Riddell INSITE

User Guide

CONTENTS

INTRODUCTION

For over 80 years, Riddell has been the recognized leader in helmet technology and innovation. Founded with the mission to make sports equipment safer, better and easier to use, Riddell continues to address the evolving protective equipment needs of the athlete. Today, Riddell equipment is seen on football fields from coast-to-coast, protecting every level of player—from youth athletes to NFL professionals.

Riddell is always working on the next generation of helmet technology. Its newest product introduction, the Riddell InSite Impact Response System, is the latest in a series of recent innovations incorporating state-of-the-art features that are new to the football field.

Riddell InSite is a new integrated monitoring and alerting tool designed specifically for the proactive protection of football players. As the first to implement head impact monitoring and recording systems, Riddell developed InSite using data collected by Riddell's Sideline Response System (SRS) with Head Impact Telemetry (HITS). Since 2003, Riddell SRS has analyzed millions of impacts from youth to elite football competition, and its data has led to impactful changes to rules, how the game is played and coached, and has informed new helmet designs with enhanced protective benefits.

Riddell InSite utilizes new integrated technology to monitor and record significant head impacts sustained during a football game or practice. Coaches and other sideline staff will now have Riddell InSite's unique vantage point of what goes on inside the helmet at the time of contact. InSite is designed to alert team staff of high risk single and multiple head impacts, and enable improved identification and management of concussion.

Please read this User's Guide completely before set-up and use of the InSite Impact Response System. If you need assistance with use of the system, please contact InSite Customer Support via the phone number or email address listed in the CONTACT INFORMATION section (p.49).

At Riddell, improving athlete protection remains paramount. Helmet technology innovations such as InSite underscore Riddell's commitment to designing and manufacturing the best protective equipment for football players at all levels.

WARNINGS

- Contact in football may result in CONCUSSION-BRAIN INJURY which no helmet can prevent. Symptoms include: loss of consciousness or memory, dizziness, headache, nausea or confusion. If you have symptoms, immediately stop playing and report them to your coach, trainer and parents. Do not return to a game or practice until all symptoms are gone and you have received MEDICAL CLEARANCE. Ignoring this warning may lead to another and more serious or fatal brain injury.

- Do not use your helmet to butt, ram or spear an opposing player. This is in violation of the football rules and such use can result in severe head or neck injuries, paralysis or death to you and possible injury to your opponent.

- **NO HELMET CAN PREVENT HEAD OR NECK INJURIES A PLAYER MIGHT RECEIVE WHILE PARTICIPATING IN FOOTBALL**

- Riddell InSite alerts the sideline to significant, single or multiple impacts that MAY result in a concussion.

- Riddell InSite is NOT a medical device.

- Riddell InSite is NOT a protective device.

- **RIDDELL INSITE DOES NOT DIAGNOSE CONCUSSIONS AND IS NOT INTENDED TO BE USED AS A DIAGNOSTIC DEVICE.**

- Serious injury and/or concussion may occur even if no alert is reported. Riddell InSite transmits alerts at research-based thresholds; however, concussion may occur at impacts below these thresholds.

- Riddell InSite is intended to be used as a supplement to a team's concussion protocol. Riddell InSite should not be used to replace the existing Safety Plans and Concussion protocols the team, school or organization has in place.

- In all instances when the Alert Monitor signals an Alert, staff should execute its concussion assessment protocol. The Centers for Disease Control (CDC, www.cdc.gov/concussion) and USA Football (http://usafootball.com/health-safety/concussion-awareness) offer concussion management guidelines.

- Riddell InSite must be properly installed. (see *InSite Setup, p.7, for installation instructions*)

- For proper performance, the Riddell InSite Alert Monitor must be used within fifty (50) yards of the instrumented players (*see During Use, p.32, for more information*). If a Player Unit generates an Alert outside the communication range of fifty yards, the Alert is saved and transmitted when the equipment is again within range.

- **DO NOT MODIFY, CHANGE, OR ALTER THE DEVICE IN ANY WAY**.

- Player units must be reconditioned annually to ensure proper performance.

- For questions regarding Riddell InSite or reconditioning:
  - Call **1.800.275.5338** between 8 a.m. and 6 p.m. C.S.T.
  - On the web, go to: http://www.riddell.com/
  - Email insitehelp@riddellsports.com

SYSTEM OVERVIEW

The InSite Impact Response System includes the following items:

- InSite Alert Monitor (w/ two rechargeable AA batteries)
- InSite Player Management (ISPM) software
- USB Cable and AC Charger
- InSite Overliner (packaged separately)
- InSite Player Unit (packaged separately)

InSite Alert Monitor
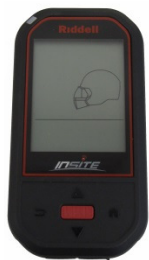
The Alert Monitor is a handheld device that wirelessly receives Alerts from InSite Player Units located in each athlete's helmet. Alerts inform sideline personnel that an impact event has occurred that presents elevated risk of head injury to the athlete (*see Alert Thresholds and HITsp, p.33*). Alerts are stored for on-field review on the LCD display, and may be transferred to a computer using the InSite Player Management software.

Two rechargeable AA batteries are provided with your Alert Monitor.

InSite Player Management (ISPM) Software

InSite Player Management software installs on both Windows and Mac computers and allows coaches and trainers to create and edit a team roster, add and manage Alert Monitor and Player Unit assignments, and review Alert data. Alert data can be reviewed and exported to file for further analysis.

USB Cable and AC Charger

The USB cable connects the Alert Monitor to a laptop or desktop, which functions both to charge the Alert Monitor batteries and to download stored Alert data to the InSite Player Management software.

An AC Charger is also included, that plugs into any 110V AC wall outlet. When used together with the USB cable, the AC Charger supplies electricity to recharge Alert Monitor batteries.

InSite Overliner

The InSite Overliner provides integrated mounting and positioning for the Player Unit within a comfortable, removable and washable padded helmet liner. The Overliners are attached using your helmet's hardware and hook-and-loop fasteners.

InSite Player Unit

Player Units installed within Riddell helmets measure impacts as they occur on field. When an impact exceeds a predetermined threshold, an Alert is sent wirelessly to the Alert Monitor on the sidelines.

Each InSite Player Unit is comprised of a flexible sensor pad array ("Sensor Pad") and a miniaturized wireless radio transceiver ("Transmitter"). Power is provided by a non-rechargeable battery through an advanced power management system that automatically puts the unit into sleep mode when it is motionless, and into active mode once it detects motion. This functionality enables a typical battery life of approximately one year depending on usage.
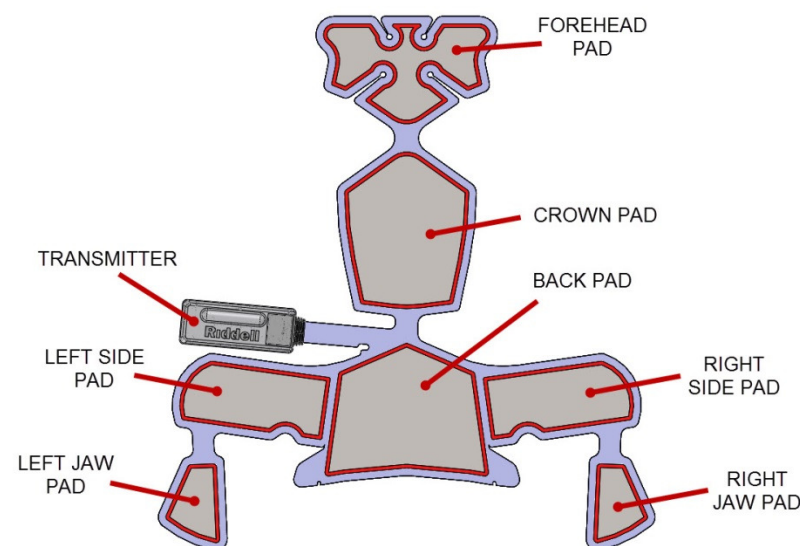
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INSITE SETUP

OVERVIEW

In order to ensure successful setup, the following steps must be complete:

1) Install and charge Alert Monitor batteries (*see Alert Monitor, p.8*)

2) Install Player Units in helmets as required (*see Installation in Helmets, p.16*).
   Note: *Player Units may be supplied pre-installed in the helmet.*

3) Install InSite Player Management software on your computer (*see InSite Player Management Software, p.18*)

4) Configure InSite using InSite Player Management software (*see InSite Configuration, p.19*):

   a) Register and accept Terms and Conditions of use

   b) Add Alert Monitor(s) (*see Adding Alert Monitors, p.19*)

   c) Add Player Units (*see Adding Player Units, p.21*)

   d) Assign Player Units to Players (*see Creating Players and Assigning Player Units, p.23*)

5) Synchronize Alert Monitor(s) with InSite Player Management software. **Synchronization transfers setup programming to Alert Monitor from InSite Player Management software.** (*see Creating Players and Assigning Player Units, Step 6. p.25*)

6) Check-In All Player Unit(s) with Alert Monitor. **Check-Ins transfer setup programming to Player Unit from Alert Monitor** (*see Check-In Player Units, p.31*).

ALERT MONITOR

Battery Installation and Charging

1) Install the supplied AA rechargeable batteries into the Alert Monitor.
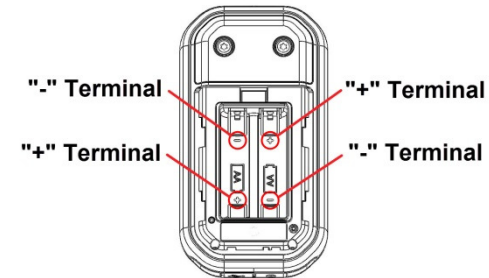
2) To charge, connect the USB cable between the Alert Monitor and:

   a) A powered USB port on the computer, or

   b) The supplied AC Charger

   Note: *The Alert Monitor will charge through the computer when the USB ports are powered (computer is operating). When the computer in Off, Sleep, or Hibernation states, the USB ports may be unpowered, and the Alert Monitor may not charge.*

3) The power meter in the top left corner of the display will show 4 bars when fully charged (allow 6-8 hours for full charge). The Alert Monitor should be recharged every 1-2 weeks, depending on use.

Controls and Indicators

1) UP Button - Press to scroll upward to highlight the desired menu option.

2) HOME Button - Press to return directly to the home screen (*see Navigation – Screens and Menus, p.9*).

3) DOWN Button - Press to scroll downward to highlight the desired menu option.

4) BACK Button - Press to return to previous screen.

5) SELECT Button - Press to select the highlighted menu item.

6) LED Indicator - This indicator will blink either red or green depending upon the notification.

a) New Alert - The red LED will blink when a new Alert is received if the LED Alert function in the SETTINGS menu is turned on. (*see SETTINGS Menu, p.12*).

b) USB Connected – The red LED will blink continuously while the Alert Monitor is connected to the computer via a USB cable and the software is running to indicate that the Alert Monitor is connected to a PC via USB.
Note: *While connected, the Alert Monitor wireless radio does not operate (except for configuration functions). Therefore, the Alert Monitor does not communicate with Player Units or receive Alerts while connected.*

c) Polling Player Units (Normal Operation) - When the Alert Monitor is turned on the green LED blinks rapidly for ten (10) seconds. Following this startup period, the green LED will cycle on for two (2) seconds and then off for eight (8) seconds, indicating normal operation.

7) Power Button
a) On - Press to power the Alert Monitor on.
b) Off - Press and hold until backlight turns off (about two (2) seconds) to power off.

8) USB Port Cover - open to access the USB port and charge the batteries or interface with the ISPM software.
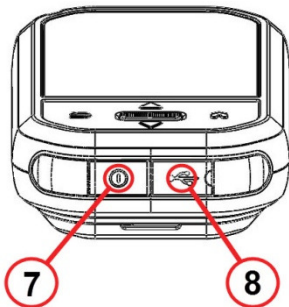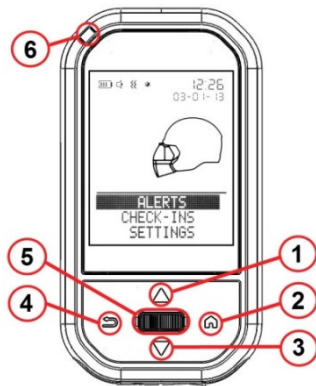
Navigation – Screens & Menus

Home Screen

This screen is shown when the Alert Monitor is initially powered on.

1) Battery Charge Indicator

2) Audible Alert Icon

3) Vibration Alert Icon

4) LED Alert Icon

5) Current Time - see SETTINGS menu, p.12, to set the current time.

6) Current Date - see SETTINGS menu, p.12, to set the current date.

7) Helmet Graphic - This graphic displays a warning symbol when a new alert is registered. Select the ALERTS menu to view the details of the alert.

8) Main Menu - Use the UP/DOWN and SELECT buttons to select the desired menu option
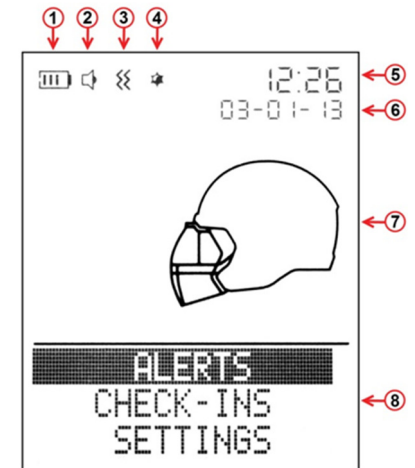
ALERTS Menu

When the ALERTS menu is highlighted and selected, the Alert History screen appears with the three most recently recorded Alerts displayed. The UP/DOWN buttons can be used to scroll through all Alerts on the Alert Monitor. The time (if Alert happened on the current day) or date (if Alert happened on prior days) of the Alert is displayed to the right of the player's name. As each player name is highlighted the Player Number will appear next to the helmet graphic.
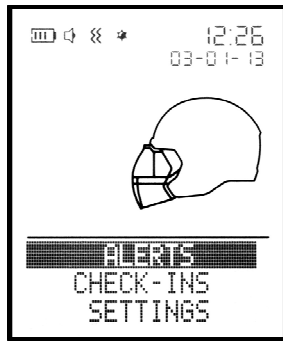
Home Screen with ALERTS menu highlighted
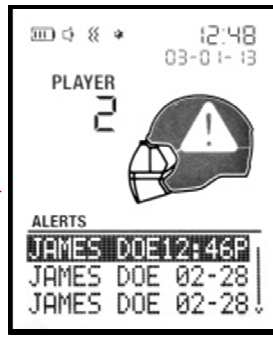
Alert History screen showing Alerts and Player Number

To view the Alert detail, highlight the desired Alert on the Alert History screen using the UP/DOWN buttons and press the SELECT button. More detailed information will be shown.

Alerts are classified either as "Single Impact" or "Multiple Impact" (*see Alert Thresholds and HITsp, p.33*).

- **Single Impact Alerts** - are created for those impacts whose severities are above a predetermined threshold for the player position and play level as assigned in the player management software.

- **Multiple Impact Alerts** - are created by a combination of

  1. Time-weighted cumulative impact exposure score, composed from a subset of the highest magnitude impacts experienced over the last seven (7) days, and

 2. Magnitude of the most recent incoming impact.

Riddell recommends that Alerts be downloaded to the computer from the Alert Monitor on a daily basis. Once downloaded, the Alert Monitor will retain only the 25 most recent Alerts in memory; therefore any Alert prior to the most recent 25 will only be accessible for viewing through InSite Player Management software, Alert Management tab.

New Alerts

When new Alerts are recorded they will appear in the ALERTS menu. The helmet and exclamation point icons will blink until the detailed alert information has been viewed on the Alert Monitor. Alerts may be viewed by highlighting and selecting them from the Alert List.

Unread Alerts screen showing helmet Alert icon
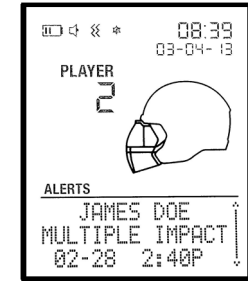
Alert Detail Screen

CHECK-INS Menu

The CHECK-INS menu displays how many Player Units have established communication (Checked-In) with the Alert Monitor for the day. For the example shown below with two equipped players:

- **2 OUT OF 2** will be displayed if all Player Units have Checked-In, -OR-

- **1 OUT OF 2** will be displayed if only one Player Unit has Checked-In.

Select VIEW ABSENT to see which Units have not established communication for the day.
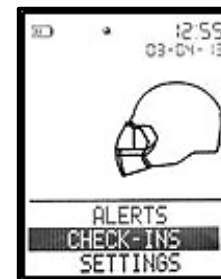
HOME screen with CHECK-INS menu highlighted
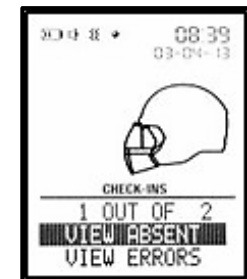
CHECK-INS screen, showing check-ins for the day

Player units will only check-in if powered on, awakened from sleep by motion, and pass within 50 yards of an operating Alert Monitor (*see Check-In Player Units, p.31*). If a Player Unit does not Check-In, see Troubleshooting – Player Unit, p.46, for further assistance.

SETTINGS Menu

The SETTINGS screen has three selections enabling adjustments to be made by the user:

- ALERT METHODS

  - AUDIBLE – When turned On, the Alert Monitor beeps when an Alert is received.

  - VIBRATION - When turned On, the Alert Monitor vibrates when an Alert is received.

  - LED - When turned On, the Alert Monitor blinks the red LED when an Alert is received.

- TIME/DATE

  - SET TIME and SET DATE - Allows the user to set the current time and date on the Alert Monitor by using UP and DOWN arrow buttons.

- CONFIGURATION

  - SET CONTRAST - Allows the user to set the screen contrast to make brighter or darker.

  - ABOUT - Displays the Alert Monitor name, Team Name, and firmware revision number.

  - USER TESTS – Walks the user through a diagnostic test to ensure proper functionality of the screen, buttons, and Alerting methods.
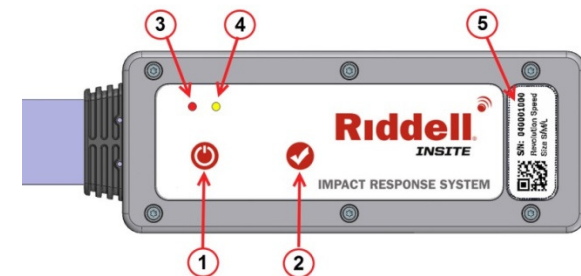
PLAYER UNIT

Battery Care

InSite Player Units are powered by a factory installed non-rechargeable battery. The Player Unit's battery must be replaced once each year during reconditioning by a Riddell factory-authorized reconditioning center. Please call Riddell Customer Service at (800) 275-5338 for the factory-authorized reconditioning center nearest you.

Controls and Indicators

The Player Unit transmitter is located in a protective pouch in each InSite Overliner. It is used to transmit impact data to the Alert Monitor, and is connected to the sensor pad. The Player Unit has two basic states while powered On – active and sleep. The Player Unit will manage its own power state to maximize battery life based on recent activity detected by a motion sensor. The Player Unit can also be placed in a Deep Sleep or "Off" condition for shipping or end of season storage.

The two buttons on the player unit are used to place the unit in/out of several different power states and functionality modes based on which button is pressed and how long it is held. A summary table of button commands and LED feedback is located at the end of this section (*see Summary of Player Unit Button Commands and LED Feedback, p.15*).

1) **Power Button**

   - **Power On** -Press for one second. The red LED will blink four times (4x).

- **Power Off** (Deep Sleep) - Press and hold for ten (10) seconds until the yellow LED "blinks off", then release. Red and yellow LEDs blink alternately to indicate Player Unit turning off.

- **Test Mode** - Press and hold for six (6) seconds until the yellow LED "blinks off", then release. The red and yellow LEDs will blink six times alternately, indicating test mode operation. (*See Sending Test Alerts, p.46*).

Note: Do not press and hold Power button for longer than 15 seconds, as the unit will enter a button lock-out state and be unresponsive for 5-10 minutes. This feature prevents accidental turn off.

2) **Check-In Button**

- **Configuration Mode** - To add a Player Unit through the player management software, when prompted, press and hold for five (5) seconds until the yellow LED blinks rapidly (signaling configuration mode), then release.

- **Check-In Function** – To command the Player Unit to check in with the Alert Monitor, press and hold for two (2) seconds until the red LED "blinks off", then release. The yellow LED will flash once per second until it checks in with the Alert Monitor and flashes the red and yellow LEDs five times simultaneously.

Note: Do not press and hold Check-In for longer than 8 seconds, as the unit will enter a button lock-out state and be unresponsive for 5-10 minutes.

3) **Red LED -** for feedback patterns, see Summary of Player Unit Button Commands and LED Feedback, p.15.

4) **Yellow -** for feedback patterns, see Summary of Player Unit Button Commands and LED Feedback, p.15.

5) **Identification Number (Serial Number) –** 9-digit number that identifies a particular Player Unit. This number will appear in the Player Management software when the Unit is added. This number is used to assign individual Player Unit hardware to a Player.

Summary of Player Unit Button Commands and LED Feedback

To Command:	Press & Hold:	For this long:	LED Communication Pattern:	Notes
Normal Operation (Power On)	Power	1 second	🔴🔴🔴🔴	• From Shipping Mode
	Check-In	5 seconds	🔴🔴🔴🔴🔴	• From Demo Mode
	Power	1 second	🟡	• From Configuration Mode
Check-In	Check-In	2 seconds	🟡⚪⚪🟡🟡🟡⚪ Slow Blinks (1Hz) = Check-In Pending, until 🔴🔴🔴 ⚪🟡⚪ 3x Double Blinks = Check-In Sent	• Alert Monitors poll Player Units in ten second cycles. Most check-ins occur within 10 seconds, occasionally extra time (cycles) may be needed.
Configuration Mode	Check-In	5 seconds 5 seconds 12 seconds	🟡🟡🟡🟡🟡🟡🟡 Rapid Blinks (2Hz)	• From Shipping Mode • From Normal Mode • From Test Mode • Configuration mode automatically times out after 15 seconds (yellow LED stops flashing)
Test Mode	Power	5 seconds	🔴⚪🔴🔴⚪🔴🔴⚪🔴⚪🔴 ⚪🟡⚪⚪🟡🟡⚪⚪🟡⚪⚪ 6x Alternating Blinks	• If in shipping mode, power on first, then activate Test Mode
Test Alert – Single Event	Check-In	2 seconds	🔴🔴⚪ LED lights while button is held; release button @ 2s "blink off" 🔴🔴🔴 🟡🟡🟡 3x double blinks = Alert Created, then 🟡⚪⚪⚪🟡🟡⚪ Slow Blinks (1Hz) = Alert Pending, until 🔴🔴🔴 🟡🟡🟡 3x double blinks = Alert Sent	1) First, put Player Unit in Test Mode (above) 2) Then, press button for 2 seconds, release when Red LED "blinks off" 3) Confirm 3x double blinks = Alert Created 4) Slow Yellow Blinks = Alert Pending 5) 3x double blinks = Alert Sent
Test Alert – Multiple Event	Power	2 seconds	🟡🟡⚪ LED lights while button is held, release button @ 2s "blink off" 🔴🔴🔴 🟡🟡🟡 3x double blinks = Alert Created, then 🟡⚪⚪⚪🟡🟡⚪ Slow Blinks (1Hz) = Alert Pending, until 🔴🔴🔴 🟡🟡🟡 3x double blinks = Alert Sent	1) First, put Player Unit in Test Mode (above) 2) Then, press button for 2 seconds, release when Red LED "blinks off" 3) Confirm 3x double blinks = Alert Created 4) Slow Yellow Blinks = Alert Pending 5) 3x double blinks = Alert Sent
Power Off, Deep Sleep (Shipping Mode)	Power	10 seconds	🔴⚪🔴🔴⚪🔴🔴⚪ ⚪🟡⚪⚪🟡🟡⚪🟡	• Yellow LED turns on while power button is held • Release button promptly when alternate flashing begins

Installation into Helmets

Proper installation and setup of the InSite Impact Response System is required for correct product operation. **The following important points must be understood in advance of use**:

- **InSite Alert thresholds are assigned based on Playing Position and Skill Level. For correct operation of InSite, Playing Position and Skill Level must be properly assigned to each player when configuring InSite** (s*ee Creating Players and Assigning Player Units, p.23*).

- When installing InSite Player Units in helmets, it is necessary to create a list of assigned equipment that will be used to setup the InSite Player Management software. **For each Player Unit please record** (an InSite Setup Form is provided with the Alert Monitor, and on the software CD) **and save for use in software setup:**

  - **Player Name**
  - **Jersey Number**
  - **InSite Player Unit Identification Number (Serial Number)**
  - **Playing Position and Skill Level**

- InSite Player Units and Overliners are designed to fit specific Riddell helmet models and sizes (see www.Riddell.com). To ensure player safety and proper impact measurement performance, use InSite only with compatible helmet types.

- Be careful not to fold, crease, or tear the Player Unit sensor at any point during installation as this may affect system performance.

A detailed video on installation can be found on your InSite Player Management software CD-ROM. The following tools and equipment are required to complete installation:

- Phillips Screwdriver
- Riddell Pad Installation Tool (optional)
- InSite-compatible Riddell Helmet
- InSite Player Unit
- InSite Overliner
- InSite Setup Form and Pen
- Player Roster Information

Riddell Revolution Speed

The following instructions apply to Riddell Revolution Speed helmets. For other Riddell helmets please refer to www.Riddell.com.

1) Remove original Overliner and S-pads

   a) For the first installation of an InSite retrofit, begin by removing the standard Overliner from the helmet. Use the Phillips screwdriver to remove the upper facemask attachment screws. Rotate the facemask forward and remove the original Overliner.

   b) Remove original S-pads (face pads) from helmet.

2) Assemble InSite Player Unit to InSite Overliner

   Note: New InSite Player Units are shipped pre-assembled to InSite Overliners. For new installations, proceed to Step 3.   The following procedure is used to re-assemble the Player Unit and Overliner after reconditioning or washing the Overliner.

   a) Orient the InSite Player Unit over the Overliner with the graphics side facing out and the hook and loop fasteners against the Overliner.

   b) Feed the left side pad and left face pad (*refer to illustration in System Overview, p.6*) through the left side of the InSite Overliner.   Align the two sensor pad regions with the outlines printed on the Overliner, and press into place to secure with the hook and loop fasteners.

   c) Insert the Player Unit transmitter into the Overliner by passing it through the Overliner opening. Secure the pocket flap closed with the hook and loop fastener.

   d) Feed the right side pad and right jaw pad through the right side of the InSite Overliner. Align the two sensor pad regions with the outlines printed on the Overliner, and press into place to secure with the hook and loop fasteners.

   e) Align the remaining back, crown, and forehead sensor pads with their respective Overliner outlines and press into place to secure with the hook and loop fasteners.

3) Install InSite Overliner and Player Unit in Helmet

   a) Thinner S-Pads (face pads) are pre-installed in the Overliner to accommodate the InSite Player Unit.

   b) Place the Player Unit/Overliner assembly within the helmet interior.

   c) Position the forehead area of sensor over the forehead pad and attach the InSite Overliner assembly to the helmet at the upper facemask attachment points using the facemask screws.

   d) Slightly pull out the helmet's left side pad and slip it inside the left side of the InSite Overliner, making sure to slide the Overliner fully over the pad.

   e) Return the left side pad and left jaw pad to the installed position.

   f) Make sure the Player Unit case is positioned in the recess between the left and crown pads inside the helmet.

   g) Repeat steps 3(d) and 3(e) above for the right side pad and right jaw pad.

   h) At this point the InSite Overliner and Player Unit are fully installed in the helmet. Fine tuning of final positioning should be performed to ensure all pads and InSite Overliners are properly positioned. With final positioning completed, tuck in the Overliner neck tabs at the rear of the helmet and secure to the hook and loop fasteners on the back side of the helmet liner back pad.

INSITE PLAYER MANAGEMENT SOFTWARE

Note: *To install InSite Player Management software on a Windows PC or Mac, it is necessary to have Administrator-level access rights. Please contact your system administrator as needed to establish access rights to install software.*

InSite Player Management software requires a computer with the following system requirements for successful installation:

- Windows XP (Service Pack 3 or higher), Vista, Windows 7, or later (with administrator-level access rights)
- Mac OSX 10.6 or later

To install software, load the supplied software CD into the computer (or download from www.Riddell.com) and follow the on-screen instructions.

INSITE CONFIGURATION

To begin programming InSite, you need access to your computer with InSite Player Management software installed, all Alert Monitor and Player Unit equipment you would like to program, and the setup information you recorded while installing Player Units in player's helmets (*see Installation into Helmets, p.16*).

Adding Alert Monitors

The charged Alert Monitor must first be set up to interface with the InSite Player Management software on the computer.

To setup the Alert Monitor:

1) Press the power button on the bottom of the Alert Monitor if the screen is blank. A splash screen will appear for a few seconds and then the Home screen will appear.

2) Connect one end of the USB cable to the Alert Monitor, and the other end to a USB port on the computer.

3) On the computer, click on the InSite Player Management software icon, located in the Start Menu (PC) or the Dock (Mac), to launch the program.

InSite Player Management Software Icon

4) Upon first launch of the software, the User will be prompted to accept the End User License Agreement (EULA) and complete product registration information (required). Follow on-screen instructions to complete.

5) After registration is complete, the software will automatically search for a connected Alert Monitor. Once the software has detected an Alert Monitor the following screen will appear:

New Alert Monitor Found!

This Alert Monitor is not currently associated with this computer. Would you like to add it?

Warning: Adding this Alert Monitor to this computer will erase all previously stored information on the Alert Monitor.

CANCEL   NEXT
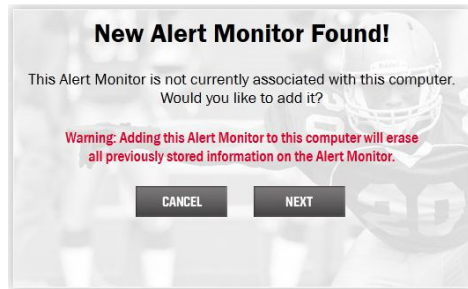
Click "Next" to go to the next screen.

6) Enter a name for the Alert Monitor and a team name in the boxes and click "Next".

New Alert Monitor Found!

Enter name for the Alert Monitor: Defense

Select Team: Create New ▼
Enter New Team Name: Team 2

BACK   NEXT

7) After a few seconds the "Alert Monitor Added Successfully" screen should appear.

Alert Monitor Added Successfully!

ADD ANOTHER   ADD A PLAYER UNIT

FINISH

8) If another Alert Monitor needs to be added, click "Add Another", connect another Alert Monitor with the USB cable, and repeat Steps 5 through 7. Up to two Alert Monitors may be assigned to a team; subsequent Alert Monitor additions will result in creation of a new team. Each InSite system can support up to four teams.
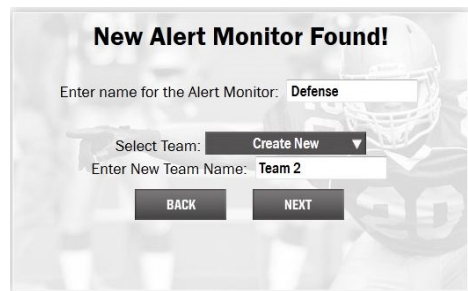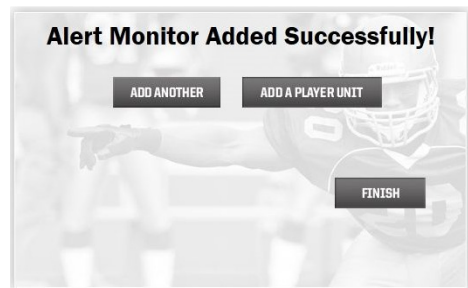
Note: To return to the Alert Monitor Wizard if exited, select the "ALERT MONITOR" sub-menu on the "EQUIPMENT ASSIGNMENT" tab of the software and click the "+" symbol in the lower left corner.

Adding Player Units

Once Alert Monitors have been added using the Alert Monitor Wizard, all Player Units must be added to the system:

1) Confirm that your Alert Monitor is connected to your computer via the provided USB cable.

2) Press the Power button on the Player Unit once to turn it on. The red LED will flash four times to indicate the Player Unit is powered on.

Note: To confirm that the Player Unit is on, shake the player unit while viewing the LEDs. The red LED will blink in response to motion indicating that the motion sensor is being activated. Pressing the Check-In button while looking for the Red LED to light also confirms the Player Unit is on.

3) Click "Add a Player Unit" to launch the "Player Unit Wizard." The following screen will be displayed:

Player Unit Wizard

This will guide you through the process of adding a Player Unit to your team.

CANCEL   NEXT

Note: To return to the Player Unit Wizard if exited, select the "PLAYER UNIT" sub-menu in the "EQUIPMENT ASSIGNMENT" tab of the software and click the "+" symbol in the lower left corner.
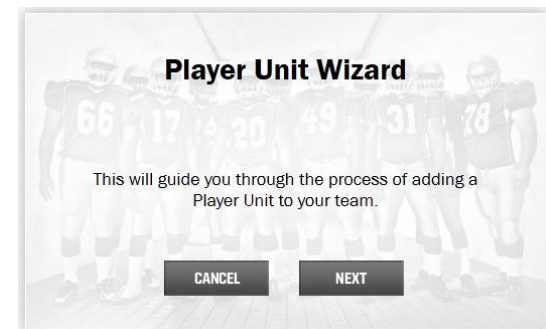
Press the "Next" button on the Player Unit Wizard screen. The following window appears:
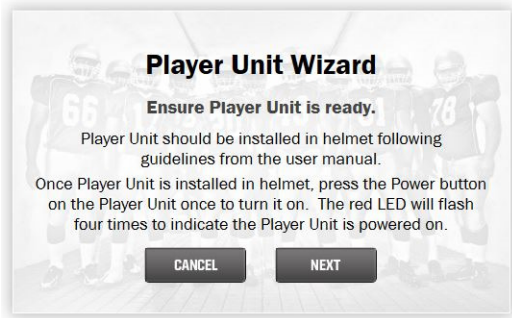
After installing the Player Unit in a player's helmet and powering the Player Unit on, click "Next".
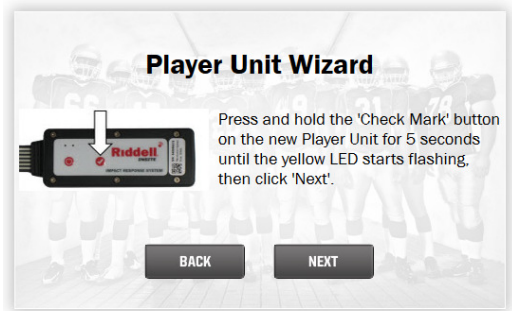
4) Press and hold the Check-In button on the player unit for 5 seconds until the yellow LED on the Player Unit starts flashing rapidly twice each second, then release.   Click "Next" on the screen. The following screen with the Player Unit Serial Number appears, indicating that the Player Unit was added successfully.
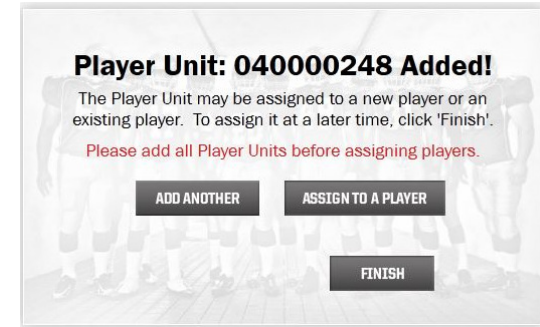
Note: InSite Player Management software will identify the Player Unit and add it to the equipment list. The Identification Number printed on the hardware added should match the Identification Number displayed in software.

Riddell recommends adding all Player Units prior to assigning any Player Units to players by repeating steps 3 and 4 for each Player Unit.

Creating Players and Assigning Player Units

Once you have completed adding all of your Player Units, information for each player must be entered and a Player Unit must be assigned to each player.

1) Click "Assign to a Player"
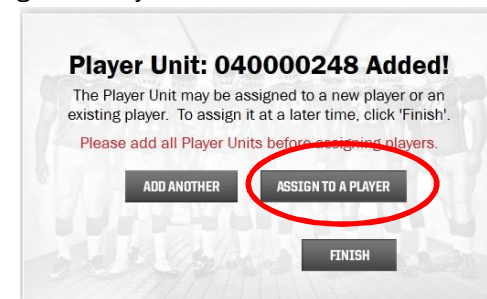
The following screen will appear. Click the "+" symbol in the lower left corner to create a new player.
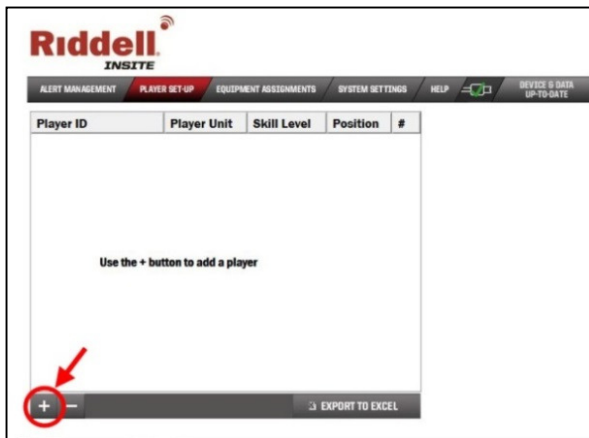
A default new player line is shown, highlighted in grey.

2) Fill in the following player information or select from the drop-down menus, using setup information recorded during installation of Player Units in helmets (see *Installation in Helmets, p.16*):
   - First Name
   - Last Name
   - Jersey Number
   - Player Position – position most frequently played by player
   - Player Unit – select Player Unit number corresponding to the specific InSite hardware installed in each Player's helmet
   - Play Level – Youth, High School, College, Professional

3) Click "Save Changes" to save the information.

4) Click the + button at the bottom of the page to add another player. A new player information line will appear in the window.

   To add all remaining players' information and assign a Player Unit to each player, repeat steps 2 through 4 for each player. After setup of players and Player Unit assignments has been completed, a software message will confirm successful completion.

5) After all player and equipment assignments have been completed in the software, plug in an Alert Monitor to the computer.

6) If the "SYNC REQUIRED" button is showing in the upper right hand corner of the window, click on the button to synchronize the Alert Monitor:

   Note: This button can be seen on all InSite Player Management software screens.

7) If prompted, plug in the additional (2nd) Alert Monitor for this team and repeat Step 6 above.

8) The "SYNC REQUIRED" button will change after all Alert Monitors on this team are up to date:


   The button will now remain in this state until changes are made to the team's players or equipment assignments, at which time the button will change back to "SYNC REQUIRED".

9) Manually initiate check-in of specific Player Units as required (see *Check-In Player Units, p.31*).

10) Repeat steps 5-9 with Alert Monitors and Player Units for additional teams until all equipment is up-to-date.

Managing Multiple Teams

To create a new team, add an unpaired Alert Monitor to InSite Player Management software and follow the Alert Monitor Wizard. Select "Create New" under Team Name when prompted, and enter the desired Team Name. When multiple teams are created, a drop-down menu appears at the top of the screen. Equipment and player information is managed on a per-team basis.
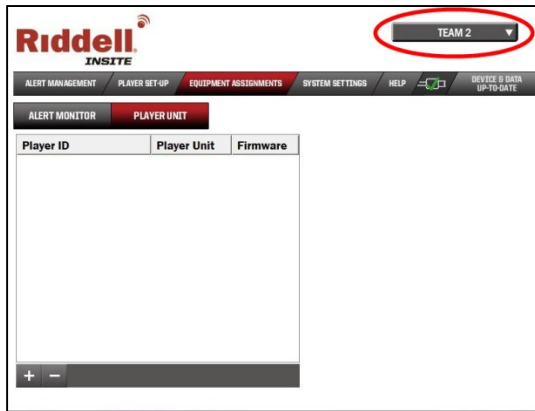
When an Alert Monitor is plugged in to the computer via the USB cable, information for that Alert Monitor's team is automatically displayed. To view information for other teams, an Alert Monitor for that team must be connected, or the computer must have no Alert Monitor connected.

Note: *When adding new equipment or players, be sure to first select the appropriate Team from the drop-down menu at the top of the screen, and connect to Alert Monitor(s) that belong to that Team (see Adding Player Units, p.21).*

Transferring Players or Equipment between Teams

If multiple teams have been created in the InSite Player Management software, 'TRANSFER' buttons appear on both the 'PLAYER SETUP' and 'EQUIPMENT ASSIGNMENTS' screens in the Player Management Software. The transfer button allows you to move a player or equipment from one team to another.

Transferring a Player

Transferring a player is useful if that player is moving from one team to another. You cannot transfer a player across computers or software installations.

When a player is transferred, if they have a Player Unit assigned, that Player Unit will also get transferred to the new team. If you wish to just transfer a player and not the Player Unit, from the Player Setup tab, click EDIT, then click "Not Assigned" from the "Assigned Player Unit" dropdown menu for the player , then click "Save Changes" to un-assign the Player Unit before transferring the player.

To transfer a player from one team to another, perform the following steps under the "PLAYER SET-UP" tab:

- Find and select the player you wish to transfer.

- Click the 'TRANSFER' button on the bottom right of the screen.

- Select the team you wish to transfer the player to and click 'OK'.

- If the player had a Player Unit assigned, all the Alert Monitors on the current team and on the team the player was transferred to will need to be synchronized. Then, manually Check-In the Player Unit to transfer new programming. (see *Check-In Player Units, p.31*).

Transferring a Player Unit

Player units can be transferred to other teams set up through the software. You cannot transfer a Player Unit across computers or software installations. When a Player Unit is transferred, if it's assigned to a player, that player will automatically become unassigned from that player unit. To transfer the Player Unit and the player, follow the instructions for transferring a player above.

To transfer a Player Unit from one team to another, perform the following steps under the "EQUIPMENT ASSIGNMENTS" tab, "PLAYER UNIT" submenu:

1) Find and select the Player Unit you wish to transfer.

2) Click the "TRANSFER" button on the middle right of the screen.

3) Select the team you wish to transfer the Player Unit to and click 'OK'.

4) Plug in an Alert Monitor assigned to the equipment's <u>new</u> team and follow the Player Unit Synchronization Wizard prompts to complete the transfer process. If the Player Unit was assigned to a player, the Alert Monitors for the previous team will also need to be synchronized. To update new settings for the previous team, connect that Alert Monitor and click the yellow "SYNC" button.

5) Manually Check-In the Player Unit after the transfer by holding down the Check-In button on the Player Unit for 2 seconds until the red Power button flashes on then off.

Transferring an Alert Monitor

An Alert Monitor may be transferred between teams when one team has two Alert Monitors and the other team only has one. A team must always have at least one Alert Monitor.

To transfer an Alert Monitor from one team to another, perform the following steps under the "EQUIPMENT ASSIGNMENTS" tab, "ALERT MONITOR" submenu:

1) Find and select the Alert Monitor you wish to transfer.

2) Click the "TRANSFER" button.

3) Select the team you wish to transfer the Alert Monitor to and click "OK".

4) All Alert Monitors on the current team and the new team will need to be synchronized, including the recently transferred one (*see Creating Players and Assigning Player Units, Steps 6-8, p.25*).

Deleting Players or Equipment

Players and equipment may be deleted in the "PLAYER SETUP" and "EQUIPMENT ASSIGNMENTS" tabs, respectively. To do so:

1) Highlight the player or equipment you wish to delete, and click the minus symbol icon.

2) Sync Alert Monitors from all affected teams when prompted. (*see Creating Players and Assigning Player Units, Steps 6-8, p.25*).

3) Power down all deleted Player Units that will not be reassigned within 24 hours to conserve battery life (*see Player Unit Controls & Indicators, p.13*).

   Note: InSite Player Management software requires at least one Alert Monitor to be assigned to a team at all times. For teams with a single Alert Monitor that must be replaced, add the second replacement Alert Monitor to the team, Sync both Alert Monitors, and Check-In all Player Units, before deleting the first.

System Settings

This screen allows the user to change various default settings and manually update software.
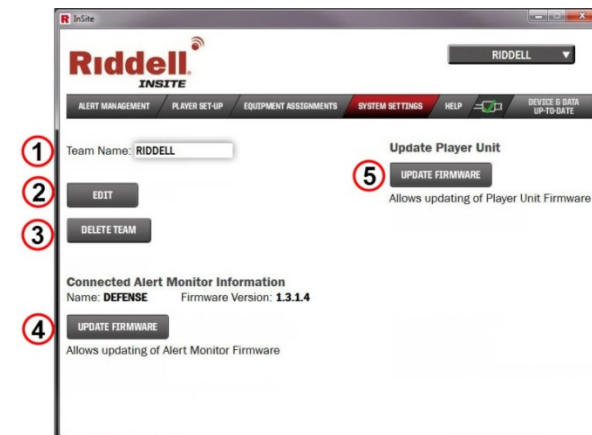
1) **Team Name** - Allows the user to modify the Team name. The Team name for the Alert Monitor that is currently connected to the computer will be displayed.

2) **Edit / Save Changes** - Click this button to edit the team name, and again to save the changes. Alert Monitors must be synced to acknowledge the changes.

3) **Delete Team** - Click this button to delete the currently displayed team.

Note: *Clicking OK will delete all players and equipment for that team. Riddell recommends Exporting to File all Alerts from any team before deleting. (see Alert Management, p.35)*

4) **Update Alert Monitor Firmware** - Opens the Alert Monitor Firmware Wizard. Follow on-screen Wizard instructions to complete update (*see Software and Firmware Updates – Alert Monitor, p.37*).

   Note: *InSite Player Management software will automatically notify the user when firmware updates become available (see Software and Firmware Updates, p.37).*

5) **Update Player Unit Firmware** - Opens the Player Unit Firmware Wizard. Follow on-screen Wizard instructions to complete update (*see Software and Firmware Updates – Player Unit, p.39*).

   Note: *InSite Player Management software will automatically notify the user when firmware updates become available. (see Software and Firmware Updates, p.37)*

BEFORE USE

Before a practice or game, the following procedures must be completed to ensure accurate equipment assignments, and reporting of impact Alerts.

Synchronize Equipment

Ensure all Alert Monitors for the team are synchronized, powered On, and brought to the field to receive Alerts (*see Creating Players and Assigning Player Units, p.25, Steps 5-7*).

Note: *All Alert Monitors assigned to active teams should be powered On and present at the sidelines during all games or practices. This will prevent Player Units from wasting battery power trying to communicate with Alert Monitors that are not being used. If an Alert Monitor is not being actively used, Riddell recommends deleting the Alert Monitor from the installation until needed (see Deleting Players or Equipment, p.28).*

Check-In Player Units

Player Units are updated with current configuration information each time the Player Unit completes a "Check-In" with an Alert Monitor. This happens automatically following the first motion trigger after midnight, and after initial setup of the Player Unit with a system.

If Player settings are changed on an existing system, it may be necessary to manually initiate a Player Unit Check-In to transfer updated settings before use.

To manually initiate a Check-In, hold the Check-In button for two (2) seconds until the red LED turns off and on again, then release. Check-In is confirmed with five (5) flashes of both red and yellow LEDs on the Player Unit.

Note: Player Units automatically Check-In once (and only once) each day while operating. Player Units will attempt to check-in when first activated by motion after 12 am each day; new check-in cycles begin at 12am. Programming changes made to the system after a Player Unit

has checked-in for the day will be transferred to the Player Unit the following day, unless manual check-in is performed to update Player Unit programming.

Checking Player Attendance

Player Attendance may be verified as follows:

1) On the Alert Monitor, navigate to the CHECK-INS menu on the HOME screen, and press the SELECT button to view Check-In information.

2) The display will show how many Player Units out of the total have established communication for the day.

3) Select VIEW ABSENT to see which Player Unit(s) have not Checked-In that day. For those not Checked-In, ensure Player Units are:

   a) Powered On,

   b) Within radio range (50 yards) of an operating Alert Monitor, and

   c) Properly configured and assigned to Player using InSite Player Management software.

4) For Player Units not Checked-In automatically, hold the Check-In button for 2 seconds until the red LED turns off and on again, then release. Check-In is confirmed with 5 flashes of both red and yellow LEDs on the Player Unit. Confirm check-ins through the CHECK-IN menu on the Alert Monitor.

DURING USE

During a game, Player Units monitor and record significant impacts, and will transmit Alerts to the Alert Monitor(s) when over-exposure thresholds are exceeded. The Player Unit has a communication range of up to 50 yards.

If an Alert is generated while the Player Unit is out of communication range (50 yards), the Alert will be stored on the Player Unit until it is successfully transmitted to an Alert Monitor. Player name, jersey number, date of impact, time of impact, and alert type (single or multiple) will be displayed on the Alert Monitor when the Alert is received.

Alert Thresholds and HITsp

InSite Player Units monitor impact exposure using a novel impact exposure metric called **HITsp** (HIT Severity Profile). HITsp combines effects of the following into a single numerical index:

- Linear and rotational acceleration,

- Impact location, and

- Impact duration

Since 2004, Riddell has collected millions of impacts on-field at all levels of play using the Sideline Response System. Based on data collected during this novel research, HITsp and InSite Alert thresholds were developed. While InSite **does not diagnose concussions and is not intended to be used as a diagnostic device**, HITsp does provide for a more specific correlation of on-field injuries and impact exposure than single factors alone[1].

InSite provides two types of impact Alerts, "Single Impact" and "Multiple Impact". Both Alert types indicate that atypically high head-impact exposure has been experienced by the player, and that clinical best practices should be used to conduct an assessment for potential head injury (concussion). Alert thresholds are customized based on level of play and playing position on the field. Alerts report atypically high exposure relative to other players of similar level of play at the same playing position.

- **Single Impact Alerts -** Alerts impacts whose severities are above the predetermined threshold for the player position and play level as assigned using InSite Player Management software. Single event Alerts exceed the 99th percentile HITsp value for that skill level and playing position (i.e. the top 1%) based on field data collected using the Riddell Sideline Response System.

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[1]Greenwald RM, Gwin JT, Chu JJ, Crisco JJ., "Head impact severity measures for evaluating mild traumatic brain injury risk exposure", Neurosurgery, 2008 Apr, 62(4):789-98, discussion 798.

- **Multiple Impact Alerts** - are a proprietary cumulative exposure Alert created by a combination of:

  1) Cumulative Impact Exposure Score – all impacts exceeding the 95th percentile (i.e. top 5%) are added to a time-weighted rolling 7-day index.

  2) Magnitude of the most recent incoming impact.

  When the sum of the cumulative index and the most recent incoming impact exceeds a pre-determined cumulative exposure threshold, a Multiple Impact Alert is generated. If a Player has a high cumulative score, relatively small single impacts may result in over-exposure and generation of a Multiple Impact Alert.

Alerts (either single or multiple) are indicative of higher-than-normal impact exposure. When an Alert is received, you should deploy your program's concussion assessment protocol immediately. For more information, see CDC concussion guidelines: http://www.cdc.gov/concussion/

AFTER USE

Equipment Management

The following steps should be followed after every practice or game:

1) **Player Units** - Leave Player Units in helmets and leave them powered on. The Player Units will enter a sleep state when left motionless for several minutes.

2) **Alert Monitor(s)** - Download Alerts from Alert Monitor and charge as needed (*see Downloading Alerts from the Alert Monitor, p.35*)

3) **Software** – review Alerts using InSite Player Management software (*see Alert Management, p.35*)

Downloading Alerts from the Alert Monitor

Alerts are downloaded from the Alert Monitor to InSite Player Management software using the following procedure:

1) Open InSite Player Management software

2) Connect the Alert Monitor via the USB cable to the computer

The application will automatically check the Alert Monitor for new alerts and download them to software.

Riddell recommends weekly charging of the Alert Monitor (*see Battery Installation and Charging, p.8*). The Alert Monitor is charged through its USB port, using either:

1) The USB connection to a computer while the computer is operating, or

2) The AC Charger supplied with the Alert Monitor.

Alert Management

This screen allows the user to view, analyze and delete alerts that have been downloaded from the Alert Monitor(s). Alerts are displayed by team. To see alerts received for players on each team, select the appropriate team name from the drop-down menu.

1) **Alert Management** - Highlighted selection displays ALERT MANAGEMENT screen.

2) **Player Info** - Player information is displayed along with the Alert Type: either single or multiple.
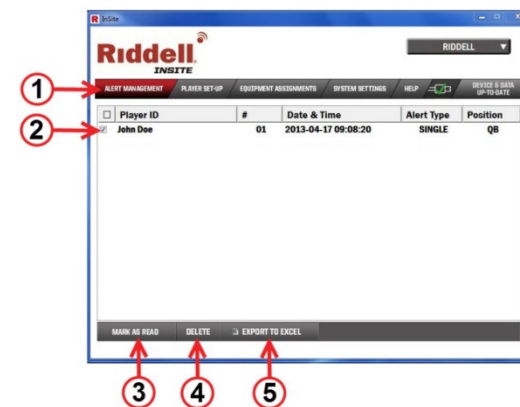
3) **Mark as Read** - When this button is clicked, the highlighted alert will be marked as read.

4) **Delete** - When this button is clicked, the highlighted selection will be deleted.

5) **Export to File** - When this button is clicked, all information will be exported as a *.csv file.

LONG-TERM (END-OF-SEASON) STORAGE

The following steps should be followed after every season:

1) Remove the batteries from all Alert Monitors.

2) Power off the Player Unit by holding the Power button for ~10 seconds until the red and yellow LEDs flash alternately, then release.

3) Return the instrumented helmets for reconditioning to a Riddell factory-authorized reconditioning center in advance of the following season. Please call Riddell Customer Service at (800) 275-5338 for the factory authorized reconditioning center nearest you.

MAINTENANCE

To keep your equipment in peak operating condition, perform these maintenance procedures at periodic intervals.

RECONDITIONING

Riddell recommends reconditioning the Player Unit once per year, at which time each Player Unit is factory tested and the internal battery is replaced (s*ee Long-Term (End-of-Season) Storage above*). Failure to recondition the Player Unit will result in loss of battery power due to full battery discharge.

SOFTWARE AND FIRMWARE UPDATES

When the computer is connected to an active internet connection, InSite Player Management software will automatically check for updates upon startup, both for InSite Player Management software, and for firmware for Alert Monitors and Player Units. When updates are available, the updates will download automatically as a background process. When download is complete, the user will be prompted through the Update Wizards - first for software, then for Alert Monitor firmware, and finally for Player Unit firmware.

To implement firmware updates manually at any other time, select the "SYSTEM SETTINGS" tab in the InSite Player Management software, click the "UPDATE FIRMWARE" button for the desired hardware, and follow the instructions onscreen (s*ee System Settings, Items 4 and 5, p.30*).

Software Updates

Note: *To install InSite Player Management software on a Windows PC or Mac, it is necessary to have Administrator-level access rights. Please contact your system administrator as needed to establish access rights to install software.*

When a software update is available, the update will automatically download in the background while the InSite Player Management software is running and computer connected to the Internet. Once download is complete, the user will be prompted to install the update during the next startup of the software. Follow the instructions on-screen to complete the installation or contact your network administrator.

Alert Monitor Firmware Updates

When prompted to update Alert Monitor firmware during software startup, select the team name whose hardware you wish to update.
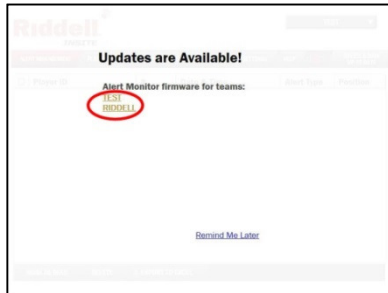
This will launch the Alert Monitor firmware wizard. Updated firmware will be downloaded through the active internet connection and the suggested update will be displayed.
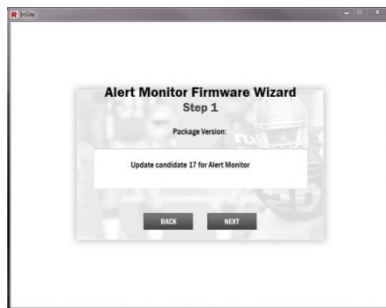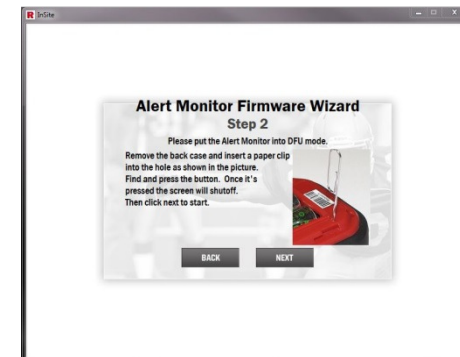

Click 'NEXT'. The Alert Monitor will begin its update and display a progress indicator.


To finish the firmware update on the Alert Monitor, remove the battery door and place the Alert Monitor into Device Firmware Update (DFU) mode following the on-screen instructions. The button is directly below the small (1 mm) hole in the housing near the bottom left corner of the

battery recess. When the button is depressed, there will be some tactile feedback and the screen will go blank.
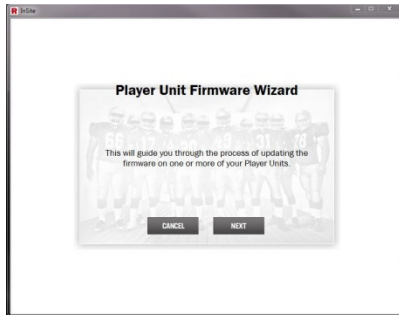

Click 'NEXT'. The update progress indicator will be displayed again until the update is complete.
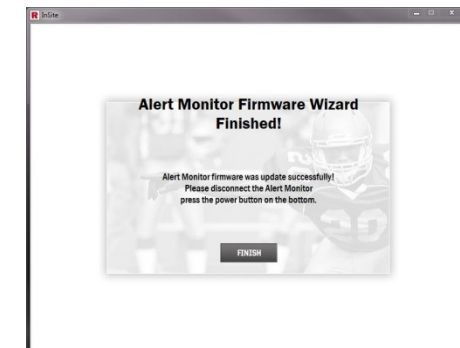
Note: *Alert Monitors can be updated without an internet connection.*

Player Unit Firmware Updates

When prompted to update Player Unit firmware, select the team name whose hardware you wish to update. This will launch the Player Unit Firmware Wizard:

Click 'NEXT'. The suggested update will be displayed.

Click 'NEXT'. The firmware must first be uploaded to the Alert Monitor that is plugged in.
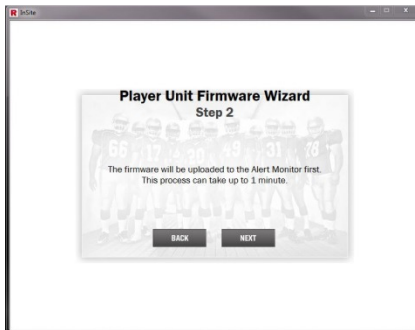
Click 'NEXT'. The Alert Monitor will begin its upload of Player Unit firmware and display a progress indicator.

A list of all outdated Player Units is displayed.

Each is updated individually by selecting each Player Unit to from the list and clicking 'NEXT'.

Follow the on-screen instructions for the selected Player Unit and click 'NEXT'. The update progress indicator will be displayed again until the update is complete.

Player Unit: 0016777299
updated successfully!

OK
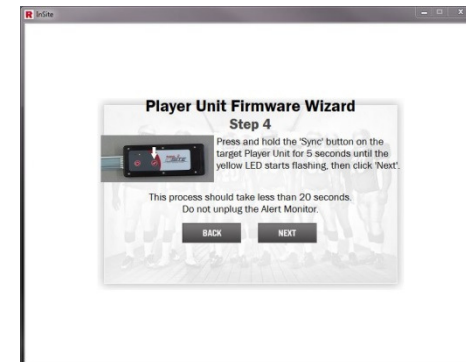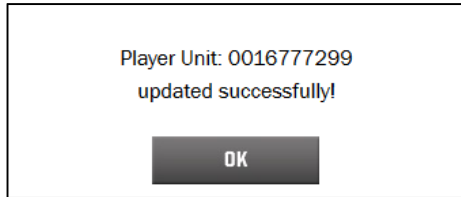
Note: Player Units can be updated without an internet connection.

BATTERIES

New Batteries

The Alert Monitor comes with rechargeable batteries that are fully charged during manufacture, but may partially discharge during subsequent storage and shipping. Upon initial use (or after a prolonged storage period), the battery may require charging to reach full capacity, and three to four full charge/discharge cycles before reaching maximum capacity.

Battery Handling

- If the battery will not be in use for a month or longer, Riddell recommends that it be removed from the Alert Monitor and stored in a cool, dry place.

- A charged battery will eventually lose its charge if unused. It may therefore be necessary to recharge the battery after a storage period.

- Actual battery run-time depends upon the power demands made by the equipment it powers and usage patterns. Typical Alert Monitor battery life is 1-2 weeks of normal use.

CLEANING INSITE EQUIPMENT

Alert Monitor

The Alert Monitor may be cleaned with mild soap, water, and a soft cloth. Dampen the cloth with soapy water, and clean Alert Monitor gently. Avoid spraying any cleaners directly onto the monitor housings.

Note: Avoid use of strong detergents or cleaning solvents, as they could damage the Alert Monitor and void warranty. Do not use rubbing alcohol or other solvents to clean the Alert Monitor screen. Permanent damage may result.

Player Unit

The Player Unit and sensor may be cleaned with mild soap, water, and a soft cloth. Dampen the cloth with soapy water, and clean Player Unit gently.

Note: Avoid use of strong detergents or cleaning solvents, as they could damage the Player Unit and void warranty. Do not submerge Player Unit sensor pad and transmitter in liquid or machine wash.

TROUBLESHOOTING

The following troubleshooting procedures may be used to identify and resolve concerns regarding InSite operation. For additional assistance, please contact Riddell Customer Service at (800) 275-5338.

ALERT MONITOR

Symptoms & Solutions

SYMPTOM	POSSIBLE SOLUTION
Alert Monitor will not power on.	• Check that batteries are installed in the correct orientation. (see *Battery Installation and Charging, p.8*) • Batteries may be fully discharged. Connect Alert Monitor to computer (or AC charger and wall outlet) via the USB cable and charge using the procedure in this manual. (see *Battery Installation and Charging, p.8*) • If batteries fail to charge adequately, replace with size AA nickel-metal hydride (NiMH) rechargeable batteries (Energizer Recharge 2300 mAh, or equivalent)
Alert Monitor is On but is not operating properly or the display isn't normal.	• Turn Alert Monitor off and then back on again. Perform the diagnostic test on the Alert Monitor by selecting SETTINGS → CONFIGURATIONS → USER TESTS and following the prompts on-screen.
Alert Monitor does not communicate with the Player Management software when connected via USB cable.	• Disconnect Alert Monitor from computer. Turn the Alert Monitor off and back on again. Shut down and restart InSite Player Management software. Reconnect Alert Monitor to computer. • If the above steps do not work, try a different USB cable or USB port.
Player Unit does not Check-In with Alert Monitor (shown as ABSENT).	• Verify that all hardware (Alert Monitors and Player Units) have been set up correctly in the software and that all hardware is synced. (see *Creating Players and Assigning Player Units, p.23*) • Verify Alert Monitor is unplugged from USB cable and powered On.

SYMPTOM	POSSIBLE SOLUTION
Player Unit does not Check-In with Alert Monitor (shown as ABSENT).	• Verify that the Player Unit is powered On and is active (see *Player Unit – Controls and Indicators, p.13-15*). • Verify Player Unit is within range (50 yards) of an operating Alert Monitor • Manually initiate a Player Unit Check-In by pressing Check-In button for two seconds (see *Check-In Player Units, p.31*).

Alert Monitor is not receiving alerts.	• It is generally difficult to discern whether an impact was too great or small in magnitude simply by observing collisions on the field. However, if the Alert Monitor does not seem to be receiving alerts:
	  o Verify player position and play level has been set properly in InSite Player Management software, and that all hardware has been synced.
	  o Ensure Alert Monitors and Player Units are powered on, and that Player Units have checked in with their associated Alert Monitor(s).
	  o Check that the Alert Monitors and Player Units are within range (50 yards).
	  o Place the Player Unit into Test Mode and send a Test Alert to verify the system is performing correctly (see *Sending Test Alerts, p. 46*).

Alert Monitor is receiving alerts even when removed from a team.	• Unless all hardware is synced when changes are made in software, hardware will try to communicate as it was last set up. Verify settings in software, sync all Alert Monitors, and manually check-in all Player Units to complete transfer of new settings.
Alert Monitor has Player Unit check-in errors.	• Initiate manual Check-In to resolve errors (see *Check-In Player Units, p.31*)

Sending Test Alerts (Test Mode)

A Player Unit can send an Alert by placing it in Test Mode. A simulated impact can then be initiated by the Player Unit and transmitted to the Alert Monitor for viewing to confirm communication and Alerting function between Player Unit and Alert Monitor.

To enter Test Mode:

1) Press and hold the Power button on the Player Unit for six (6) seconds until the yellow LED turns off and on again, and release. The red and yellow LEDs will flash alternately six times. The Player Unit is now in Test Mode.

2) To generate an Alert, press and hold for two (2) seconds until the LED blinks off, then release:

   • Check-In Button – for Single Alert

   • Power Button – for Multiple Alert

   The red and yellow LEDs will flash simultaneously three times, followed by the yellow LED flashing as the Player Unit waits to communicate the Alert to the Alert Monitor. A series of simultaneous LED flashes indicates that the Alert has been transmitted. Alert transmission should happen within 20 seconds.

3) Once the Alert has been transmitted, the Helmet Alert Icon should begin to flash on the Alert Monitor. Highlight "X NEW ALERTS" on the main menu and press the SELECT button to view the Alert History screen. The text line of the test alert should be flashing. Highlight it and press the SELECT button again to view more detailed alert information.

4) To exit Test Mode, press and hold the Check-In button for five (5) seconds until the red LED flashes off and back on twice, then release. The red LED will flash five times. Alternately, wait 10 minutes without sending new Test Alerts and the Player Unit will time out of Test Mode.

SYMPTOM	POSSIBLE SOLUTION
Player Unit does not power on.	• Player Unit may have unintentionally been placed in button lock-out mode. Wait 10 minutes, and then try again. If the Player Unit still fails to power on, call Riddell Customer Service at (800) 275-5338 for instructions on how to return to a Riddell-authorized reconditioning center for battery replacement.
The lighting pattern is not flashing as expected.	• The Player Unit was likely placed into a different operating mode than desired. Power cycle the Player Unit off/on. (see *Controls and Indicators, p.12*)
Player Unit does not seem to be sending alerts as expected.	• Place the player unit in Test Mode and create a test impact to verify the system is performing correctly. (see Sending Test Alerts, p. 46)
Player unit seems either too sensitive (many alerts) or not sensitive enough (not alerting on large impacts).	• It is generally difficult to discern whether an impact was too great or small in magnitude simply by observing collisions on the field. The system is designed to alert only the top 1% of single impacts, and to atypically high cumulative exposure levels. However, if the player unit appears to be Alerting improperly, check the player level and position assigned within InSite Player Management software. Sync all Alert Monitors and Check-In all Player Units to ensure proper configuration.
Player Unit does not Check-In with Alert Monitor (shown as ABSENT).	• Verify that all hardware (Alert Monitors and Player Units) have been set up correctly using ISPM software and that all hardware is synced. (see *Creating Players and Assigning Player Units, p.23*)

SYMPTOM	POSSIBLE SOLUTION
Player Unit does not Check-In with Alert Monitor (shown as ABSENT).	• Verify Alert Monitor is unplugged from USB cable and powered On. • Verify that the Player Unit is powered On and is active (see *Player Unit – Controls and Indicators, p.13-15*). • Verify Player Unit is within range (50 yards) of an operating Alert Monitor • Manually initiate a Player Unit Check-In by pressing Check-In button for two seconds (see Check-In Player Units, p.31).

INSITE PLAYER MANAGEMENT SOFTWARE

Symptoms & Solutions

SYMPTOM	POSSIBLE SOLUTION
Trouble installing or updating ISPM	• Contact your network administrator for further assistance
ISPM does not recognize an Alert Monitor when connected via the USB cable.	• Ensure USB cable connections are secure. Restart ISPM. If this fails, restart the computer and try again. • Attempt to use another short (1m) USB cable in case of USB cable damage.
Cannot add or remove hardware through the ISPM.	• See error message pop-ups for more details. Ensure Player Units have power (if applicable).
ISPM freezes or has other navigating issues.	• Close ISPM and restart.

SYMPTOM	POSSIBLE SOLUTION
ISPM pop-up indicates firmware compatibility issues.	• Update firmware as necessary (see *Software & Firmware Updates, p.37*). Contact your network administrator to update ISPM following start-up prompts if applicable.
When adding a Player Unit through the ISPM, Player Unit ID number is "0" or "00".	• Alert Monitor was disconnected during the programming process. Delete the Player Unit from the software, plug Alert Monitor in for the duration of the programming process, and verify that a non-zero Player Unit ID number appears.

CONTACT INFORMATION

For Sales & Customer Service support, please contact:

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Rosemont, IL 60018
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insitehelp@riddellsports.com
www.riddell.com

COMPLIANCE INFORMATION

Federal Communications Commission (FCC)

The following statements apply to the InSite Player Unit and Alert Monitor, as required by the Federal Communications Commission (FCC):

Compliance Statement (Part 15.19)

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.

Warning (Part 15.21)

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

Industry Canada (IC)

The following statement applies to the InSite Player Unit and Alert Monitor, as required by Industry Canada (IC):

Compliance Statement (RSS-GEN, Section 7.1.5)

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.

WARRANTY

- Riddell warrants InSite to be free from defects in materials and workmanship for a period of one (1) year from the date of purchase provided there has been normal use and proper maintenance.

- To the extent permitted by law and not otherwise, this warranty is in lieu of all other warranties, express or implied, whether Statutory or otherwise, including any implied warranties of merchantability or fitness for any particular purpose.

- Manufacturer shall not be liable for any consequential damages resulting from the use of its products.

- The device covered by this warranty should be returned to Riddell, along with proof of purchase.