

## "TOTALLY WIRELESS FENCING " USER GUIDE

### **INTRODUCTION**

The set, consisting of a receiver box (125\*70\*35 mm) that contains a sounder and red/green lights, and two wireless weapons (epee or foil) or/and two epee transmitters. A coded transmitter is included in the handle of the weapon. No body-wire is needed. **The receiver can acquire only two weapons in the same time.** They can be replaced by other weapons with a proper code acknowledge procedure below described. It is possible to choose the foil or epee timings mode by the switch present on upper side of receiver box .

### **INITIAL WEAPON CODE ACKNOWLEDGE PROCEDURE**

This procedure must be done at the first switch-on when you have to couple the 2 weapons to the receiver or when you have to replace the weapons. Usually the receiver is delivered with none transmitter connected. Please do the following steps:

- 1) **When the receiver is in off mode mode (led off)** push the red button switch at least for 4 seconds and release it: in this mode the red light will flash and the acoustic signal is activated :
- 2) At this point act on the red weapon point so that weapon is connected to the receiver (the red light will stop flashing)
- 3) Then repeat the same action on the blue weapon when the green light will flash (the green light will stop flashing and the acoustic signal is deactivated)

At this point the system is ready to be used starting "fencing.

### **SYSTEM ON/OFF**

For the transmitters in side the weapons none on-off action is required: the weapon is delivered with the 12 volt battery installed .Note : for the epee transmitter the battery used is 6 volt.

The receiver can be activated pushing the red button for not more than 1 second (the yellow led indicator will flash with slow frequency) : if none action is done for 20 minutes the receiver goes in off mode automatically : if you would like to switch off the receiver immediatly just push the red button again for at least 2 seconds.

### **SCORING (EPEE MODE)**

When a fencer hits the opponent, the receiver shows red or green lights to confirm the hit. For a hit to be valid, the tip must remain pressed for a minimum of 4ms. If both fencers hit at the same time within 40ms, a double hit will be scored.Both red and green lights show.If the second hit is outside the 40ms limit only the first hit will be scored. Once a hit is scored, the equipments locks out further activity for a period of 2 seconds.

### **SCORING (FOIL MODE)**

When a fencer hits the opponent, the receiver shows red or green lights to confirm the hit. For a hit to be valid, the tip must remain pressed for a minimum of 15ms. If both fencers hit at the same time within 300ms, a double hit will be scored.Both red and green lights show.If the second hit is outside the 300ms limit only the first hit will be scored. Once a hit is scored, the equipments locks out further activity for a period of 2 seconds.

### **SCORING SIGNALLING IMPROVEMENT**

To improve scoring visibility it is possible to use more receivers in the same time. For this scope just make the above described weapon code acknowledge procedure on more receivers.

### **BATTERIES (When changing batteries)**

The 9 volt battery of the receiver will last up 100 hours of normal operation. It should be replaced when the terminal voltage falls below 7 volt (in this case the yellow led indicator will flash with higher frequency). Below this voltage the receiver may begin to score erratically. Replace the receiver battery with a good quality 9V alkaline type, taking off the front panel unscrewing the 4 screws.

The life of the 12V battery on each weapon is in excess of more years depending by the working frequency of the weapon. The user can replace it taking off the battery holder from the weapon handle with the help of small screwdriver.