

SWIMCLOCK



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Contents

IST'S SWIMCLOCK	3
WORKOUT Mode	3
STOP WATCH Mode	6
GAME CLOCK Mode	6
Menu Tree	7
Appendix A - Programming Examples	8
Appendix B - Linking Multiple SWIMCLOCKS	12
Appendix C - Battery Powered SWIMCLOCKS	13
Product Warranty	14

IST'S SWIMCLOCK

The SWIMCLOCK from IST is a pace / game clock that can be used for swimmer's workouts or water polo games. It can also be run as a stopwatch.

To turn on the clock, flip the switch on the left end to the ON position (|). On the LED display you should see **IST!**. The LCD screen on the pendant (the hand held controller) will display an opening screen and then the main menu.

The pendant is a small computer which controls the LED display on the SWIMCLOCK. Its keypad consists of the numbers 0 through 9 and the following keys: STRT/STOP, EXIT, CLR, ENTR and up and down arrows. STRT/STOP will start or stop any of the functions. EXIT will take you out of whatever menu you are in and return you to the previous one. CLR will clear a line of data, and ENTR will send the data to the clock. The up and down arrows move the cursor or arrow either up or down. The pendant plugs into the SWIMCLOCK through the round connector on the left end of the clock. Without the pendant attached, the SWIMCLOCK will begin to count up by seconds shortly after being turned on, and continue until turned off.

On SWIMCLOCK, all number entry is from left to right. Thus, to enter a time of 00:30 you need press only 3, 0, and ENTR to enter the time. If you enter five numbers into the space provided for four, the first number you entered will be moved out of the display so that the second number you entered becomes the first in the time. For example, entering 1, 2, 3, 4, 5 will result in a time of 23:45.

The MAIN menu on the pendant is the first menu you will see. It contains the following modes: WORKOUT, STOPWATCH, and GAME CLOCK. To select one of these three modes, use the arrow keys to move the pointer (->) to the selection you want and press ENTR.

WORKOUT Mode

The workout mode allows you to create up to 30 different sets, each containing up to five different time intervals. These sets are then arranged into a workout consisting of one to eight sets, which will be run on the clock. You may select whether the time counts up or down, and how many repetitions of an interval you wish to run. The clock will beep once, signifying beginning of a rep, or three times signifying the beginning of a workout.

If you selected the WORKOUT mode from the MAIN menu, a list of the following options will appear: USE WORKOUT, E-Z WORKOUT, CONFIGURE SET, and MODIFY MEMORY.

MODIFY MEMORY:

This option allows you to clear the entire memory of the SWIMCLOCK. Use the arrow keys to point to that option in the menu and press ENTR. You will now see the following options: CLEAR MEMORY, COMPUTER I/F, and MEMORY USAGE.

Pointing to MEMORY USAGE and pressing ENTR will display how many sets and workouts are currently in the pendant's memory. Press EXIT to return to the previous menu.

Pointing to CLEAR MEMORY and pressing ENTR will bring up the following message: CLEARING MEMORY CONFIRM Y/N: NO. To clear the *entire* memory, press the up arrow to change the message to YES and then press ENTR. WARNING: THIS WILL PERMANENTLY CLEAR ALL OF THE CLOCK'S CURRENT MEMORY! To exit without clearing the memory,

press ENTR when the message reads NO and you will return to the previous menu.

The COMPUTER I/F function is not yet available.

E-Z WORKOUT:

This mode is found in the workout menu and allows you to create and run one set at a time. To select it, use the arrow keys to move the pointer to it and press ENTR. You will now see a screen similar to the following:

```

E Time - 00:00
Ct U/D - Up
Repts - 01

```

In the space labeled E TIME, enter the interval on which the set will be swum. You may enter only one time for this set. When you have entered the correct time, press ENTR and the cursor will move to the next space, which is CT U/D. This allows you to select whether the clock counts up or down through the interval. To make the selection, use the arrow keys, up for UP and down for DOWN, to select the direction. When you have selected it, press ENTR and the cursor will move to the next space, which is REPTS. Here, enter the number of times you wish the interval to repeat and press ENTR. This will return the cursor to the E TIME position. Press STRT/STOP to begin the set. To stop the clock in the middle of the set, press STRT/STOP again. To exit the E-Z /WORKOUT mode once you have stopped the clock, press the EXIT key.

CONFIGURE SET:

Before you can set up a workout, you must configure the sets to be used in the workout. Point to this option in the WORKOUT menu using the arrow keys and press ENTR. You will now see the following:

```

Set #:01
U/D/P:
Reps:    >
Time:

```

First you must assign the set a number, from 1 to 30 and then press ENTR. If you assign the set a number which has already been used, the set will appear on the display. Now choose the direction to count the intervals, either up, down, or pause. Pressing the up arrow allows you to scroll through the three options. UP counts up, DOWN counts down, and PAUSE is not yet available. Once you have made the selection, press ENTR to move to the next field. Now enter the number of times you want to repeat the set of intervals. Press ENTR to move the cursor to the next field, TIME. This is where you enter the time intervals which define the set.

You will notice that 00:00 appears next to the greater than (>) sign on the right of the display. This displays the times already assigned to the set. These can be altered in scroll mode, which we will discuss later. To enter a time of 20 seconds, press 2, 0, and ENTR. The time just entered will appear to the right of the greater than sign. To enter a second time - we'll use 30 seconds - press 3, 0, and ENTR. At the right of the screen you will now see both the 20 and 30 displayed, in the order entered. To enter a duplicate time, in this case a second 30 seconds, simply press ENTR. You should now see 20, 30, 30 displayed on the right. Once you have pressed a number key, you are in ENTRY mode. To switch to scroll mode, which allows you to edit the times you entered in ENTRY mode, press one of the arrow keys before pressing a digit key. The down arrow moves the list of times down, the up arrow moves it up. The time that appears next to the greater than sign is the time you may change. You may manipulate the time

in two ways. To delete it entirely, press CLR. This will take that time out of the list and move the others up. To insert a time, for example 40 seconds after the first 30 seconds, press 4, 0, ENTR. Your list should now read 20, 30, 40, 30. Remember that the time will always be inserted AFTER the one that you are looking at and that the times move up when one is deleted.

When you have finished entering that set, press EXIT to create another one. Be sure to assign the new set a new number. Press EXIT on an empty set to return to the WORKOUT menu.

USE WORKOUT:

This menu option allows you to set up a workout, delete a workout, and run the workout. Using the arrow keys to move the pointer, select USE WORKOUT and press ENTR. This will take you to a menu consisting of the following options: SELECT TO RUN, MODIFY, SEND-OFF, and DELETE.

To set up a workout, move the pointer to MODIFY and press ENTR. You will now see the following:

```

W-out alter
W-out#:01
Add/clr    >
Set#:

```

Assign the workout a number in the space provided and press ENTR. This will take you to the second field, ADD/CLR. You are now able to enter up to eight sets in the same manner as you entered times into a set (see above). When you are finished setting up that workout, press EXIT to go to the next workout to create, or press EXIT again to return to the USE WORKOUT menu.

To delete a workout you have created, move the pointer to DELETE in the USE WORKOUT menu and press ENTR. Enter the number of the workout you wish to delete and press ENTR. The message CONFIRM Y/N:NO will now appear on the bottom of the display. To delete the workout use the up arrow to select YES. To continue without deleting the workout, use the down arrow to select NO. See Appendix A for examples of setting up several kinds of sets and workouts in the SWIMCLOCK.

The SEND-OFF option allows you to send several swimmers with an increment of time between each. For example, if you had four swimmers in a lane, you may wish to start one swimmer every five seconds. Select SEND - OFF from the USE WORKOUT menu and press ENTR. You will now see the following screen:

```

Send Y/N:NO
# of sends:00
Interval:00

```

To run a send-off, use the up arrow key to change the first message to YES and press ENTR. For the number of sends, you will enter the number of swimmers you will be sending minus one. This is because the first swimmer will leave at the start of the set. Using the example above, we would enter 3 for the number of sends and press ENTR. For INTERVAL enter the time between each send-off, in this case 5. Press EXIT when you are finished to return to the USE WORKOUT menu. The send-off will be assigned to each set in every workout.

To run a workout, move the pointer to the SELECT TO RUN option and press ENTR. Here you should enter the workout number you wish to run and press ENTR. This will display the workout. To begin the workout, press STRT/STOP. At the beginning of each set the horn will sound three times, the third being the "go". At the beginning of a repetition or assigned send-

off it will sound once.

NOTES: If you wish to pause between sets, you must create a set for that purpose, otherwise the clock will run the sets continuously. The same is true if you wish to put a five second delay before starting the workout, you must create a set specifically for that purpose.

STOP WATCH mode

To run the pace clock as a stopwatch, use the arrow keys to move the pointer to the STOP WATCH option in the MAIN menu and press ENTR. You will now have three options, FREE RUNNING, CUMULATIVE, and LAP. FREE RUNNING runs as a stopwatch, but if you stop and then restart it, it continues from the time at which you stopped it. CUMULATIVE allows you to see the cumulative lap times. To see the lap time, press ENTR. This stops the running time so that you may view it. When you press ENTR again, the clock picks up where it would be had you not pressed ENTR. LAP allows you to time each individual lap. Pressing ENTR displays the time that it took to run that lap. Pressing enter again returns you to the running time. For each of these options, STRT/STOP will start and stop the "watch", CLR clears it, EXIT returns you to the STOPWATCH menu and ENTR displays the lap or cumulative time if that is an option.

GAME CLOCK mode

This mode will allow you to run a water polo game on the clock. Use the arrow keys to move the pointer to GAME CLOCK in the MAIN menu and press ENTR. You will now see the following:

GAME MODE
G Time - 00:00
Ct U/D - DOWN

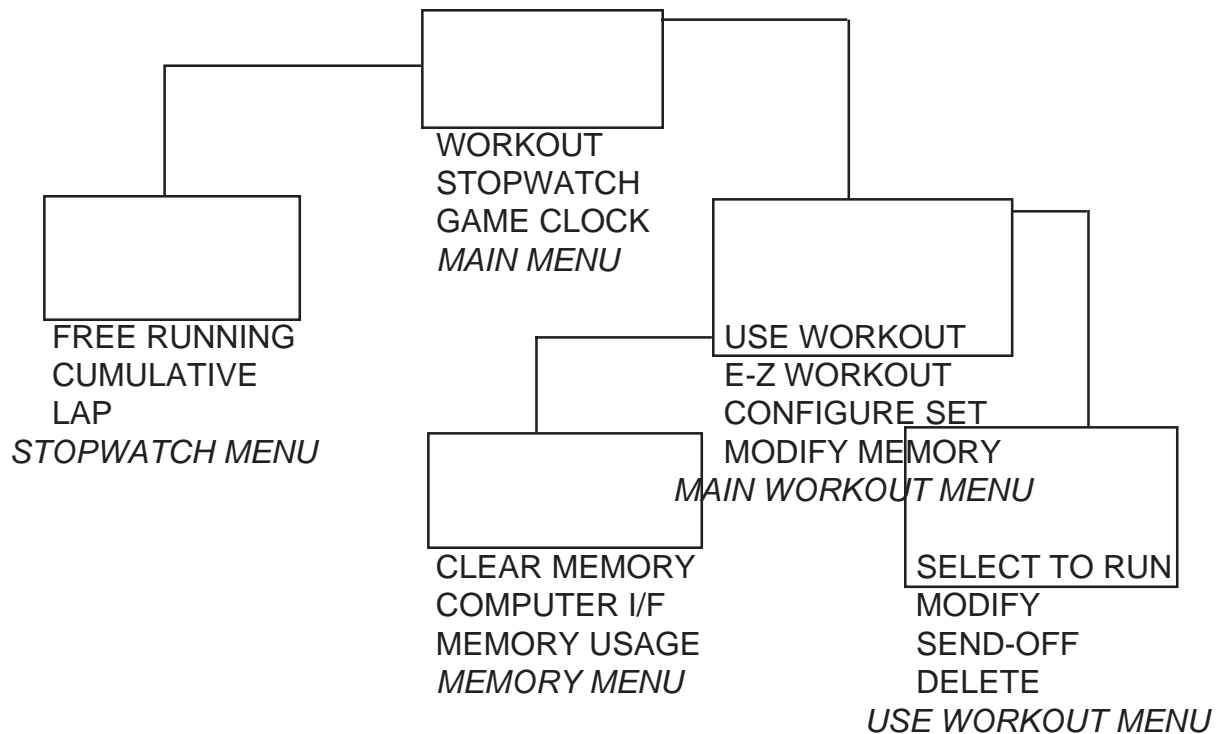
In G TIME, enter the amount of time for the period of play and press ENTR. Use the arrow keys to select whether the clock counts up or down; the up arrow selects UP, the down arrow selects DOWN. Once you have selected the direction of counting, press STRT/STOP to begin the clock. To stop the clock, press STRT/STOP again. To restart it press STRT/STOP again. This will cause the clock to start where it was stopped. To change the time on the clock, stop it and press CLR. This will take you to the following screen:

Pr Time - 19:26
Nw Time - 19:26
Clr

Entering a new time at the cursor will allow you to change from the present time (PR TIME) to the new time (NW TIME). Press ENTR when you have entered the new time and you will be returned to the game clock, with the new time displayed on the clock. Press STRT/STOP to restart the clock. When the time expires the horn will sound.

Menu Tree

This menu tree has been designed to show the progression of the menus that appear on the pendant display. Only menus are included in this tree, screens where information is entered are not.



APPENDIX A**EXAMPLE SETS AND WORKOUTS****EXAMPLE 1:****ENTERING A SET WITH ONE TIME, SEVERAL REPETITIONS**

To enter a set such as 10 x 100yd on the 1:30, you would do the following:

- 1) In the WORKOUT menu, select CONFIGURE SET
- 2) Select the SET # (set number) *we will use set 1*
- 3) Select the U/D/P (count direction) *we will count up (U)*
- 4) Select the REPS (number of times the set will repeat) *this set is 10*
- 5) Enter the TIME (time interval for the set) *enter 130 which will appear as 1:30*
press **<ENTR>** to enter the time you have selected into the memory
- 6) Press **<EXIT>** to save that set to memory
- 7) Press **<EXIT>** again to return to the WORKOUT menu
- 8) Select USE WORKOUT
- 9) Select MODIFY to create a workout
- 10) Enter W-OUT # (the workout number) *we will use workout 1*
- 11) Enter the SET # (the set number(s) to add to the workout) *we will enter set 1*
press **<ENTR>** to enter the set into memory
- 12) Press **<EXIT>** to save that workout to memory
- 13) Press **<EXIT>** to return to the USE WORKOUT menu
- 14) Select SELECT TO RUN
- 15) Enter W-OUT # (the workout number you wish to run) *we will run workout 1*
- 16) Press **<ENTR>** to select that workout
- 17) Press **<START/STOP>** to begin the set

EXAMPLE 2:**ENTERING A SET WITH ONE TIME, MORE THAN 99 REPETITIONS**

To enter a set such as 200 x 50yd. on the :50, you would do the following:

- 1) In the WORKOUT menu, select CONFIGURE SET
- 2) Select the SET # (set number) *we will use set 1*
- 3) Select the U/D/P (count direction) *we will count up (U)*
- 4) Select the REPS (number of times the set will repeat) *this set is 99*
- 5) Enter the TIME (time interval for the set) *enter 50 which will appear as :50*
press **<ENTR>** to enter the time you have selected into the memory
- 6) Press **<EXIT>** to save that set to memory
- 7) Select the SET # (set number) *we will use set 2*
- 8) Select the U/D/P (count direction) *we will count up (U)*
- 9) Select the REPS (number of times the set will repeat) *this set is 2*
- 10) Enter the TIME (time interval for the set) *enter 50 which will appear as :50*
press **<ENTR>** to enter the time you have selected into the memory
- 11) Press **<EXIT>** to save that set to memory
- 12) Press **<EXIT>** again to return to the WORKOUT menu
- 13) Select USE WORKOUT
- 14) Select MODIFY to create a workout

- 15) Enter W-OUT # (the workout number) *we will use workout 1*
- 16) Enter the SET # (the set number(s) to add to the workout) *we will enter set 1*
press **<ENTR>** to enter the set into memory
- 17) Press **<ENTR>** to enter set number 1 a second time
- 18) Add set number 2 to the list *you will now have two sets of 99 reps. and one set of 2 reps for a total of 200 reps.*
- 19) Press **<EXIT>** to save that workout to memory
- 20) Press **<EXIT>** to return to the USE WORKOUT menu
- 21) Select SELECT TO RUN
- 22) Enter W-OUT # (the workout number you wish to run) *we will run workout 1*
- 23) Press **<ENTR>** to select that workout
- 24) Press **<START/STOP>** to begin the set

EXAMPLE 3:**ENTERING A SET WITH SEVERAL TIMES, SEVERAL REPETITIONS**

To enter a set such as 1 x 100, 1x 200, 1 x 50 to be swum 4 times with the 100yds on the 1:30, the 200yds on the 2:45 and the 50yds on the 1:10, you would do the following:

- 1) In the WORKOUT menu, select CONFIGURE SET
- 2) Select the SET # (set number) *we will use set 1*
- 3) Select the U/D/P (count direction) *we will count up (U)*
- 4) Select the REPS (number of times the set will repeat) *this set is 4*
- 5) Enter the TIME (time interval for the set) *enter 130 which will appear as 1:30*
press **<ENTR>** to enter the time you have selected into the memory
- 6) Enter the second time *enter 245 which will appear as 2:45*
- 7) Enter the third time *enter 110 which will appear as 1:10*
- 8) Press **<EXIT>** to save that set to memory
- 9) Press **<EXIT>** again to return to the WORKOUT menu
- 10) Select USE WORKOUT
- 11) Select MODIFY to create a workout
- 12) Enter W-OUT # (the workout number) *we will use workout 1*
- 13) Enter the SET # (the set number(s) to add to the workout) *we will enter set 1*
press **<ENTR>** to enter the set into memory
- 14) Press **<EXIT>** to save that workout to memory
- 15) Press **<EXIT>** to return to the USE WORKOUT menu
- 16) Select SELECT TO RUN
- 17) Enter W-OUT # (the workout number you wish to run) *we will run workout 1*
- 18) Press **<ENTR>** to select that workout
- 19) Press **<START/STOP>** to begin the set

EXAMPLE 4:**ENTERING A SET WITH ONE REPETITION, MORE THAN FIVE TIME INTERVALS**

To enter a set such as 21 x 100yds starting on the 1:21 and descending 1 second per hundred, you would do the following:

- 1) In the WORKOUT menu, select CONFIGURE SET
- 2) Select the SET # (set number) *we will use set 1*
- 3) Select the U/D/P (count direction) *we will count up (U)*
- 4) Select the REPS (number of times the set will repeat) *this set is 1*
- 5) Enter the TIME (time interval for the set) *enter 121 which will appear as 1:21*
press **<ENTR>** to enter the time you have selected into the memory
- 6) Enter the next four intervals into the set *these will be 1:20, 1:19, 1:18, and 1:17*
- 7) Press **<EXIT>** to save that set to memory
- 8) Select the SET # (set number) *we will use set 2*
- 9) Select the U/D/P (count direction) *we will count up (U)*
- 10) Select the REPS (number of times the set will repeat) *this set is 1*
- 11) Enter the TIME (time interval for the set) *enter 116 which will appear as 1:16*
press **<ENTR>** to enter the time you have selected into the memory
- 12) Enter the next four intervals into the set *these will be 1:15, 1:14, 1:13, and 1:12*
- 13) Press **<EXIT>** to save that set to memory
- 14) Press **<EXIT>** again to return to the WORKOUT menu
- 15) Select the SET # (set number) *we will use set 3*
- 16) Select the U/D/P (count direction) *we will count up (U)*
- 17) Select the REPS (number of times the set will repeat) *this set is 1*
- 18) Enter the TIME (time interval for the set) *enter 111 which will appear as 1:11*
press **<ENTR>** to enter the time you have selected into the memory
- 19) Enter the next four intervals into the set *these will be 1:10, 1:09, 1:08, and 1:07*
- 20) Press **<EXIT>** to save that set to memory
- 21) Select the SET # (set number) *we will use set 4*
- 22) Select the U/D/P (count direction) *we will count up (U)*
- 23) Select the REPS (number of times the set will repeat) *this set is 1*
- 24) Enter the TIME (time interval for the set) *enter 106 which will appear as 1:06*
press **<ENTR>** to enter the time you have selected into the memory
- 25) Enter the next four intervals into the set *these will be 1:05, 1:04, 1:03, and 1:02*
- 26) Press **<EXIT>** to save that set to memory
- 27) Select the SET # (set number) *we will use set 5*
- 28) Select the U/D/P (count direction) *we will count up (U)*
- 29) Select the REPS (number of times the set will repeat) *this set is 1*
- 30) Enter the TIME (time interval for the set) *enter 101 which will appear as 1:01*
press **<ENTR>** to enter the time you have selected into the memory
- 31) Enter the last interval into the set *this will be 1:00*
- 32) Press **<EXIT>** to save that set to memory
- 33) Press **<EXIT>** to return to the WORKOUT menu
- 34) Select USE WORKOUT
- 35) Select MODIFY to create a workout
- 36) Enter W-OUT # (the workout number) *we will use workout 1*

- 37) Enter the SET # (the set number(s) to add to the workout) *we will enter set 1*
press **<ENTR>** to enter the set into memory
- 38) Enter sets 2, 3, 4, and 5 into the workout
- 39) Press **<EXIT>** to save that workout to memory
- 40) Press **<EXIT>** to return to the USE WORKOUT menu
- 41) Select SELECT TO RUN
- 42) Enter W-OUT # (the workout number you wish to run) *we will run workout 1*
- 43) Press **<ENTR>** to select that workout
- 44) Press **<START/STOP>** to begin the set

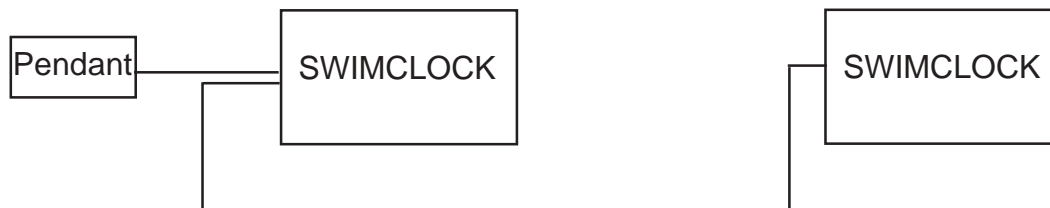
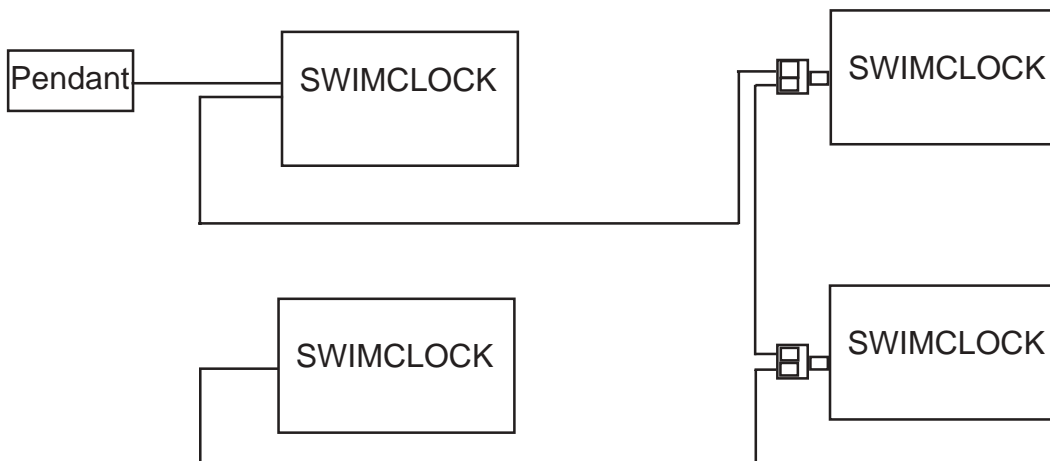
APPENDIX B**LINKING MULTIPLE SWIMCLOCKS**

Two or more SWIMCLOCK's can be linked together to run synchronously from one programming pendant. This is particularly useful in large pools where a single clock is not easily visible from all lanes. Additional clocks may be SWIMCOUNT models, which do not come with a programming pendant.

To link two SWIMCLOCK's, you will need the required length of **4-conductor modular wire** (available from IST) with a single, 4-conductor modular plug at each end. The connections must be wired "straight through", not reversed, so standard telephone wire will not work. Please note: The modular wire should not be placed near objects that generate large amounts of electrical "noise", ie: fluorescent lights.

Plug the programming pendant into the round connector of first SWIMCLOCK . Connect one end of the 4-conductor modular wire to the jack on this clock. Then connect the other end of the wire to the second SWIMCLOCK. (See Figure 1) You may now program the pendant normally, and the clocks will run synchronously.

To link more than two SWIMCLOCKs, use a 4-conductor 2-in/1-out modular plug in the second and subsequent SWIMCLOCKs , except the last one, which doesn't need a plug. (See Figure 2)

Figure 1:**Figure 2:**

Instructions for Charging

1. The Battery Operated SWIMCLOCK will run for 8 to 10 hours on a full charge. When the battery gets low, you will see **B** in the corner of the LCD screen of the programming pendant. **It is not necessary to let the battery run down before recharging. To maintain maximum battery life, charge the SWIMCLOCK overnight after every use.**
2. To charge the SWIMCLOCK, plug the power cord supplied with the unit into the connector near the switch and into a 110v GFI wall outlet. The light under the switch will come on when the unit is charging. When the light is flashing or off, the unit is fully charged.
3. It will not harm the batteries to leave SWIMCLOCK charging longer than the required time. If you wish, you can use SWIMCLOCK each day in practice, then leave it charging until the next practice. The batteries used in SWIMCLOCK do not have a memory, so there is no danger of over- or under-charging them.
4. You may also use SWIMCLOCK with the power cord plugged in. The unit will continue to charge, but will require more time than if it was not in use.
5. To store the SWIMCLOCK during the off-season, fully charge the battery and disconnect it from power. Remove water spots from the surface with glass cleaner and a soft cloth. Store the SWIMCLOCK in a dry place. Before using the SWIMCLOCK after a storage period of a month or more, be sure to charge it again.

International Sports Timing Product Warranty

The limited warranty set forth below is given by **International Sports Timing**, division of Industrial Service Technology, Inc. ("Company") with respect to **SCOREBOARD, Computer Interface (included with SWIMWARE, TIMEWARE or MEETWARE Software), POLOWARE Interface (included with POLOWARE Software), SWIMCLOCK, SWIMCOUNT, SHOTCLOCK, SWIMSTART, SWIMSTART Remote Start, Backup Button and On-Deck Cable** products ("Products"). **(NOTE: In-deck wiring and all related deck plates, wall plates and wiring are NOT included in this warranty. See separate warranty statement.)**

Products, when delivered to you in new condition in their original containers, are warranted against defects in materials or workmanship as follows: for a period of **five (5) years** from the date of original purchase, defective Products returned to the Company and proven to be defective upon inspection, will be repaired or exchanged for new or comparable rebuilt Products, as determined by the Company. **Twelve (12) Volt Batteries** (Batteries) used in some Products are warranted against defects in materials or workmanship for a period of **two (2) years** from the date of original purchase, during which period defective Batteries in Products returned to the company and proven to be defective upon inspection will be replaced by the Company. If the Batteries prove to be defective during the remaining three (3) years of the Product warranty, the Company will replace the Batteries for such cost as the Company may generally establish from time to time.

This limited warranty covers all defects encountered in normal use of the Products, and does not apply in the following cases:

1. Loss of or damage to the Products due to abuse, mishandling, improper packaging by you, alteration, accident, electrical current fluctuations, failure to follow operating, maintenance or environmental instructions prescribed in the Company's instruction manual, or service performed by other than the Company
2. Use of parts or supplies (other than those sold by the Company) which cause damage to the Product or cause abnormally frequent service problems.
3. If any Product has had its serial number or dating altered or removed.

The Company makes no express, implied or statutory warranties (including any warranty of merchantability or of fitness for a particular purpose) with respect to any goods or services sold by the Company. The Company disclaims and Buyer agrees that there are no warranties arising from any course of dealing or trade usage or warranties implied by custom or usage in the trades of the Buyer and of the Company, and that any prior dealings of the Buyer with the Company do not imply that the Company warrants the goods or services in any way.

Any buyer of Products from the Company agrees with the Company that the sole and exclusive remedies for breach of any warranty concerning the goods or services shall be for the Company, at its option, to repair or replace the Products or refund the purchase price. In no event shall Company be liable for any consequential or incidental damages even if the Company fails in any attempt to remedy defects in the Products, but in such case the Buyer shall be entitled to no more than a refund of all money paid to the Company by the Buyer for purchase of all Products. Any cause of action for breach of any warranty by the Company shall be barred unless the Company

receives from the Buyer a written notice of the alleged defect or breach within ninety (90) days from the earliest date on which the buyer could reasonably have discovered the alleged defect or breach, and no action for the breach of any warranty shall be commenced by the buyer later than twelve months from the earliest date on which the buyer could reasonably have discovered the alleged defect or breach. The warranty herein extends to the original Buyer only and not to Buyer's customers or the users of Buyer's products. This warranty shall not apply if the Product has been subjected to alteration, misuse, accident, neglect or improper application, installation or operation.

Warranty Service

In order to obtain warranty service, call the Company at 800/835-2611 from Monday to Friday 9:00AM to 5:00PM Eastern Time (excluding holidays). A Company technician will attempt to diagnose the nature of the Product problem and correct it over the telephone. If the problem cannot be corrected over the telephone, you will be given a Return Material Authorization (RMA) Number, and directed to ship the Product to the Company, to the attention of the RMA number. The Company technician may direct you to return only certain components of the Product that require repair or replacement. It is your responsibility to **properly** package and send the Product together with a complete explanation of the problem to the Company at your cost. Products covered by this limited warranty will be repaired or replaced and returned to you without charge by the Company. Repairs not covered under this limited warranty will be charged to you at such cost as the Company may generally establish from time to time.

Exchange Service

Exchange Service is a program that expedites the exchange of a non-working product with a refurbished Product, when available. The refurbished Product you receive will be covered by the balance of the period remaining on your original limited warranty. **NOTE THAT BY USING THIS SERVICE YOU WILL KEEP THE REPLACEMENT PRODUCT THAT IS SENT TO YOU AND THE COMPANY WILL NOT RETURN TO YOU THE NON-WORKING PRODUCT THAT YOU ORIGINALLY PURCHASED, WHICH SHALL BECOME THE PROPERTY OF THE COMPANY.**

If you elect Exchange Service and a refurbished Product is available, you will be issued a Return Material Authorization (RMA) Exchange number, and directed to ship the Product to the Company, to the attention of the RMA number. You will be asked for information pertaining to your non-working Product and for a ship-to location for the replacement Product (street address only--no P.O. Boxes). The Company technician may direct you to return only certain components of the Product that require replacement. It is your responsibility to **properly** package and send the Product together with a complete explanation of the problem to the Company at your cost. The replacement Product will be sent to you at no charge by the Company. You must also agree that you will be billed an amount up to the cost of a new Product if (1) you do not return the non-working Product to the Company within thirty (30) days of receiving the RMA Exchange Number; (2) the defects in the non-working Product are not covered by this limited warranty; or (3) the warranty period on the Product has expired or has not been sufficiently established by the Product's serial number, as registered by the company.