

International Sports Timing

PRODUCT SPECIFICATIONS

SHOTCLOCK Pace and Shot Clock

Introduction

The International Sports Timing SHOTCLOCK Pace and Shot Clock counts seconds continuously when turned on. When connected to a computer running IST's POLOWARE Software, it operates as a water polo shot clock. You can also add a Programming Pendant to use the SHOTCLOCK for workouts or as a stand-alone shot clock. Multiple SHOTCLOCK's can be linked together to run synchronously. The SHOTCLOCK can be used indoors or outdoors. Like all products from IST, SHOTCLOCK Pace and Shot Clocks are covered by a five year warranty.

I. SHOTCLOCK Pace and Shot Clock

A. Physical

1. Overall size is 12" in length by 12.5" in height by 4" deep.
2. Total weight is 13 pounds.
3. Case consists of an aluminum extrusion coated with a matte black anodized finish. End caps flare at bottom to form no-tip feet.
4. Lens is transparent red, 1/8", non-glare shatterproof Plexiglas.

B. Electrical

1. All models should only be connected to GFI (Ground Fault Interrupt) 110V 5 amp (min.) outlet.
2. When connected to the POLOWARE Interface and a PC running POLOWARE Software, the SHOTCLOCK gets its power from the Interface through the data cable and does not need to be plugged into an outlet.
3. Load requirement: .2 amps.

C. Display

1. Two character display, which displays up to 59 seconds. Characters are 6 1/2" high by 4 1/2" wide.
2. Each character is formed by a matrix of dots, 7 high by 5 wide. Each dot is formed by a cluster of 4 Super-Bright Light Emitting Diodes (LED's).
3. The color of the LED's is red. The LED's are guaranteed by their manufacturer for 100,000 hours of operation.

D. Environmental

1. The operating temperature range is 0 to +55 degrees Celsius.
2. The storage temperature range is -55 to +85 degrees Celsius.
3. The operating humidity is <= 90% non-condensing.

E. Operating Features

1. When connected to the POLOWARE Interface and a PC running POLOWARE Software, the SHOTCLOCK is controlled by POLOWARE for water polo games. When the preset time expires, a loud tone sounds. For more information on POLOWARE, see the specification for that product.
2. The operation of the SHOTCLOCK can be controlled though the optional Programming Pendant. Operation is described in Section II, E below.
3. If pendant is not attached, the SHOTCLOCK will begin counting by seconds continuously from 0:00 to 00:59, then repeat.
4. Multiple SHOTCLOCK's can be linked together and programmed with one Programming Pendant to run synchronously.

- II. SHOTCLOCK Programming Pendant (NOTE: Because the SHOTCLOCK displays only seconds, interval times programmed into sets cannot exceed 59 seconds.)
- A. Physical
 - 1. Overall size is 7.5" in length by 4" in width by 1.2" in depth.
 - 2. Total weight is .6 pounds.
 - 3. Keypad is 16-key waterproof membrane switch. Keys are 0-9, Start/Stop, Clear, Enter, Exit, Up and Down.
 - 4. Case is impact-resistant ABS plastic.
 - B. Electrical
 - 1. Programming pendant receives power from the SHOTCLOCK through a 5' coiled 6-conductor wire with RJ11 connectors. Pendant must be connected to the SHOTCLOCK during operation.
 - C. Display
 - 1. Display is 4 row by 16 character backlit alphanumeric LCD.
 - 2. Display size in 2.5" wide by 1" high.
 - D. Environmental
 - 1. The operating temperature range is 0 to +55 degrees Celsius.
 - 2. The storage temperature range is -55 to +85 degrees Celsius.
 - 3. The operating humidity is $\leq 90\%$ non-condensing.
 - E. Operating Features
 - 1. **WORKOUT MODE:** Allows the operator to create up to 30 sets, each containing up to 5 intervals with up to 99 repetitions. Count-up or count-down is selectable. Once created, sets can be edited or deleted and replaced. Sets are retained in memory by number and can be recalled at any time. Up to 15 workouts can be created, each containing up to 8 sets. Up to 99 send-off tones can be included with a selectable interval of from 1 to 9 seconds. Once created, workouts can be edited or deleted and replaced. Workouts are retained in memory by number and can be recalled at any time. While running, workouts can be stopped, restarted or reset.
 - 2. **E-Z WORKOUT:** Allows the operator to enter a time interval and a number of repetitions. Once started, the clock will run until all repetitions have been completed.
 - 3. **GAME MODE:** Allows the operator to set a time and select either count-up or count-down. While the clock is running, it may be stopped and restarted or reset. A tone sounds when time is expired. Multiple clocks can be linked to run synchronously (see Section I, E, 2).
 - 4. **STOPWATCH MODE:** Allows clock to be used like a stopwatch in Free Running, Cumulative or Lap modes. Free Running mode allows the operator to start, stop and reset the clock to zero. Cumulative mode allows split stops and displays cumulative splits. Lap mode displays lap splits each time the Enter button is activated.