

International Sports Timing
PRODUCT SPECIFICATIONS
POLOWARE for Windows Match Software

International Sports Timing's POLOWARE for Windows Match Software offers an affordable system that turns your computer into a water polo game console. POLOWARE software runs in Windows 2000, XP or Vista (XP or Vista Pro is recommended for networking). A Polo Interface connects to the computer via a serial port (or USB port with serial adapter), and to the shot clocks, game clock(s) and scoreboard (if used). Push buttons on 10 foot cables can be used reset the shot clock and start and stop the game clock. Extensive Help files and Video Tutorials mean assistance is just a click away. Like all products from IST, POLOWARE is covered by a five year warranty.

POLOWARE match information can be displayed on IST's numeric LED, alphanumeric LED or BOARDWARE scoreboards or other vendor's scoreboards (numeric display only). SWIMWARE LED scoreboards are solid state electronics, providing a low maintenance, durable, and attractive display. For more information on the display, see the scoreboard specifications.

I. Team Functions

- A. The Team Administrator saves data for home and visiting teams in an easy to manage format that can be edited or deleted as necessary. Data includes:
 - 1. Team Name and Team Code (abbreviation for scoreboard and reports)
 - 2. Spaces for Head Coach and two Assistant Coaches with address, phone and email
 - 3. Space for Team Address
 - 4. Spaces for 3 Team Captains.

II. Athlete Functions

- A. The Roster Administrator saves data for home and visiting athletes in an easy to manage format that can be edited or deleted as necessary. Data includes:
 - 1. Athlete's first, middle and last name, plus nick name.
 - 2. Spaces for Athlete's address, phone and email.
 - 3. Separate spaces for Father's and Mother's address, phone and email.
 - 4. Spaces for Cap Number, Class, Birth date, Age, and Gender.

III. Match Functions

- A. New Match creates a match with the following settings:
 - 1. Assign a name, location and date for the match.
 - 2. Select the Blue and White teams for the match.
 - 3. Define the number of Periods, length of period, time between periods, and period end warning time.
 - 4. Define the number of Time Outs, length of time out and time out end warning.
 - 5. Define the Shot Clock and Exclusion Clock presets.
 - 6. Define the Half Time length and half time end warning.
- B. Run Match enables the operator to control the match from a single screen that displaying:
 - 1. Blue and White team codes with color coded buttons for points, time outs, penalties, exclusions, team fouls, red and yellow cards.
 - 2. The screen displays the period and a running game clock, shot, exclusion and interval clock.
 - 3. The operator can click buttons to indicate the winner of a sprint, start and stop the game clock, start and reset the shot clock, and sound the horn. Push buttons on 10' cables can be operated by another individual to reset the shot clock and start and stop the game clock.
 - 4. Roster displays allow the operator to identify the goalie by cap number, and to click the cap number of a player who scores, commits a penalty or is excluded. All information is then recorded in the Match Log with the game time of the event. Cap numbers of players can also be changed while keeping the log information for that player consistent.
 - 5. The Match Log may be edited from the Run screen. You can also refresh the scoreboard or undo the last event with the click of a button.
 - 6. A check box allows the game clock to run without stopping for scores, penalties or exclusions.

- C. Modify Match allows the operator to change any data set up in New Match.
- D. Delete Match allows the operator to delete any match.
- E. Hardware Diagnostic allows the operator to test the shot clocks, game clock(s), clock reset buttons and scoreboard without having to run a match.
- F. Backup functions backup and restore match, team and athlete data.
- G. Reindex Data Files reorders data files if they no longer function properly.
- H. Update offers an easy utility to update POLOWARE to the most current version.

III. Utility Functions

- A. In addition to functions already described, POLOWARE's Utility Menu offers the following:
 1. Backup Functions. This utility walks the user through the process of backing up all data.
 2. Reindex. If power to the computer is interrupted while a database is in use, the data may be corrupted. Re-indexing the data files will restore data integrity.
 3. Update. This utility walks the user through the process of updating to the latest version.
 4. Preferences. Here you can select the scoreboard manufacturer, the number of lines in the scoreboard, whether the board is numeric or alphanumeric and the computer port for data output. You can also set up the same information for a secondary scoreboard. In addition, you can select the computer ports for the game clock, shot clock and reset buttons (if different) and select the date format.

IV. Message Functions

- A. If linked to an alphanumeric SWIMWARE Scoreboard, the user can create, edit, copy and save alphanumeric messages that will be displayed on the scoreboard. Message options include scrolling, fixed and alternating.

V. Report Function

- A. From Reports, the Official Score Sheet (Match Log) can be printed.

VI. Computer Interface Specifications

- A. The Polo Interface connects the computer to the shot clocks, game clock(s) and scoreboard.
 1. Dimensions: 4.5" wide by 2.25" high by 4.5" deep.
 2. Inputs: 8 position RJ11 jacks for shot clocks, game clocks and scoreboard (or audio jack for other scoreboard manufactures), two reset buttons on 10' cables. Connects to 110V power.

VII Hardware Requirements

A. Computer Requirements

1. IBM-compatible computer with Pentium processor
2. Windows 2000, XP or Vista (XP or Vista Pro is recommended for networking).
3. 16 MB of RAM minimum, 32 MB recommended. 9 MB hard disk space available
5. VGA or Super VGA monitor
6. CD and/or floppy drive and Mouse.
8. One available serial (COM) port for the Polo Interface (or USB port with serial adapter)

B. Printer Requirements

1. Any printer that is compatible with the Windows version in use. *Note that some ink-jet printer ink will run if it gets wet.*

C. Power Requirements

1. All POLOWARE timing devices, scoreboards and all computers running POLOWARE software must be connected to GFI (Ground Fault Interrupt) 110V 5 amp (min.) outlets.

D. Recommended Equipment

1. We strongly recommend that the POLOWARE computer, its printer and the Computer Interface be connected to power through an uninterruptable power supply (UPS). This protects against accidental loss of data during a power failure.
2. The addition of an internet connection to your POLOWARE computer will enable you to download updates from or email backups to IST with minimum effort. This can facilitate match support.