

mini **Hitmate**



User Guide

INTRODUCTION

Mini Hitmate has been developed to familiarise young fencers with scoring in fencing training using plastic swords with electric tips.

Hitmate provides accurate timing for hit duration, double hits and lockout after each hit. A switch inside the case provides for selection of weapon type: one setting for Foil training, the other for Epée training.

Fencers are rewarded for a valid hit by red or green lights and a sounder.

OPERATION

The carry-case contains two transmitter units, one marked red and the other green. The swords are connected into these and can then be placed in a pocket, clipped onto a belt or track suit bottom waist band using the belt clip, or hung from the jacket 'D' ring using a strap. (Strap not supplied).

The transmitters are ready for use as soon as the swords are plugged in. There is no on-off switch, so it is advised to unplug the sword and wire after use.

The receiver is integrated with the carry-case. Once switched on it can be closed and positioned where the scoring lights can be seen by the participating fencers. The receiver has a yellow push button to switch it on, and it will automatically switch off after 30 minutes of inactivity.

OPERATING CODE

The set, consisting of the receiver and two transmitters, is given an operating code during manufacture. This is shown as a 2-digit number inside the case and on each of the transmitters.

The receiver responds only to signals from transmitters with a matching operating code. This allows many mini Hitmates to be used together without interference.

SCORING FOR FOIL

The fencers must distinguish between on-target and off-target hits.

When a fencer hits the opponent, the receiver shows red or green lights to confirm the hit. For a hit to be valid, the tip must remain pressed for a minimum of 15ms.

If both fencers hit at the same time, within 300ms, a double hit is scored. Both red and green lights show. If the second hit is more than 300ms later, only the first to hit will be scored.

Once a hit is scored, the equipment locks out further activity for a period of 2 seconds.

Conventional electric foils cannot be used with Mini Hitmate. The correct sword to use is a plastic foil with a tip switch which closes when pressed against the target.

SCORING FOR EPEE

When a fencer hits the opponent, the receiver shows red or green lights to confirm the hit. For a hit to be valid, the tip must remain pressed for a minimum of 4ms.

If both fencers hit at the same time, within 40ms, a double hit is scored. Both red and green lights show. If the second hit is outside the 40ms limit, only the first to hit will be scored.

Once a hit is scored, the equipment locks out further activity for a period of 2 seconds.

BATTERIES

The 9v battery in the receiver will last up to 100 hours of normal operation. It should be replaced when the terminal voltage falls below 7 volts. Below this voltage the receiver may begin to score erratically.

Replace the receiver battery with a good-quality 9v alkaline type.

The life of the battery in each transmitter is in excess of 5 years.

If your Hitmate develops a fault, please return the set to your supplier, or send an email describing the problem to hmservice@hitmate.com. We will do our best to provide a speedy and satisfactory solution.

DISPOSAL INFORMATION



Waste electrical products should not be disposed of with household waste. Please recycle where facilities exist. Check with your local authority for recycling advice.



Hitmate

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