

# **To Chairmen of UWR sport**

## **News Letter**

Subject: CMAS standard signal equipment for UWR

The CMAS standard signal equipment for UWR now is in operation for almost four years. It has been updated several times to incorporate all suggestions for improvements coming from players as well as from users.

The present basic equipment modification now in operation is comprising the most modern technique.

It is hard to imagine that there are even more features possible to support the various match situations in UWR.

Since signal equipment have already been acquired by Germany, Switzerland, Colombia and Finland – Austria is budgeting an equipment-, we would like to ask you to also make provisions in your budgets for such equipment to gradually come to a common and safe standard concerning the performance of (at least CMAS or international) tournaments.

It might be of interest for you to look at the present features of the equipment. We therefore have included for your information the attached performance sheet.

It also should be mentioned that your interrupters and horns presently in use with you could easily and cheaply be adapted to match the signal equipment's inlets.

# Features of the New Signal Equipment and External Electronic Data Display

CMAS standard equipment for international tournaments

The new electronically controlled signal equipment is based on more than 15 years of experience with the comparable official signal equipment of the German federation (VDST).

This equipment meets all presently known requirements. Due to its modern design future rule changes can easily be integrated. External couplings and equipment is fully compatible with the VDST signal equipment still in use. To decrease cost available external equipment normally can be installed without difficulties.

## ■ Signal Equipment

- ◆ The control equipment is mounted fix in a small, handy aluminium suit case (45 cm x 32 cm x 9,5 cm). Handling of the equipment is very simple . Integrated in the suit case cover are two lights (green/red) to show operation/stop mode and one sound generator (optional) to indicate stop/go signals.. When game is stopped by record keeper lights are flashing.
- ◆ Counting/controlling of the listed time modes:
  - o Total time and Time Out (only possible once per team per game)
  - o Three penalty times (the “oldest” can be cancelled on demand) In pause period sides of Penalty Times shown on external light boxes are switched automatically.
  - o Time for Penalty Throw – all other times will be discounted on background accordingly
  - o Pause period – it is possible to play also with different pause periods.
  - o The equipment does not terminate the game even if signals are initiated in the very last second.  
In case of a penalty throw game time will be extended.
- ◆ The total time counter is an important tool to perform strictly time limited tournaments without delays.
- ◆ The game time can be restricted to any value required.
- ◆ Penalty Time can be set alternatively to 2 resp. 1 minute.
- ◆ Default values reflecting standard game are programmed fix and can be loaded on request before game start.
- ◆ Scoring can be actualised/ corrected.
- ◆ Time set back after false start possible.
- ◆ Playing with only one half time is possible.
- ◆ Setting of additional playing time possible.
- ◆ Equipment indicates an error if poles are connected wrongly to battery.
- ◆ The equipment displays the current battery tension. It also gives a warning to exchange battery when tension has reached minimum level. Actual values can be saved and reloaded after exchange of battery. – No loss of game values due to battery break down!
- ◆ In case of unintended disconnection from battery all previous values are saved and can be reloaded again.
- ◆ Before “Sudden Death” and “Penalty Throwing” previous game values can be reloaded.
- ◆ Identification of referee who interrupted game (land, wall, open) remains displayed until restart.
- ◆ At interruptions only the 1. referee’s signal is accepted. Other referee’s signals will not be accepted.
- ◆ Within 2 seconds after an interruption no new signals will be accepted.
- ◆ Only one “Time Out” per team will be accepted during the game. A second demand will be rejected.
- ◆ The duration of the “Time Out” can be terminated at any time.
- ◆ Game can not be started during data entry of the control desk (goal, penalty time, etc.).
- ◆ Security questions on display avoid error settings of values.
- ◆ Basic times laid down in rules can be easily modified by manufacturer following official rule changes.
- ◆ Maximum of two horns can be connected simultaneously directly to the equipment.
- ◆ Six audio signals are given automatically after first/second half and after expiration of penalty throw.
- ◆ All actual settings and conditions are clearly shown on one of the three display windows.
- ◆ The equipment can be operated in German, English or Spanish language.
- ◆ The signal equipment allows the connection of the optional External Electronic Data Display.
- ◆ The equipment is prepared for future external data handling by means of a special outlet.

- **Electronic data display**  
completely synchronised by the signal equipment – Dim.: 52 cm x 35 cm –  
LED numbers: 11.5 cm x 6 cm
  
- ◆ Remaining playing time in minutes/seconds and scoring (2 digits)
- ◆ Remaining time for Time Out. The white/blue side of scoring is flashing during Time Out period. Playing time is not shown.
- ◆ Time period for pause in min/ seconds – scoring and remaining playing time not shown during this period.
- ◆ Time for Penalty Throw - scoring and remaining playing time not shown during this period.
- ◆ Game- or Total time display possible
- ◆ After the first half time sides of goals will be changed automatically.
- ◆ After end of game results remain displayed until restart.