

International Sports Timing
PRODUCT SPECIFICATIONS
SWIMCLOCK/SWIMCOUNT Pace and Game Clock

Introduction

The International Sports Timing SWIMCLOCK Pace and Game Clock is a fully programmable pace clock with stopwatch and game modes. The SWIMCOUNT is a non-programmable version that counts seconds continuously when turned on. SWIMCLOCK/SWIMCOUNT's can be used indoors or outdoors, and are available with or without an internal rechargeable battery. Like all products from IST, SWIMCLOCK/SWIMCOUNT Pace and Game Clocks are covered by a five year warranty (battery warranty is two years).

I. SWIMCLOCK/SWIMCOUNT Pace and Game Clock

A. Physical

1. Overall size is 24" in length by 12.5" in height by 4" deep.
2. Total weight is 17 pounds without battery or 32 pounds with battery.
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.
5. Built in Sonalert horn sounds as indicated during sets and workouts.

B. Electrical

1. All models should only be connected to GFI (Ground Fault Interrupt) 110V 5 amp (min.) outlet for operation (non-battery models) or charging (battery models).
2. Load requirement: .2 amps.
3. Battery models include two internal, rechargeable 12V batteries with an over/undercharge protection circuit (warranty on batteries is two years).

C. Display

1. Four character display plus colon, which displays up to 99 minutes and 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. The operation of the SWIMCLOCK is controlled though the attached Programming Pendant. Operation is described in Section II, E below.
2. If pendant is not attached, the SWIMCLOCK/SWIMCOUNT will begin counting by seconds continuously from 0:00 to 99:59, then repeat.
3. Multiple SWIMCLOCK/SWIMCOUNT's can be linked together and programmed with one Programming Pendant to run synchronously.

F. Optional Shot/Game Switch

1. SWIMCLOCK/SWIMCOUNT's can also be used as Water Polo Game or Shot clocks. The optional Shot/Game Switch allows the user to switch between Game Clock Mode (4 digits counting up by seconds) and Shot Clock Mode (2 digits counting down by seconds). This item must be ordered separately, but is factory-installed before delivery.

II. SWIMCLOCK Programming Pendant

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 pace clock through a 5' coiled 6-conductor wire with RJ11 connectors. Pendant must be connected to the SWIMCLOCK 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. The horn will sound at the beginning of each interval, as well as 3 tones prior to the start of each workout.
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. The horn will sound at the beginning of each interval.
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.

