



# **Jump Ringz Instruction Manual**

**Model: JR-001**

# Introduction

Thank you for purchasing the Jump Ringz!

The Jump Ringz is an individual customer time-management system designed for entertainment facilities that sell services based on time purchases. These include trampoline parks, water parks, Family Entertainment Centers, etc.

## Getting Started

The Jump Ringz system comes in two packages.

The larger box includes the Charge Station and the smaller box consists of the Jump Ringz bands, Scanner and other accessories listed below.

### **The following items are included in the Jump Ringz System:**

- Charging Station
- Jump Ringz Band
- Jump Ringz Clip
- Jump Ringz Key
- Scanner

# Charger Station Set Up

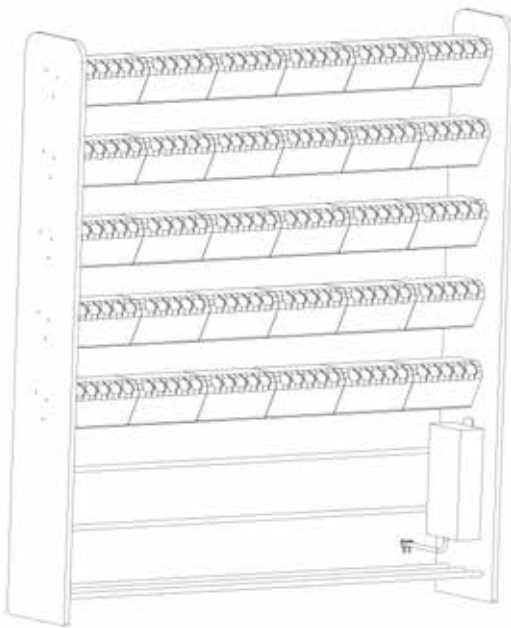
The Charge Station is designed for plug and play functionality.

Remove the Charge Station from the box, remove the packing material, and determine a suitable location for the station.

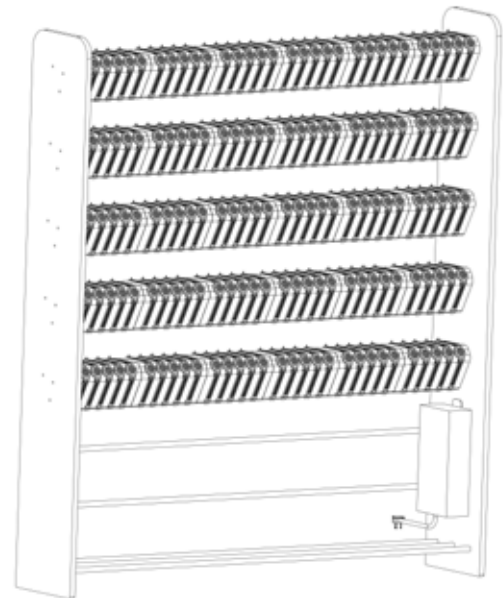
Optimal positioning requires a readily accessible, dedicated 110v AC power outlet. (We offer different power capabilities, so please ensure that you have the proper power supply for use).

To prevent tipping, mount or anchor the Charge Station to the ground (mounting and anchoring supplies not included).

Prior to mounting or anchoring, position the station so that the individual ports are facing away from the wall for ease of view and access to the Jump Ringz while charging.



**A. Charge Station Empty**



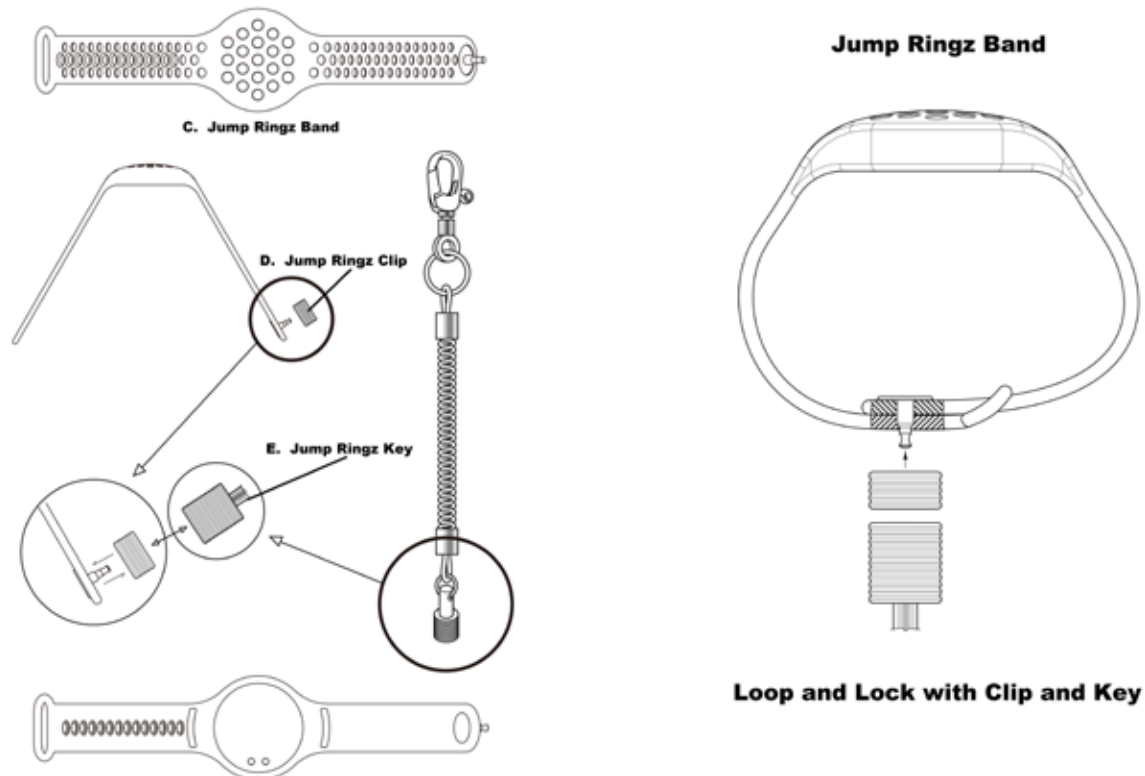
**B. Charge Station with Jump Ringz Bands**

## Charging

After unpacking your new Jump Ringz, it is highly recommended that you fully charge their batteries on the Charge Station prior to use. Please secure each Jump Ringz band to the dock. Align the Jump Ringz so that the contact point on the band's rear aligns with the charging pins on the Charge Station. Once docked to a powered Charge Station, the Jump Ringz will illuminate red to indicate they are charging.

Once fully charged, the red light will automatically shut off.

# Jump Ringz



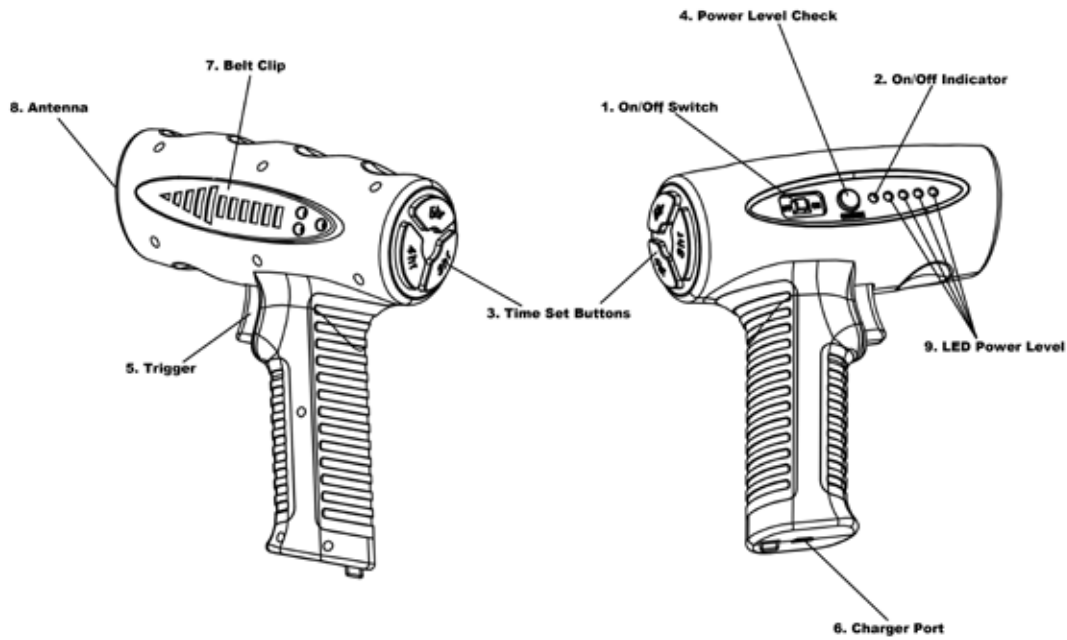
## Operation

Each Jump Ringz band requires a Jump Ringz clip (D) to lock the band in place when in use. Once the proper band size is set with the pin, cover the pin with the Jump Ringz clip to securely fasten the band. To remove the clip, simply place the Jump Ringz key (E) on the clip and the locking mechanism will release the band. Please see the Jump Ringz band image “loop and lock with Clip and Key.”

\*\*We recommend staff members use fanny pack pouches in order to keep the Jump Ringz band and Clips together to minimize loss of parts.

To activate the Jump Ringz bands, switch the “On/Off Switch” (1) of the Scanner to the “On” position. Place the Scanner on the circular top of the Jump Ringz band and pull the Scanner trigger. If the Jump Ringz band receives the signal properly, the LED will flash five (5) times to confirm it is operational and the assigned time will begin. The LED on the band will slowly pulse blue until there is 15 minutes remaining on the wearer’s time. Once the wearer’s band begins pulsing red, it will pulse for the remaining 15 minutes and automatically turn off at its expiration. Note: The Jump Ringz band may be reset at any point by a new activation from the Scanner. To ensure maximum battery life of the Scanner, please ensure that the Scanner’s “On/Off Switch” is switched to the “Off” position after use.

# Scanner



## Scanner Charging

The Scanner handle has a unique magnetic port (6) that connects to a standard USB cable for charging. When charging, The Scanner's LED lights will flash to indicate its current charge power level. When fully charged, all 4 LED lights (9) will be illuminated.

## Jump Ringz Activation

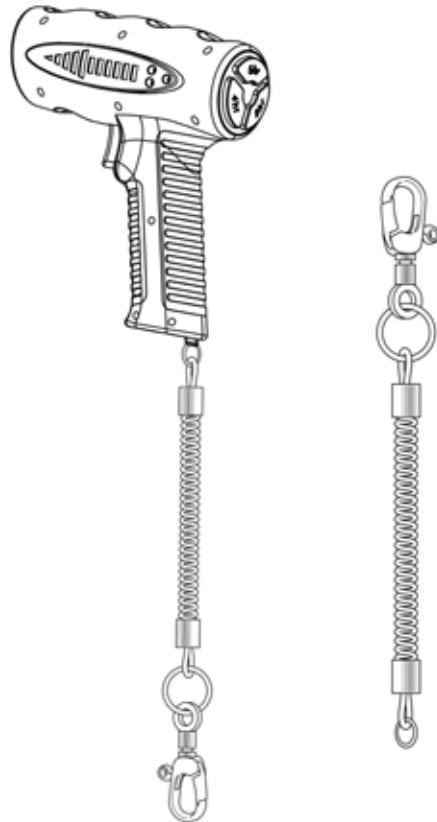
To prepare the Scanner for operation, turn on the unit (1) and select one of the preset time buttons (3). Direct the scanner antenna (8) to the round face of the Jump Ringz band and pull the trigger (5). The Scanner should be touch or be close to touching the face of the Jump Ringz band. Once the time properly set, the scanner will vibrate for approximately three seconds. If the signal is not transferred, there will be a quick, two pulse vibration to indicate that the user will need to try again.

## Power Level

The Scanner battery can last up to a week depending on the number of activations. There is power level indicator on the side of the scanner (4). To determine the Scanner's current battery level, depress the scanner trigger. The number of LEDs that light up indicates the current battery power level. All four lights will be illuminated when the Scanner is fully charged.

# Belt Clip and Safety Cord

The Scanner has an attached belt clip (7) and safety cord (10) to prevent accidental drops. In order to prevent damage to the Scanners, all handlers should use the belt clip and/or safety cord to attach the Scanner to their person.



10. Safety Cord

## Maintenance

The Jump Ringz bands can be replaced over time. It is a modular system and the core can be removed as shown in the included diagrams. Replacement bands can be purchased separately and come in two size options.

To ensure the charge station operates smoothly, we recommend that it be wiped down with a dry cloth at least once a week to keep the contact pins free of dust and dirt.

It is also highly recommended that you avoid sharing the power outlet with other electronic devices, as the Charging Station requires significant power to charge numerous bands.

## **BATTERY WARNING:**

- The Scanner and Jump Ringz Bands are equipped with an integrated lithium battery. The battery cannot be replaced. Do not attempt to remove the battery from the device.
- Do not dispose of in fire or expose to excessive heat.
- Do not crush, puncture, incinerate, or short circuit external contacts.
- Please recycle or dispose of the battery and housing properly. Contact your local recycling facilities and/or the manufacturer for further information.



## **FCC Statement**

Changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) this device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

NOTE: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation.

If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

The device has been evaluated to meet general RF exposure requirement. The device can be used in portable exposure condition without restriction.