Water Polo

OPERATING INSTRUCTIONS

SC30 Eco / 4SC30 Eco

SCX30 Eco / 4SCX30 Eco

Non-binding pictures

GENERALITIES

SC30 Eco & 4SC30 Eco: Equipment for indoor use only.

SCX30 Eco & 4SCX30 Eco: Equipment for outdoor use.

The control console and the horn / power supply box should be protected against bad weather conditions (during the operation but also when the equipment is not in use).

Use a soft dry cloth to clean the equipment.

Scope of delivery	
Display units (SC30 Eco & SCX30 Eco: 2 display units / 4SC30 Eco & 4SCX30 Eco: 4 display units) ✓ Installation on the floor. ✓ The display units indicate the ball possession time to the spectators, teams and referees. ✓ Dimensions: 500 x 300 x 65 mm - Weight: 2 kg. ✓ The display units are powered by the horn / power supply box. They should only be connected to the STRAMATEL system supplied.	
Horn / power supply box ✓ Place at least 2,5 meters far from the pool edge. ✓ It Supplies power to the display units and the control console. ✓ Dimensions: 140 x 140 x 200 mm - Weight: 1,85 kg. ✓ Class I equipment – Must be connected to earth. ✓ Power supply: 100-240V 50/60Hz 0,60-0,25A. ✓ Power consumed: 60VA (max). ✓ Protection : external fuse 5x20mm 1,6A (on the side of the box). ✓ Horn loudness (115dBa at 1m): ⚠ the high sound pressure can deteriorate hearing. Therefore, the spectators should be kept at a reasonable distance from the horn. The horn is not equipped with the possibility to adjust the loudness of its sound.	
"30 seconds" control console ✓ This console enables to control the ball possession time in Water Polo. ✓ This console enables to control a timer in "Swimming Training" mode. ✓ Dimensions: 145 x 150 x 40 mm - Weight: 180 g. ✓ This console is powered by the horn / power supply box. It should only be connected to the STRAMATEL system supplied.	
20-meter and 60-meter flexible cables ✓ These cables enable to connect the display units to the horn / power supply box and to connect the display units to each other (4SC30 Eco & 4SCX30 Eco). ✓ Use only the cables supplied by STRAMATEL.	
2-meter flexible cable (if supplied) ✓ This cable enables to connect the "30 seconds" control console to the other control consoles (5 pin-sockets on the control consoles) or to a WTOP. ✓ Use only the cable supplied by STRAMATEL.	

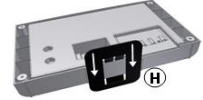| Environment and recycling	
Please help us to protect the environment by disposing of the packaging in accordance with the national regulations for waste processing. **Recycling of obsolete appliances:** appliances with this label must not be disposed off with the general waste. They must be collected separately and disposed off according to local regulations.	

Installation of the system

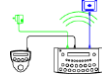| Caution: For security reason, ✓ **the system must not be connected to mains before installation has been fully completed.** ✓ **the the horn / power supply box should be placed at least 2,5 meters far from the pool edge.**	
Clamp the stands (H) under the display units.	
4SC30 Eco & 4SCX30 Eco: connect the display units to each other using the 60-meter cables.	
Connect the display units to the horn / power supply box using the 20-meter and 60-meter cables.	
Connect the cable of the horn / power supply box at the back of the control console.	
Plug the mains cable of the horn / power supply box into an appropriate mains (+ earth) outlet (the socket should be as close as possible to the box and must be easily accessible).	

SC30 Eco & SCX30 Eco
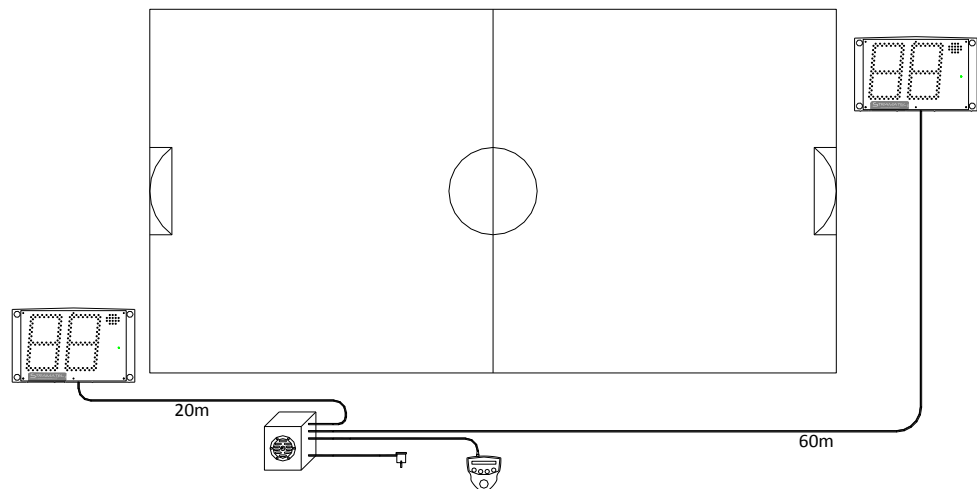
4SC30 Eco & 4SCX30 Eco
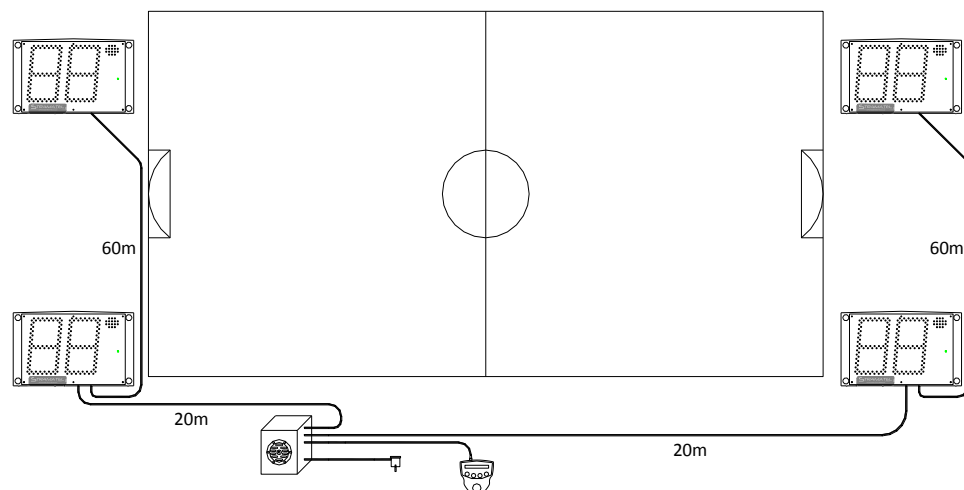
Functions of the control console

Keys are numbered from 1to 4

	ON Start / stop of the timer Programming of the time lengths (long key pressing > 2 seconds when starting the console)
	OFF (long key pressing > 1 second) Stop / erasing of the timer
	Re-loading of the timer with 20 seconds
	Re-loading of the timer with 30 seconds

WATER POLO

Set-up	
Install the system as described previously.	
If needed: connect the "30 seconds" control console to the other control consoles or to the WTOP.	
Press key **1** of the "30 seconds" control console until the console displays the welcome screen.	
Select the "Water Polo" mode with key **1**.	

Programming and backup of the time lengths	
The time lengths (20 and 30 seconds) can be modified. These data are saved in memory in case the control console is switched off.	
Switch off the control console by keeping key **2** pressed during 1 second.	
Turn the control console on and enter in "30 seconds" programming mode by keeping key **1** pressed during 4 seconds.	
Shorten the time with key **2** or increase it with key **3**. Enter with key **1**: the control console enters in "20 seconds" programming mode.	
Shorten the time with key **2** or increase it with key **3**. Enter with key **1**: the time lengths programmed are saved in memory in the control console.	

Timing	
Start or stop the timer with key **1**. *Use with a main control console or with a WTOP:* ✓ *This timer starts automatically when the game timer starts.* ✓ *This timer stops automatically when the game timer stops.*	
Stop the timer and erase the time on the display units with key **2**.	
Load the timer to 20 seconds with key **3** or to 30 seconds with key **4**.	

Horn / Warning light (red light)	
The horn sounds and the red light of each display unit lights up automatically at the end of the ball possession time.	

End of the match	
Switch off the control console by keeping key **2** pressed during 1 second.	

SWIMMING TRAINING

Set-up	
Install the system as described previously.	
Press key **1** of the control console until the console displays the welcome screen.	
Select the "Swimming Training" mode with key **4**.	

The time length can be modified:
  ✓ Shorten the time with key **2** or increase it with key **3**.
  ✓ Enter with key **1**: the time length programmed is saved in memory in the control console.	

Timing	
Start or stop the timer with key **1**. When the programmed time is over: the timer goes back to zero. *The horn doesn't sound automatically at the end of the programmed time.*	
Stop the timer and erase the time on the display units with key **2**.	
Load the timer to the programmed time with key **3** or **4**.	

End of the training	
Switch off the control console by keeping key **2** pressed during 1 second.	

NOTES

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