

FOIL TEST/TRAIN/FENCE DEVICE - OPERATION INSTRUCTIONS – 13.Nov.2018

STARTING UP (three- beep start):

Notes:

- An unused/unconnected unit is in sleep mode (deactivated). This is to facilitate battery saving when not used.
 - Foil and body wire in use – preferably at weapons-check pass level, e.g. low contact resistance overall.
- 1- Plug the body wire in and attach the unit to your back clip or back pocket as convenient. Plug into the foil guard socket. **A short beep (about 0.1 second) is to be heard.** This is associated with both lights are on. A good contact must be maintained for one second. (note: in case of any disconnection within this first second, the unit goes back to sleep – this is to eliminate the effect of possible contact bouncing during plug-in, e.g. due to shaky hands). Now the unit is in active state.
 - 2- One second later, **a longer (about 0.3 second) beep** (simultaneously both lights are on) prompts the fencer to select the side (green/red).
 - 3- If no hit is made within the next two seconds, **a two-second beep** with green light comes on, indicating that right side is selected.
 - 4- If a hit is made within that two second period, **a different tone beep** with red light comes on, indication that left side is selected.

USING THE UNIT – for TEST or TRAIN or FENCE:

- 1- Any hit is signalled with three second beep (with the tone for the selected side) and simultaneous three second light (red or green, as the selected side). The lights are pulsed to maximize their visibility.
- 2- Hit duration is strictly in accordance with the FIE rules, i.e. 14 milliseconds. Note - FIE rule for foil states *“The duration of the break of contact which must always ensure that a signal is registered is 14 ms (± 1 ms).”*

FINISHING FOR THE SESSION (DEACTIVATING THE UNIT):

- 1- Disconnection of body wire from the unit or/and unplugging the foil initiates deactivation process.
 - 2- First a standard 3-sec hit signalling is heard and viewed.
 - 3- Then, after eight seconds, a short beep with both lights flashing indicates that the unit has entered the sleep state. In this state, the unit consumes very low current from its battery.
- Note1: if green was selected, there will also be consecutive three levels of sound volume generated in the 8-sec period (see below, **SELECTING A DIFFERENT LEVEL OF SOUND VOLUME.**
 - Note2: a long hit with a duration exceeding eight seconds will have the same effect.

SELECTING A DIFFERENT LEVEL OF SOUND VOLUME:

- 1- If green was selected, it is possible to choose one of the three levels of sound volumes.
- 2- Press tip for a long hit. First a standard 3-sec signalling is heard and then a 2-sec quiet period follows.
- 3- Then three 2-sec beep periods follow with loudest sound first and medium sound next and lowest level sound the last.
- 4- If the tip is released (hit is halted) during any one of the sound periods, all the hits after that will be with that sound level.