

RECHARGEABLE SG11

OWNER'S MANUAL



SG

Introduction

The rechargeable SG11 was specifically designed for fencing associations that do not have dedicated training premises. Very often, these clubs will carry fencing equipment to a gymnasium where practice can take place. In such cases, it is necessary to pull power lines to various points in the hall. This is often tedious and in some cases even dangerous.

The rechargeable SG11 offers a clean and simple solution to this problem. Designed with sophisticated Lithium Ion technology, currently found in portable phones, it can be charged at home in about 2 hours. The SG11 should then last several days when powered by the battery. Hence, no power lines are necessary and a strip can be very easily and swiftly installed.

DATA SHEET

Fencing functions

- F.I.E.regulations three-weapon scoring machine.
- Can be directly reprogrammed on board to latest F.I.E. regulations.
- Antifraud yellow lights.
- Whip-over blockage in the sabre.
- Use of rounded LED matrices for signal lights for maximum vision on the sides.
- Continuous foil white lamps are automatically turned off after 15 seconds to save battery power.
- Continuous sabre white lamps are disabled to save on battery power.

Lithium Ion charger

- SG11 automatically charges when run on power supply and turned on.
- A charge LED turns on when accumulator is fully charged.
- Machine can be fully charged in less than 3 hours.
- SG11 retains its charge when turned off.
- Current is mainly drawn when lights are on.

Family of peripherals

- 2 DIN plugs for connection to external repeaters.
- 1 DIN plug for changing the weapon at a distance.

GENERAL PRESENTATION

Lights:

The lights are implemented through a novel use of a rounded flexible LED matrix. This affords maximum visibility especially when looking at the machine from the sides of the strip.

The LEDs are bicolor LEDs. They can signal a either a valid hit or a non valid hit.



The lights used in foil and sabre to indicate antiblocking antifraud lights are located at the top of the LED displays.



Connectors:

Bottom Connectors (facing the machine and from left to right):

- Power plug.
- Weapon selection connector.
- Fencing connectors.
- 2 DIN plugs for connection to external lamp repeaters.



CHARGING THE SG11

The SG11 charges automatically when it is powered up by the external power supply. **The charging technology is Lithium Ion similar to that found in portable phones.**

Complete **charge time** should take anytime between **2 to 3 hours**. **When the machine is fully charged, the charge LED on the front panel is turned on.**

Turning off the machine through the ON/OFF switch will also disconnect the accumulator from the machine thus allowing the battery to retain its charge.

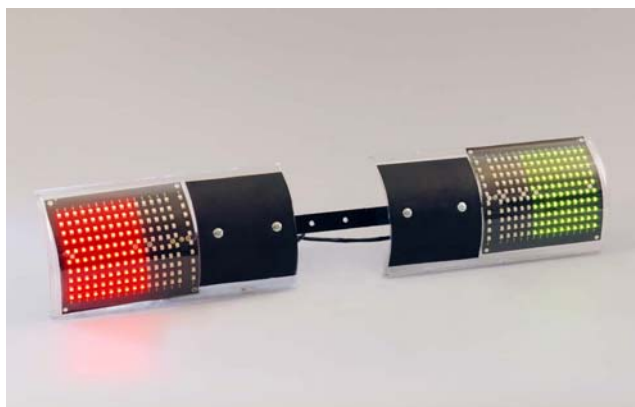
When in use, current is drawn almost exclusively from lights that are turned on. In order to save battery power, a special program was written for the machine. This program turns the foil lights off automatically after 15 seconds whenever they are running continuously which happens very often whenever fencers are not connected to the machine. The machine is then automatically reactivated whenever anyone connects to the machine again. The sabre white lamps have been disconnected.

For charging always use the 5A 12V power supply provided with the machine.

PERIPHERALS

External Lamp Repeaters:

Fencing Technologies provides several models of LED repeaters. They are distinguished according to the number of LEDs or their density. For more information, consult us. These repeater can be horizontal or vertical.



GUARANTEE

The SG12 is guaranteed, parts and labour, for one year, from date of purchase, attested by invoice. **Transport costs are always charged to the customer even if the machine is under warranty.**

"Long term" guarantee

At the expiration of the guarantee period, the user may subscribe, if he so wishes, to an annual maintenance contract for a period of two years and for a modest price.

After sales service: change in F.I.E. norms

This scoring apparatus may be reprogrammed by the manufacturer to meet any modifications in F.I.E. rules. The machine comes with a 2 year reprogramming guarantee.

N.B. The guarantee does not cover the following incidents due to faulty use of the machine:

- repair work performed by anyone non-accredited by the manufacturer
- dropping and breaking of case
- malfunction caused by plugging the apparatus into a power supply other than the one provided by the manufacturer
- plugging the apparatus into a defective electric network.
- guarantee doesn't cover the power supply that we do not manufacture. If this power supply should become faulty, purchase a new power supply will become mandatory.

Precautions in use

The machine must be used exclusively with the power supply delivered by the manufacturer. THE POWER SUPPLY IS THE ONLY ITEM NOT UNDER WARRANTY.

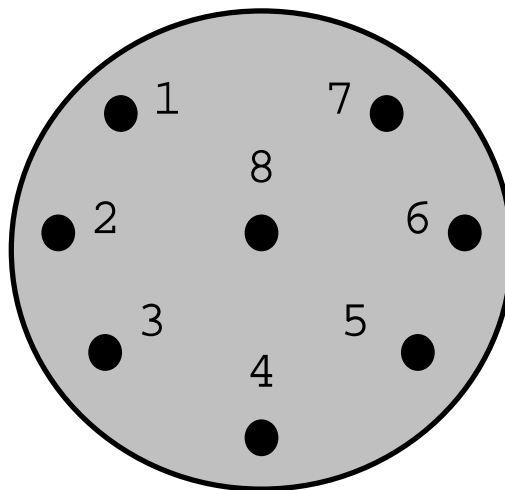
Annex 1

D.I.N. CONNECTOR TO EXTERNAL LAMPS

Although the D.I.N. pins are **protected against short circuits**, it is not advised to prolong connections with faulty cables or with inappropriate external lamps as this may damage the machine.

We can supply proper cables, external lamps or adaptors for connection to the equipment of other manufacturers.

Back view of the D.I.N. plug



1. Yellow lamp on red side (left)
2. White lamp on red side (left)
3. Red lamp (left)
4. 12V
5. Green (right)
6. White lamp on green side (right)
7. Yellow lamp on green side (right)
8. Sound

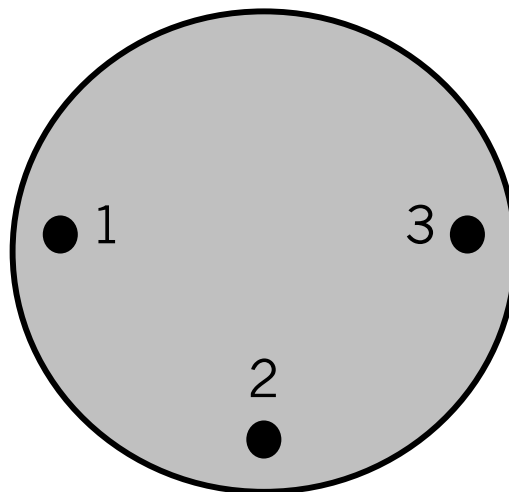
Annex 2

D.I.N. CONNECTOR FOR REMOTE WEAPON CHANGE

The 3 pin DIN plug is used to change the weapon at a distance through a simple cable connected to a remote push button. **Simply connect the push button to pins 1 and 3 of the DIN plug.**

The remote pushbutton will duplicate the weapon selection button on the front panel of the machine.

Back view of the D.I.N. plug



1. Weapon switch
2. Not connected
3. GND