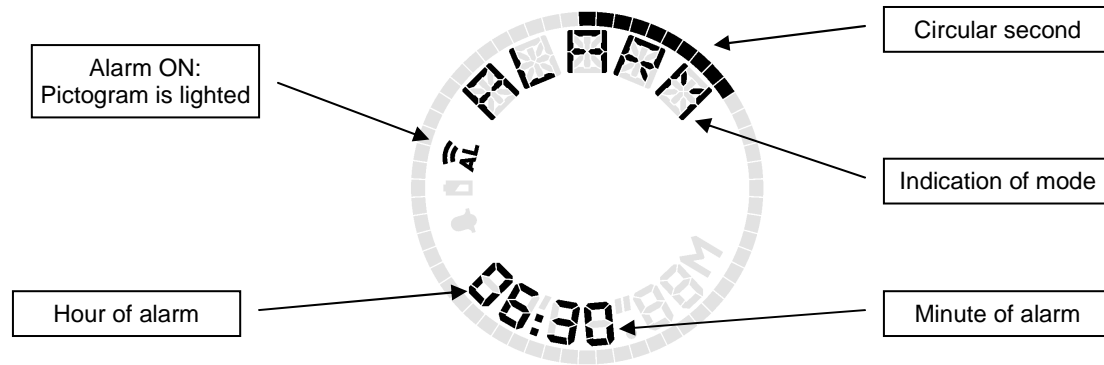
**3.1. Mode TIME1**



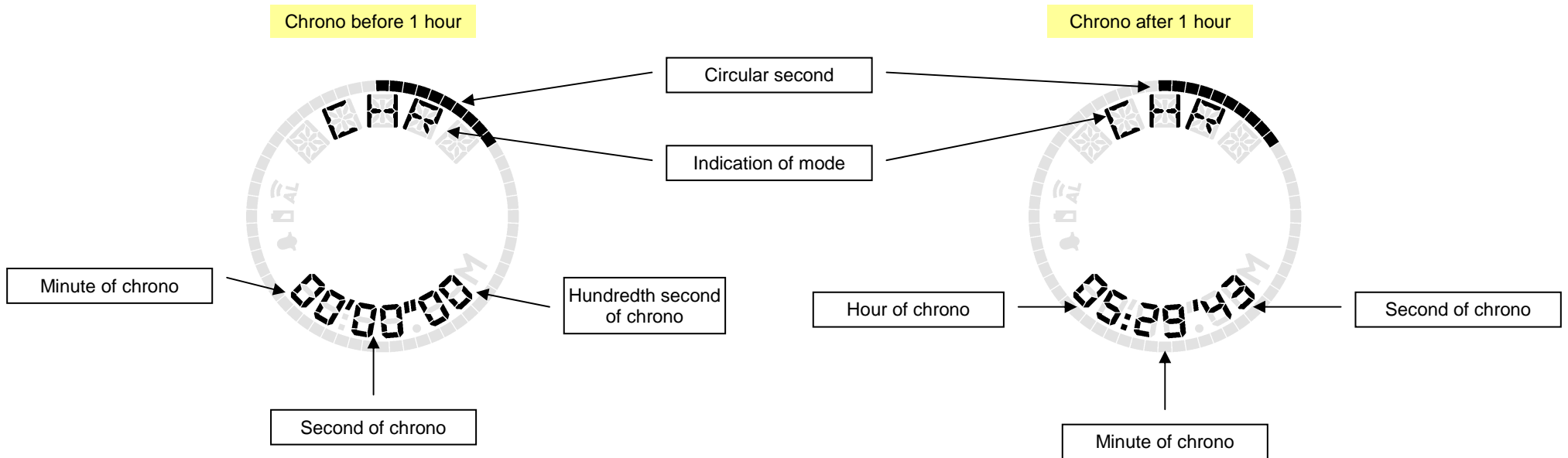
**3.2. Mode DATE**



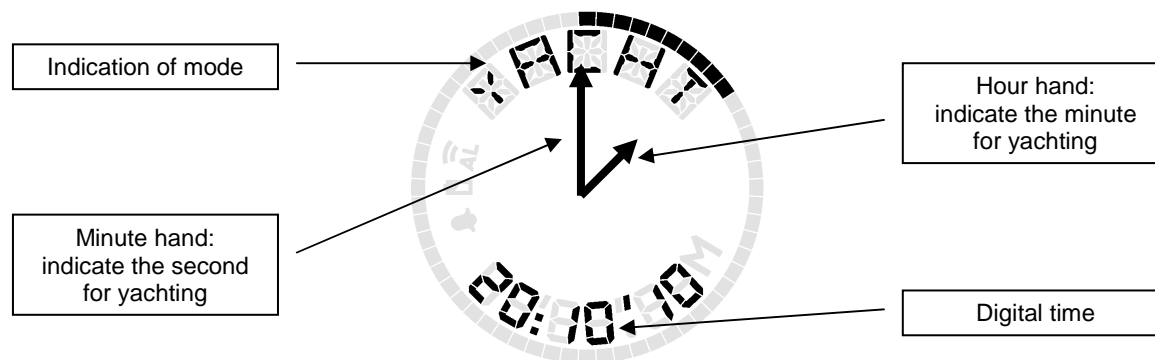
**3.3. Mode ALARM**



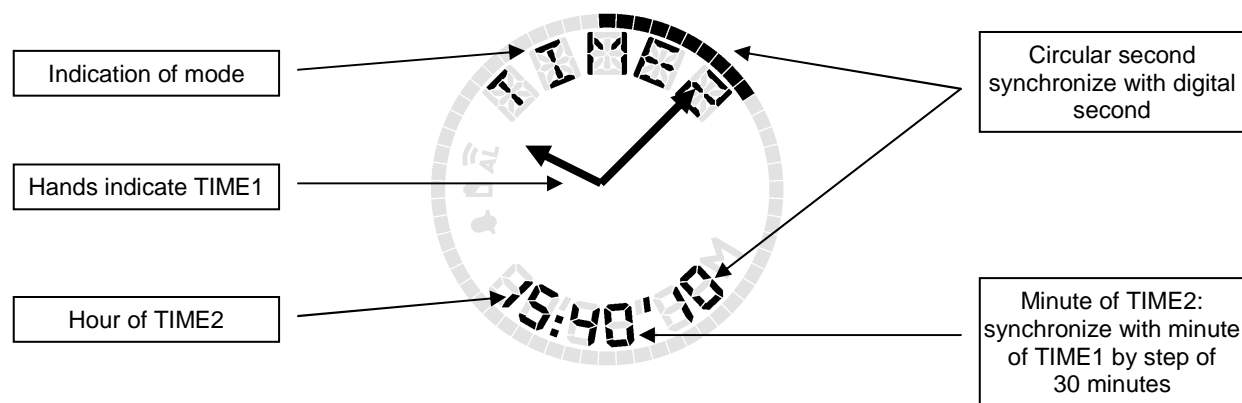
**3.4. Mode CHRONO**



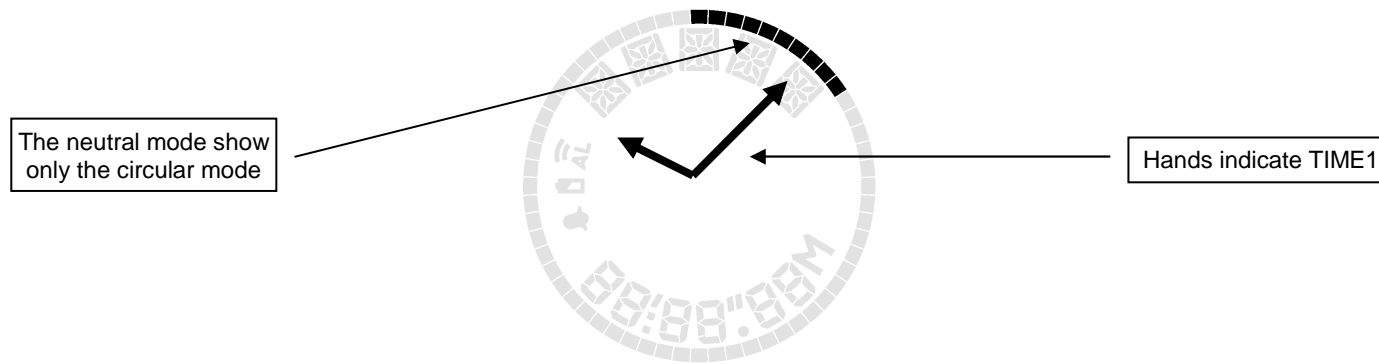
### 3.5. Mode YACHT



### 3.6. Mode TIME2 and TIME3



### 3.7. Mode NEUTRAL



## 4. Setting of each mode

The movement is going out of setting mode when no button is pushed during 5 seconds.

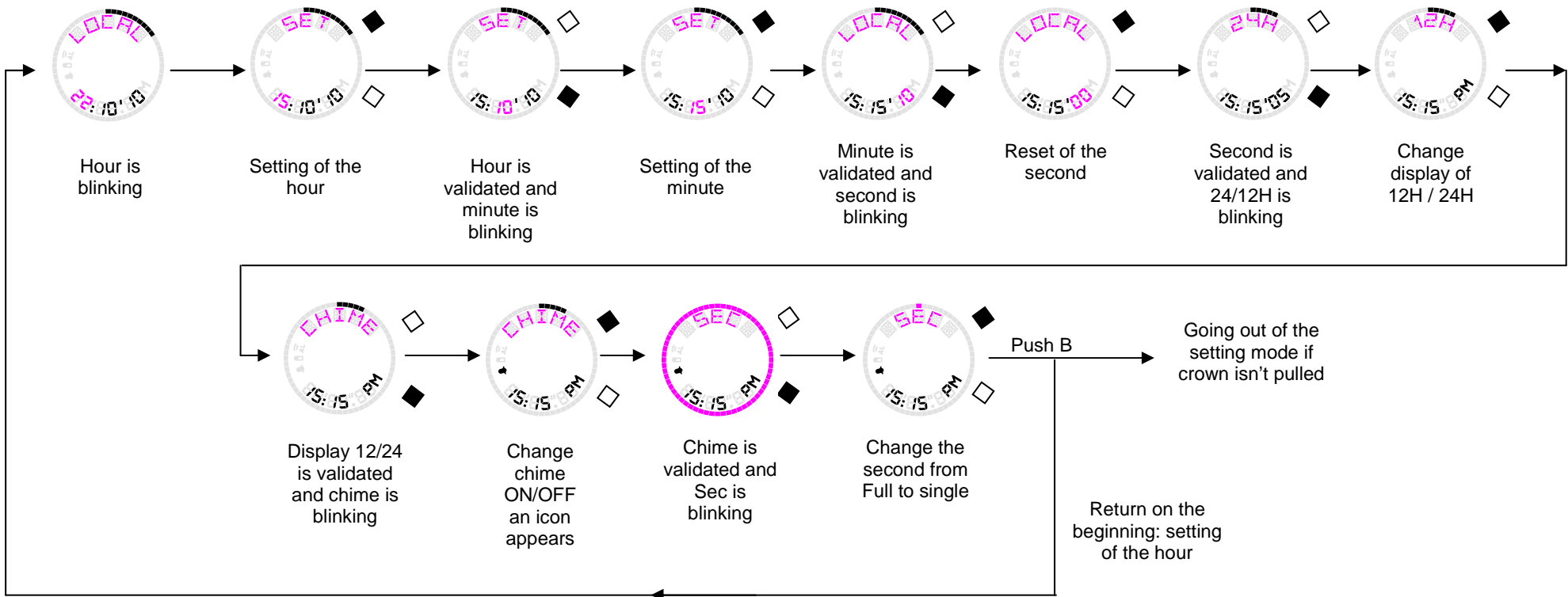
### BLINKING

#### 4.1. Mode TIME1

From each mode, TIME1 can be adjusted by pulling the crown.

Push the crown to go in mode TIME1 and push the button B at least 1 second to enter in setting of TIME1

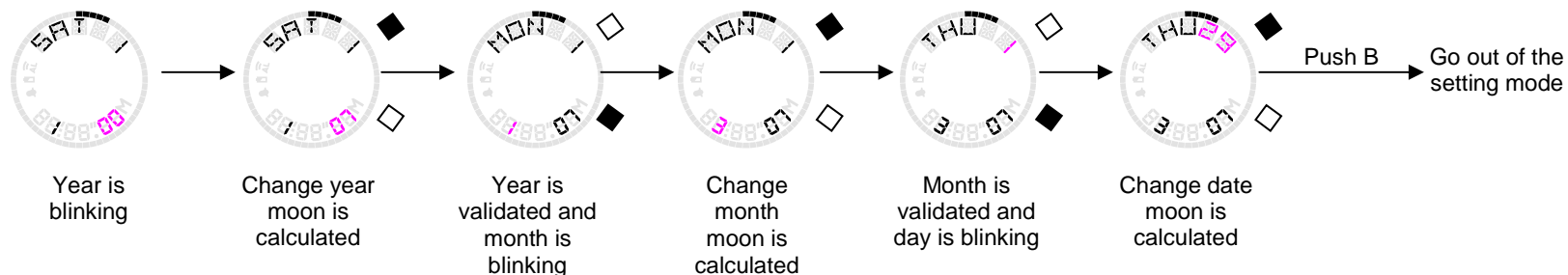
When you go out of the setting of TIME1 hands are going automatically indicate the new time.





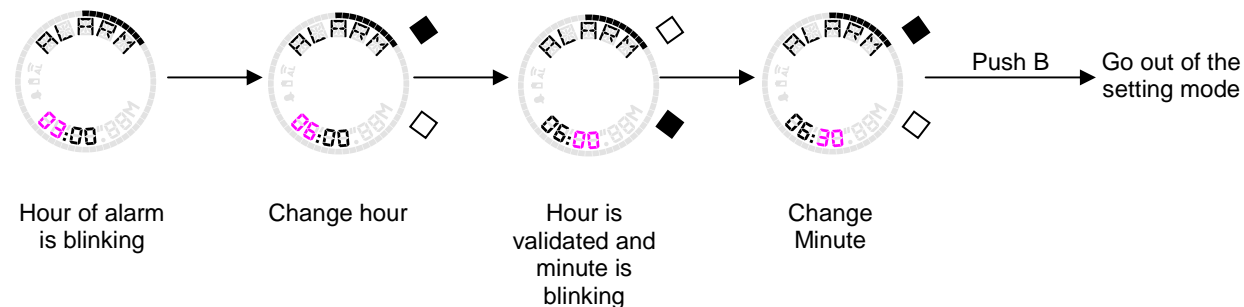
### 4.2. Mode DATE

Push the crown to go in mode DATE and push the button B at least 1 second to enter in setting mode.



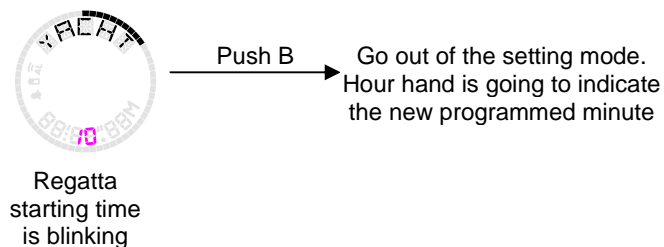
### 4.3. Mode ALARM

Push the crown to go in mode ALARM and push the button B at least 1 second to enter in setting mode.



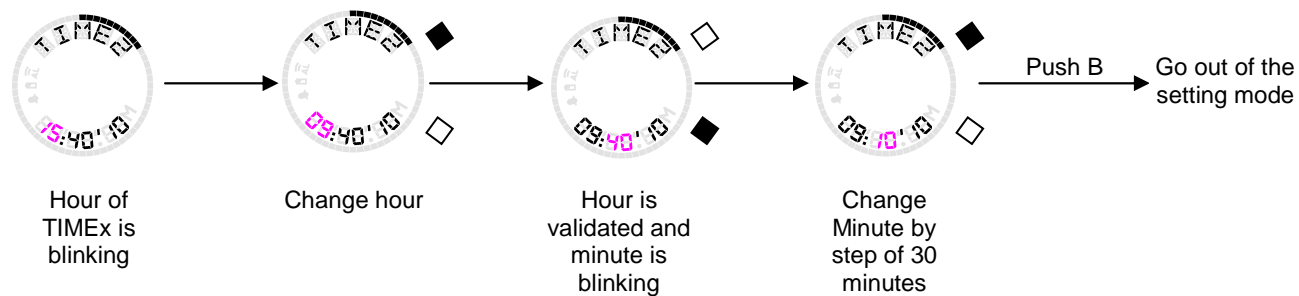
#### 4.4. Mode YACHT

Push the crown to go in mode YACHTING and push the button B at least 1 second to enter in setting mode.



#### 4.5. Mode TIME2 and Mode TIME3

Push the crown to go in mode TIME2 or TIME3 and push the button B at least 1 second to enter in setting mode.



## 5. Functions of the watch

### 5.1. ALARM

Push on the crown to enter in mode ALARM and push the button A to set or reset the alarm.



Alarm OFF



Alarm ON

Alarm will start when alarm is ON and when there is coincidence between time showed by hands (TIME1) and by display in alarm mode. Stop the alarm by push on a button whatever in which mode.

Alarm is characterised by 20 double-bips, one per second (frequency 4 kHz), repeated after 2 minutes if the first alarm is not stopped.

Alarm is reset if stopped by pushing a button. Alarm pictogram will remain switch OFF.

### 5.2. CHRONO

Push on the crown to go in mode CHRONO

#### 5.2.1. Measure of elapsed time

Push on A to start the chrono. Push on A to stop the chrono, display shows the elapsed time.

Push on B to reset the chrono.

#### 5.2.2. Measure of cumulated time

Same operations as 5.2.1 but replace "push on B" by push on A to restart the chrono

#### 5.2.3. Reading of a partial time when chrono display is frozen

Push on A to start the chrono.

Push on B to freeze the display.

Push on B to defreeze the display that gives again the time really elapsed.



Display when chrono is frozen, pictograms blink because chrono is ON

#### 5.2.4. Measure of a second time

This operation is a combination of the preceding points:

Push on A to start the chrono  
 Push on B to freeze the display (The chrono still count)  
 Push on A to stop the chrono (pictograms don't blink because chrono is stop)  
 Push on B to defreeze the display: display gives the time elapsed at the moment of chrono stop.  
 Push on B to reset the chrono.

### 5.2.5. Measure of a time by circle

Push on A to start the chrono.  
 Push on B at least 1 second: the display is frozen and the chrono restart to count from 0  
 Push on B to defreeze the display: display gives the time elapsed between first push on B and second push on B.

## 5.3. YACHTING

Push on the crown to go in mode YACHTING. After 3 seconds, hour hand comes on the last selected regatta starting time (in minute). Minute hand comes on 12h. The regatta starting time can be between 1 and 10 minutes. Display shows TIME1.

Push on A to start the regatta (count down): hour hand indicate minute and turn in 15 steps by minute. Minute hand indicates second in 1 round by minute. The watch emit bip during the count down.

Remaining time	Bip
9,8,7,6,5,4,3,2,1 minute	1 double bip
50,40 seconds	1 bip
30,20 seconds	1 double bip
10,9,8,7,6,5,4,3,2,1 seconds	1 bip
0 minute and 0 second	1 long bip

After the long bip, automatically the mode is chrono (maximum 99:59'59): The digits indicate the chrono and the hand indicate TIME1.  
 During count down regatta:

- A push on A will start or stop the count down.
- A push on B, when the regatta is stop, will reset the regatta: minute hand will go in 12h and hour hand will go on the last selected regatta starting time.
- Re-synchronisation

If A has been pushed too late, when starting the count down, there is a second chance to resynchronise at each full minute, when heaving the gun shot: a push on B when heaving the gun shot will re-synchronise the count down of your watch with the official one. During this time and to avoid mistake, circular second display is turned off. During last minute, hands have to be in superposition and runs together. Visual effect is one hand is visible to avoid misreading during last seconds.

### 5.4. Exchange TIME2 or TIME3 between TIME1

Push on the crown to go in mode TIME2 or TIME3 ( TIMEx).

Push A and B together to switch between TIME 1 and TIMEEx. TIMEEx becomes TIME 1 and TIME 1 becomes TIMEEx. Hands will show new TIME 1 (former TIMEEx)

### **5.5. Electro luminescent**

The pushbutton D allows switching on the EL. A timer keeps the EL on for 3 seconds after pushbutton release. When EL is ON: any action on buttons A, B or C will switch on EL for 3 seconds more.

6. Description of watch

