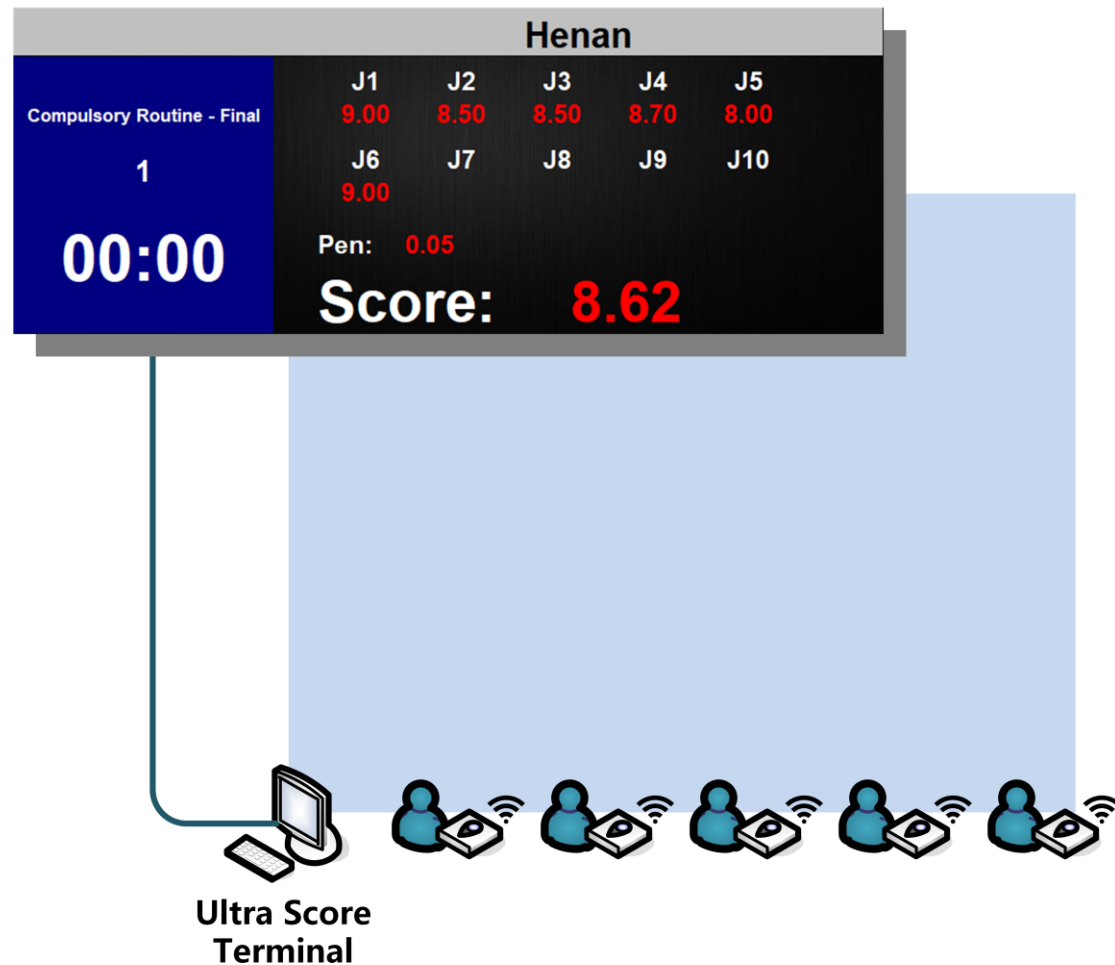


Scoring & Timing Solution for Ethnic Calisthenics

This is a general solution for LED display in ethnic calisthenics stadium which has the functions of timing, scoring and displaying advertisement, notification, the information of players and teams. It is an ideal choice for most of stadiums.

1. System Structure



1.1 Profile:

1. It supports ethnic calisthenics scoring and real-time display on the screen.
2. Install the Ultra Score software on the control computer.
3. Connect the wireless host (KS-WH-G) with the control computer via a USB cable.
4. Each court will be equipped with 6 sets of wireless handheld to operate the player's score.
5. The score information will be gathered displaying on the LED screen at the same time.

1.2 Product Configuration (for one court)

Product	Type	Qt.
Match Scoring System		
Ultra Score Software	◆ Standalone Edition ◆ Support: Ethnic calisthenics	1
Wireless Host	KS-WH-G	1
Wireless Handheld	KS-GC17	6
Meet Management Server	KS-MMS-MINI	1
PC	/	2
Printer	/	1

2. Specification for products

2.1 Ultra Score Software

Products	Details
Ultra Score	<ul style="list-style-type: none">◆ Standalone edition◆ Supports: Ethnic calisthenics◆ English version◆ Including 1 dongle
Ultra Score	<ul style="list-style-type: none">◆ Standard network edition (Terminal + 1 Display)◆ Supports: Ethnic calisthenics◆ English version◆ Including 1 dongle
Ultra Score	<ul style="list-style-type: none">◆ Professional network edition (Terminal + Referee + 2 Display)◆ Supports: Ethnic calisthenics◆ English version◆ Including 1 dongle

Difference:

Standalone Edition:

Match management, Scoring, and Media display functions, all in one installed on a PC. Referee must do operation on the PC for display directly.

It is suitable for the stadium where has just one screen, which doesn't have strict needs of the scoring and timing accuracy.

Network Standard Edition:

Score terminal and media player functions can be installed on 2 PCs respectively. So that one independent PC can be setup on the court side special for referee's operation, the other PC running as media player to manage the LED display.

It is suitable for the stadium where has one screen, needs to do the scoring and timing on the court side.

Network Professional Edition:

Except the function of score terminal, 1-3 media players can be equipped on PCs separately, in order to display different contents on several LED screens.

It is suitable for the stadium where has more than 2 screens where referee need to do scoring on the court side and LED screens need to display different contents separately. (For example, one LED screen is for scoreboard and another is for advertising or player info).

Scoring interface for Ethnic calisthenics:

Henan					
Compulsory Routine - Final 1 00:00	J1	J2	J3	J4	J5
	9.00	8.50	8.50	8.70	8.00
	J6	J7	J8	J9	J10
	9.00				
	Pen:	0.05			
	Score:	8.62			

2.2 Wireless Host

Products	Detail
Wireless Host	<p>Type: KS-WH-G Size: 140x120x30 (mm) Communication: 433MHz Functions:</p> <ul style="list-style-type: none">◆ Must be used together with Ultra score software.◆ Support: Ethnic calisthenics◆ 9 sets of wireless handheld can be activated simultaneously.◆ Communication distance: 20m



2.3 Wireless Handheld

Item	Details
Wireless handheld	Type: KS-GC17 Size: 120x220x70(mm) Functions: <ul style="list-style-type: none">◆ Must be used with the Ultra score software.◆ Communication: 433MHz◆ Modify the score of the player.◆ Support: Ethnic calisthenics◆ Communication distance: 20m.◆ Standby time: 8 hours.



2.4 Meet Management Server

Products	Details
Meet Management Server	<p>Type: KS-MMS-MINI</p> <p>Size: 182x178x36(mm)</p> <p>Weight: 1.2 KG</p> <p>Features:</p> <ul style="list-style-type: none">● Multi-court arrangement, auto generate the order form.● Multi-project arrangement, make the schedule more smoothly.● Monitor the status of each court in real time, including the current field, rotation and player info.● Court adjustment, can manually modify the match court and session info.● Summary and print integrated report.

