



Axiom System User Guide

COPYRIGHT© TBD RIDDELL INC. ALL RIGHTS RESERVED.
REPRODUCTION OF THIS MANUAL IN ANY MEDIUM WITHOUT THE EXPRESS
PERMISSION OF RIDDELL IS PROHIBITED.

LIMITED RIGHTS NOTICE TECHNICAL DATA/DOCUMENTATION

P/N XXXXX vX.XX

CONTENTS

Introduction	3
Warnings	4
Product Overview	6
Equipment Guide – axiom Player Unit	9
Battery Care	9
Controls and Indicators	9
Installation into Helmets	10
Riddell Sideline Monitor Operations	10
Log-in and main RSM Dashboard	11
Adding / adopting a Player unit	12
Unassigning / un-adopting a Player unit	16
Reviewing alert information	19
RSM version information	22
Player Unit firmware version	23
Updating RSM	29
Updating Player Unit Firmware	37
Using InSite	41
Before Play	41
During Play - Using Alerts	41
Alert Types	42
Viewing New Alerts	43
Alert Response	43
After Play	43

Equipment Management 43

Maintenance 44

 Cleaning InSite Equipment 44

 Battery Care 45

 Long-Term (End-of-Season) Storage 45

 Reconditioning..... 45

Troubleshooting..... 45

Contact Information..... 45

Compliance Information..... 46

Warranty 47

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 2004, 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.

You must read this User 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 at (800) 725-5338 or insitehelp@riddellsports.com.

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 or other head injury.
- Riddell InSite is **NOT** a medical device.
- Riddell InSite is **NOT** a protective device.
- **RIDDELL INSITE DOES NOT DIAGNOSE CONCUSSIONS OR OTHER HEAD INJURIES 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 and configured by the user to allow for correct function and transmission of impact Alerts (see *Setup Summary for installation instructions*).
- For proper performance, the Riddell Sideline Monitor (RSM) must be used within fifty (50) yards of the instrumented players (see *During Play – Using Alerts, p.45, 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

PRODUCT OVERVIEW

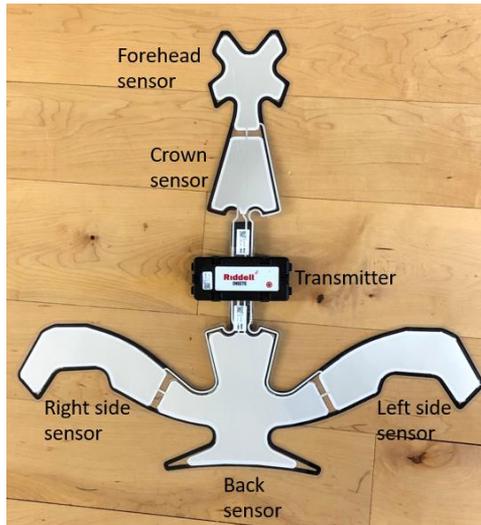
The InSite Impact Response System for Axiom is composed of the following components:

1. **InSite Axiom Player Unit** (included with new helmet purchase, or retrofit package sold separately)
2. **USB Cable and AC Charger**
3. **Riddell Sideline Monitor**

INSITE AXIOM PLAYER UNIT

Player Units installed within Riddell helmets measure impacts as they occur on field. When an impact exceeds a predetermined threshold specific to the player's level of play and playing position, an Alert is sent wirelessly to the Riddell Sideline Monitor on the sidelines. The athlete's playing position and level of play are selected by the InSite Impact Response System administrator during setup of player profiles (see *Player Setup*, p. 33).

Each InSite Player Unit is comprised of a flexible sensor array ("Sensor") and a small 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 operation once it detects motion. This functionality enables a typical battery life of approximately one year depending on usage.

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. Failure to replace the battery each year will result in loss of power and the Player Unit will become inoperable.

RIDDELL SIDELINE MONITOR

The Riddell Sideline Monitor (RSM) is a cell phone with an Android application which allows a user to collect impact event data from one or more "Player Units" (PUs) as well as perform management functions on individual PUs. The officially supported phone for running RSM is the Samsung Galaxy S10.

USB CABLE AND AC CHARGER

The USB cable connects the Riddell Sideline Monitor to a laptop or desktop, which functions to charge the Sideline Monitor batteries.

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 the Sideline Monitor batteries.

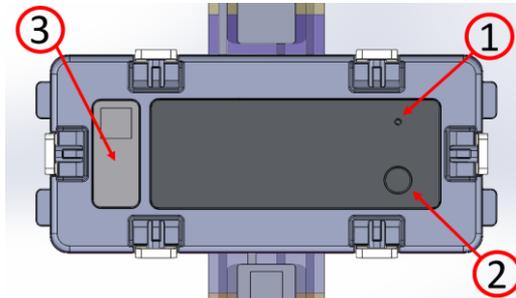


BATTERY CARE

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. **Failure to replace the battery each year will result in loss of power and the Player Unit will become inoperable.**

CONTROLS AND INDICATORS

The Player Unit transmitter is located in a protective pouch in each InSite Axiom fixed liner. It is used to transmit impact data to the Riddell Sideline Monitor, and is connected to the sensor pads. The Player Unit has two basic states while powered On – idle and sleep. The Player Unit will manage its own power state to maximize battery life based on recent activity detected by a motion sensor.



- 1) **LED** – A powered and functional player unit will rapidly flash a yellow LED when put in motion after 5 seconds of stationary inactivity.
- 2) **Power button** - The button on the player unit is used to power the unit on from shipping mode, and only needs to be accessed during initial setup and after reconditioning.

- 3) **Identification Number (Serial Number)** – 10-digit number that identifies a particular Player Unit. This number will appear in the Riddell Sideline Monitor application when the Player Unit is added. This number is used to assign individual Player Unit hardware to a Player.

INSTALLATION INTO HELMETS

Proper installation and setup of the InSite Impact Response System is required for correct product operation. **Please keep in mind the following key points and instructions as you prepare for use:**

- 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.
- 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** (see *Player Setup, p.34*).
- Do not fold, crease, or tear the Player Unit sensor at any point during installation as this may affect impact sensor and system performance. Please contact Riddell Customer Service at **(800) 275-5338** for assistance with damaged equipment.

RIDDELL AXIOM INSTALLATION INSTRUCTIONS

TBD

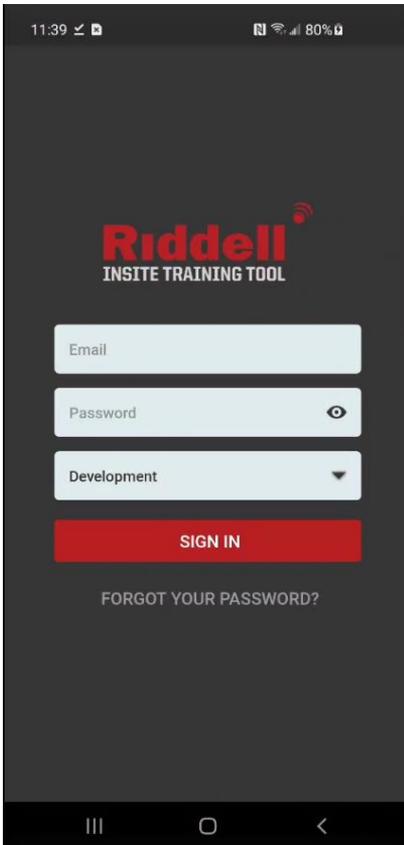
RIDDELL SPEEDFLEX TRUE INSTALLATION INSTRUCTIONS

TBD

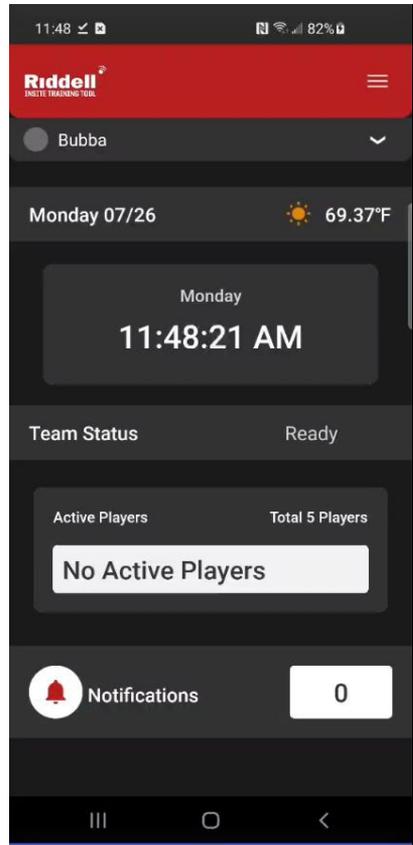
RIDDELL SIDELINE MONITOR OPERATIONS

LOG-IN AND MAIN RSM DASHBOARD

After launching Riddell Sideline Monitor (RSM), a log-in screen will be displayed as shown below. Enter your email, password, and select the appropriate environment. Press on the “SIGN IN” button.



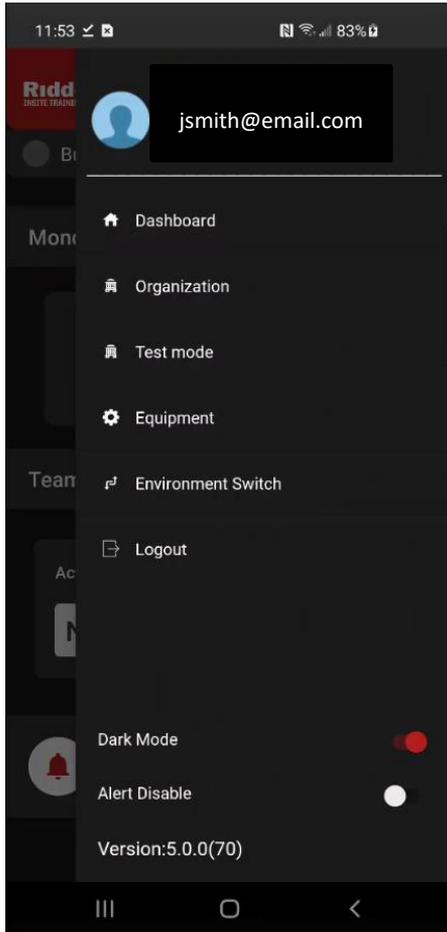
RSM log-in screen



RSM Dashboard

After logging in, you will be brought to the RSM Dashboard (see above). This is the main screen for displaying activity from connected PUs.

Selecting the “hamburger menu” (☰) in the upper right corner of the application displays the menu shown below. The current RSM version is shown at the bottom of this window (“5.0.0.(70)” in this case).



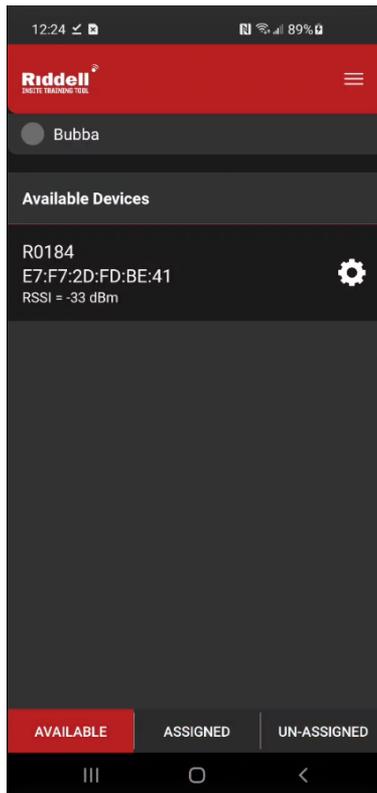
RSM application menu

ADDING / ADOPTING A PLAYER UNIT

To add Player Units (PUs) to your team, you will first Adopt the PU and then Assign the PU to an existing player on your team. (Setting up and managing players on your team are functions performed using the Riddell Insite Training Tool website, not covered in this RSM user guide.)

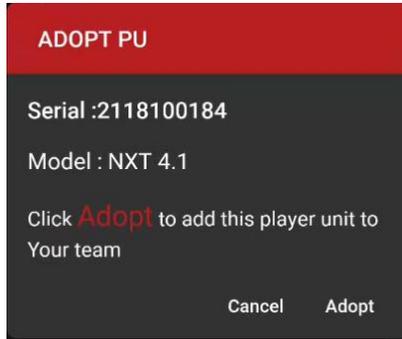
To Adopt and Assign a PU:

1. Select “Equipment” from the RSM application menu (see the “RSM application menu” screenshot above).
2. Select the “AVAILABLE” tab to see a list of PUs which can be adopted.



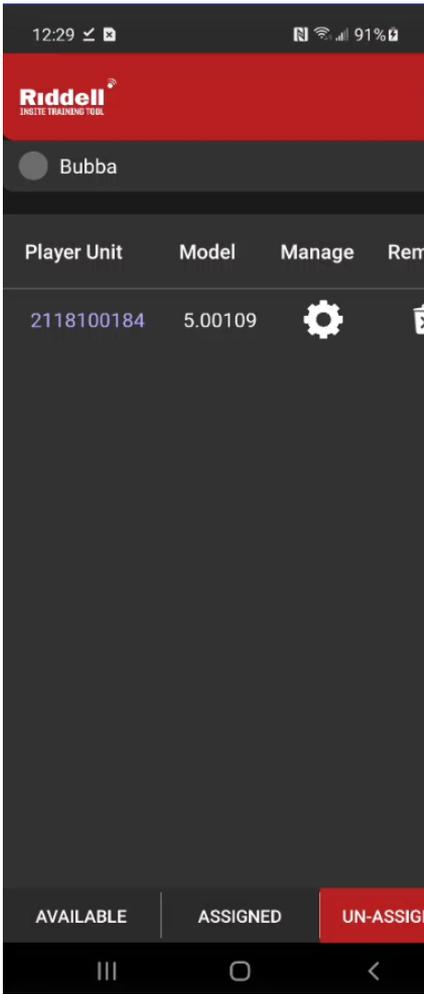
RSM “AVAILABLE” screen, showing PUs available for adoption.

- From the list of available PUs, select one which you would like to adopt into your team. *Note that you should press on the text of the desired PU, not on the cog wheel icon button (which will request that RSM connect with the PU).*
- After clicking on the desired PU, a popup screen such as the one shown below pops up. Verify the serial number and then click on the “Adopt” button.

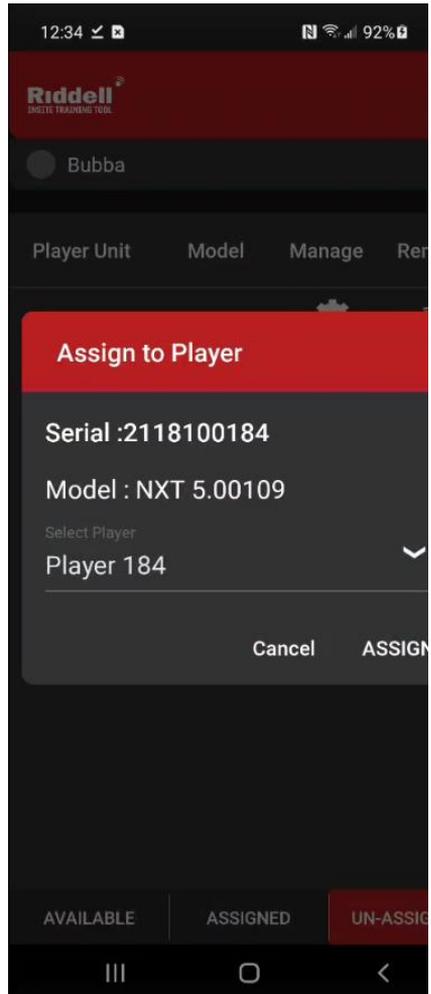


Adopting a PU

- After adoption, the PU will show up under the “UN-ASSIGNED” tab (see below). You must now assign this PU to an existing player on your team. To do this, click on the desired Player Unit serial number (for the example shown below, we would click on “2118100184”) and select a player to assign to this PU from the pull down list (see screenshot below). Finally, click the “ASSIGN” button.



PUs ready to assign to a team player.



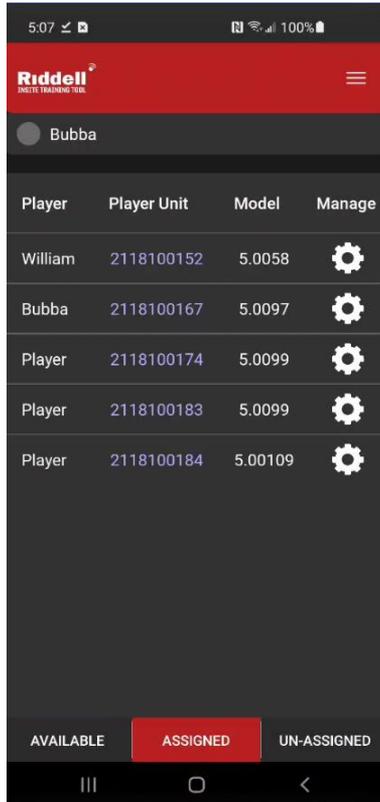
Assigning the PU to a team player.

- After adopting the PU and assigning it to a player, this PU will be displayed in the "ASSIGNED" tab along with other previously assigned PUs on your team.

UNASSIGNING / UN-ADOPTING A PLAYER UNIT

If a Player Unit (PU) is currently assigned to a player on one team and you would like to switch this PU to a different team, you will need to unassign and then un-adopt the PU using the following steps.

1. Select “Equipment” from the RSM application menu.
2. Select the “ASSIGNED” tab to see a list of PUs which are currently assigned to your team.



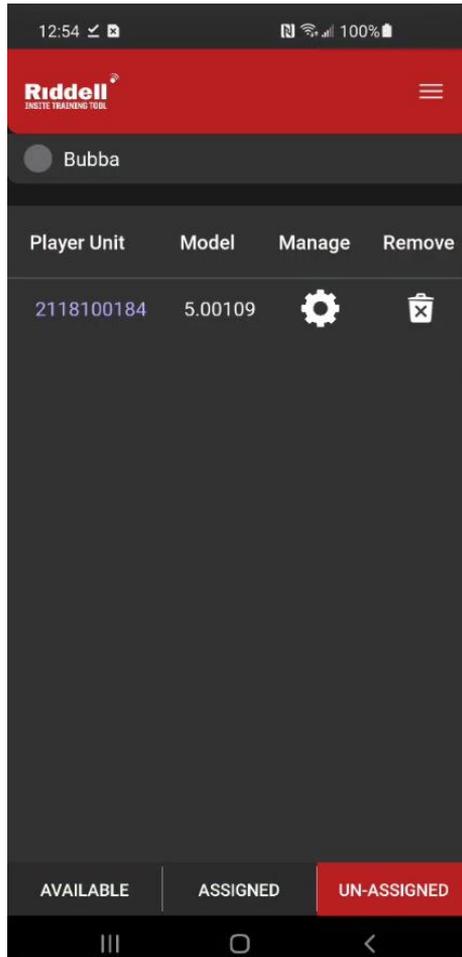
Assigned PUs on a team.

3. Select the Player Unit serial number of the PU you wish to unassign from this team (Note: select the serial number, not the cog wheel button). The dialog shown below pops up.



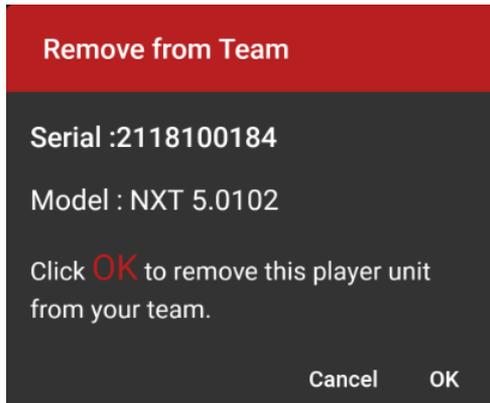
“UN-ASSIGN” dialog box.

4. Verify the serial number of the PU you wish to unassign and then click the “UN-ASSIGN” button.
5. As shown below, the selected PU is now moved to the “UN-ASSIGNED” tab.



After unassigning a PU, it is moved to the “UN-ASSIGNED” tab.

6. Next, un-adopt the PU by clicking the small garbage can icon in the “Remove” column on the “UN-ASSIGNED” tab. The popup shown below is displayed, asking you to verify your action.

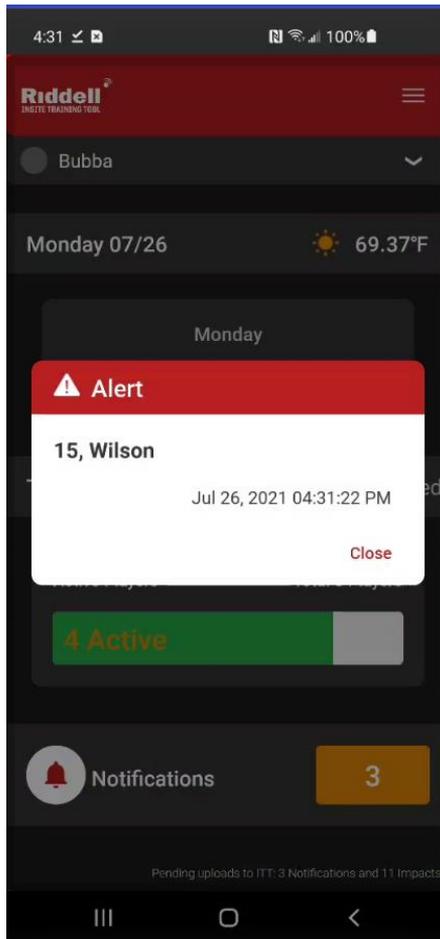


RSM verification for un-adopting a PU.

7. The unassigned and un-adopted PU will now be listed under the “AVAILABLE” tab, indicating that it is available to be adopted by another team.

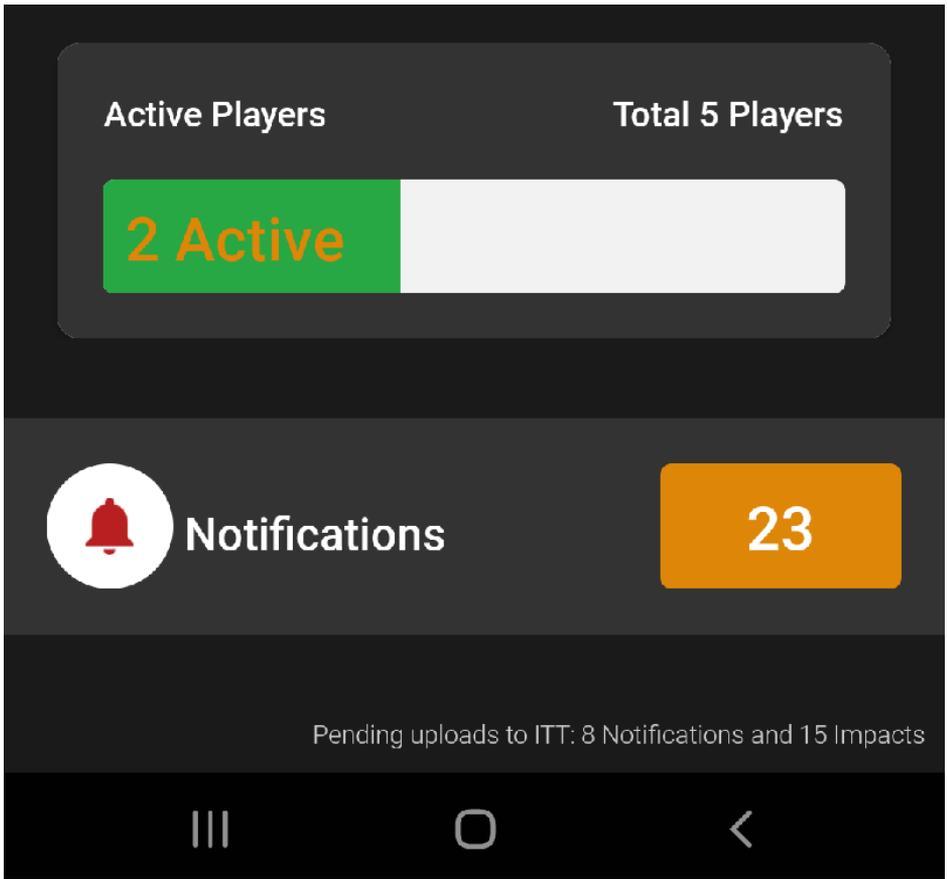
REVIEWING ALERT INFORMATION

RSM receives notifications from PUs when high impact “Alert” events have occurred. A popup window is displayed on the RSM Dashboard containing the player number, player name, and event time.



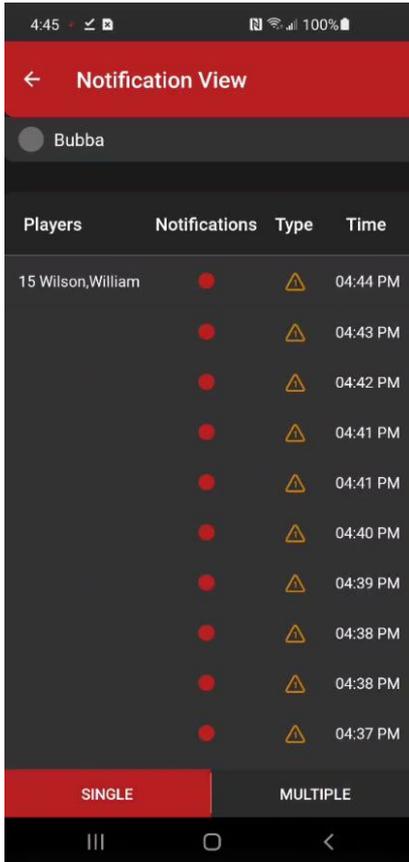
RSM has received notification of a high impact event for a player.

RSM uploads event data to the Riddell ITT database and website. At the bottom of the RSM Dashboard screen, a message will be displayed indicating the number of notifications and impacts yet to be uploaded. For example, in the screenshot below, the message at the bottom of the Dashboard indicates that 8 notifications and 15 impacts are pending upload to ITT.



Enlarged view of the bottom of the RSM Dashboard, showing the “Pending uploads to ITT” message.

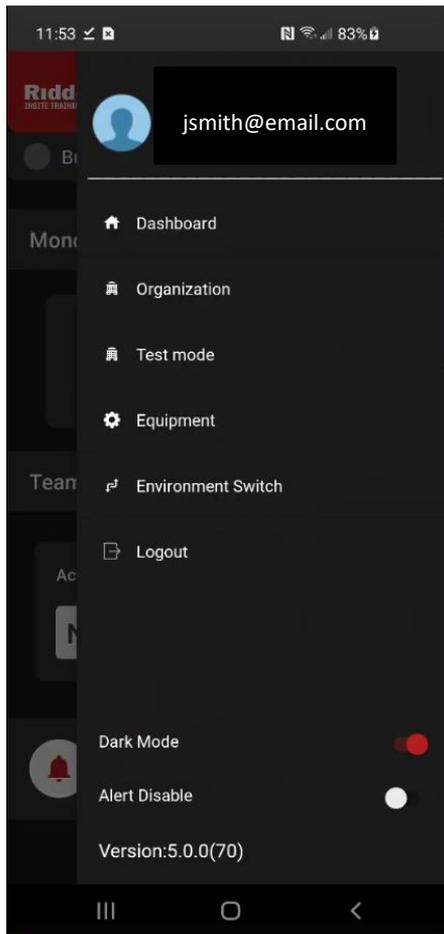
Clicking on the “Notifications” area on the RSM Dashboard brings up the “Notification View” screen, which contains a list of notifications organized by player. To exit the “Notification View” screen, click the back arrow at the top of the screen.



RSM Notification View

RSM VERSION INFORMATION

Selecting the “hamburger menu” from the upper right corner of Dashboard displays the menu shown below. The current RSM version is shown at the bottom of this window, “5.0.0.(70)” in this case.

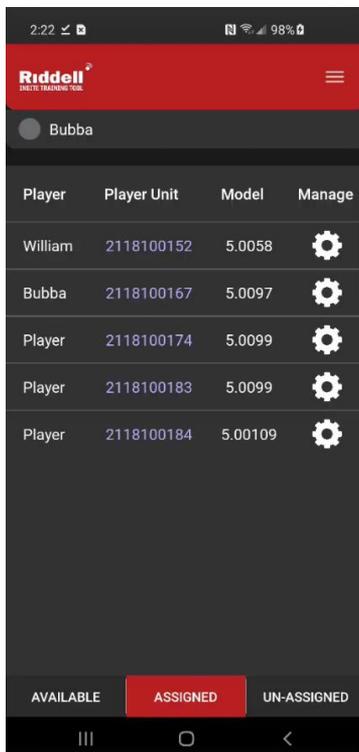


RSM main menu; RSM version is displayed at the bottom of the menu screen.

PLAYER UNIT FIRMWARE VERSION

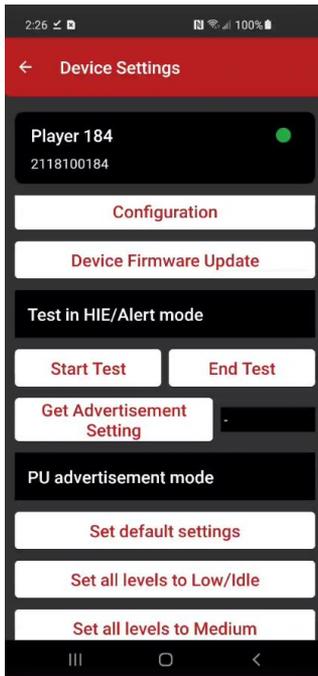
PU firmware version number can be obtained by connecting to the PU and viewing its configuration information.

1. From the main RSM Dashboard, select the “hamburger menu” in the upper right corner of the screen and then select the “Equipment” menu item.
2. From either the AVAILABLE, ASSIGNED, or UN-ASSIGNED tab, press a “cog wheel” icon for the PU to which you want to connect. For example, in the screenshot of the ASSIGNED tab below, the cog wheel icons are found on the right side of each PU row, in the “Manage” column.



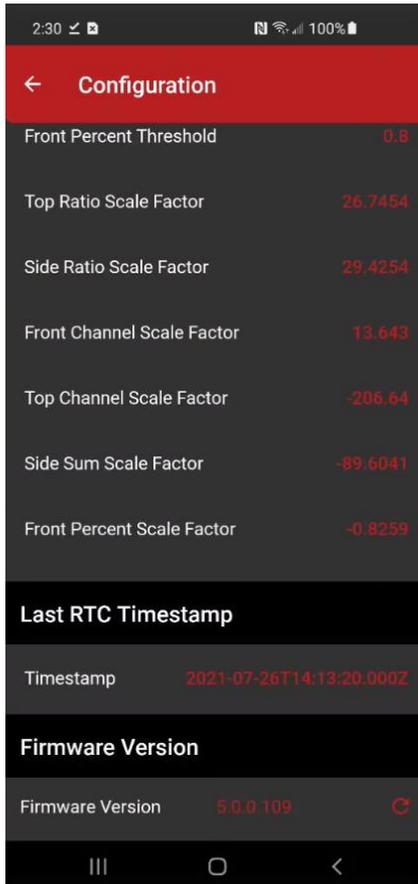
To connect to a PU, press the desired PU’s cog wheel icon in the Manage column.

3. After connecting to the PU, RSM will display the “Device Settings” screen.

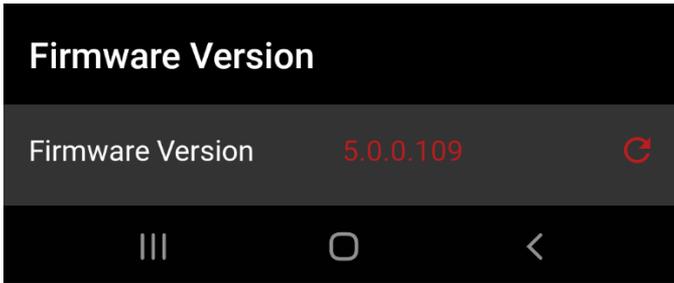


RSM “Device Settings” screen.

4. Click the “Configuration” button on the “Device Settings” screen. A list of configuration settings is displayed. Scroll to the bottom of this screen; the very last entry is “Firmware Version”.

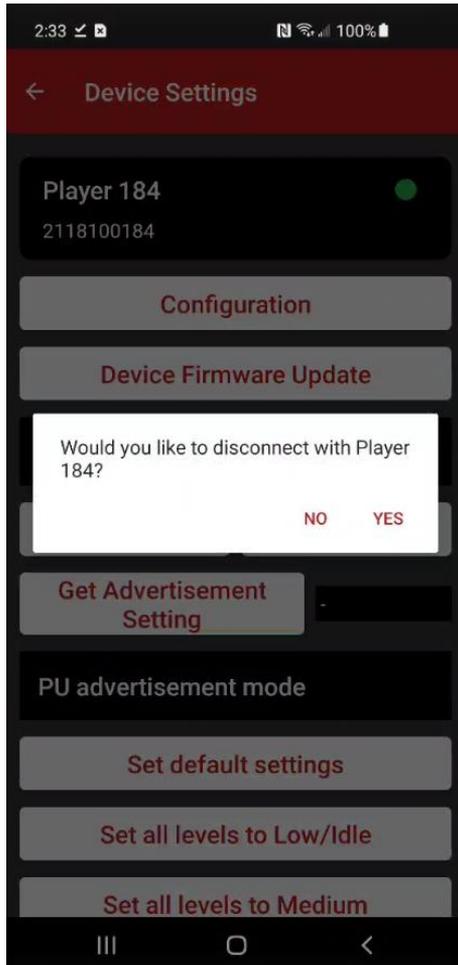


PU firmware version is shown at the bottom of the RSM “Configuration” screen.



Enlarged view of the “Firmware Version” found at the bottom of the RSM “Configuration” screen.

5. Click the back arrow at the top of the “Configuration” screen to return to the “Device Settings” screen. Then, click the back arrow at the top of the “Device Settings” screen to disconnect from the PU. When disconnecting from the PU, RSM pops up the confirmation dialog shown in the screenshot below; click “Yes” to disconnect from the PU.



RSM confirms that you want to disconnect from the PU.

UPDATING RSM

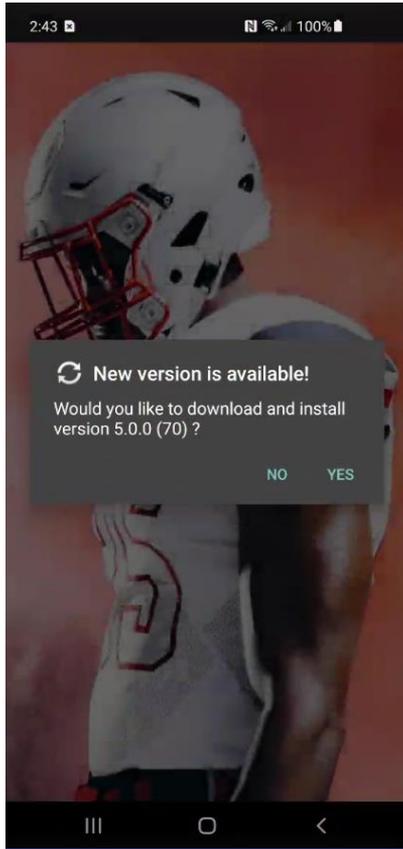
The installed version of RSM can be updated using the following steps:

- Download the updated Android application file
- Uninstall the currently installed RSM
- Install the updated RSM

This interim procedure will be streamlined in future releases. Instructions for performing the upgrade are detailed below.

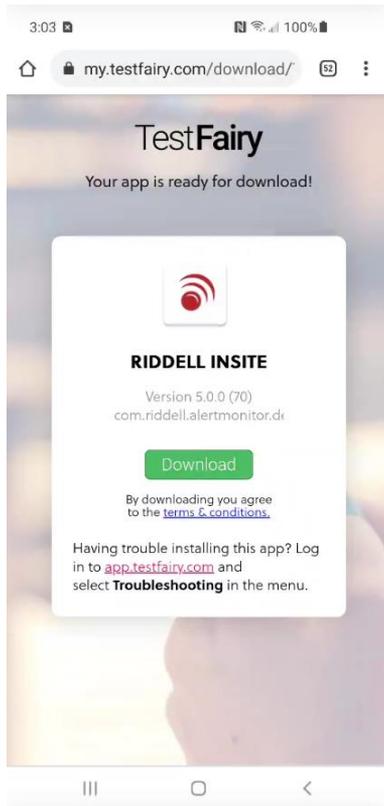
WARNING: Part of this upgrade procedure involves uninstalling the currently installed version of RSM on your Android phone. Please be aware that any data pending upload to the Riddell ITT database and website will be lost once the currently installed version of RSM is uninstalled.

1. If a new version of RSM has been released, a popup notification is displayed when RSM is launched (see below). If you would like to upgrade your RSM installation, click the “YES” button on this dialog. Note that this RSM upgrade dialog is only briefly available on the screen, so you may need to act quickly to press the “YES” button; if you miss it, quit and then re-launch RSM.



RSM popup dialog offering an updated RSM version.

2. After clicking “YES” to upgrade RSM, you will be directed to a website to download the new RSM application file (an Android “.apk” file). Click the “Download” button to download the upgraded RSM application file. You may receive a warning that “This type of file can harm your device” (which you can ignore); proceed to download the file.

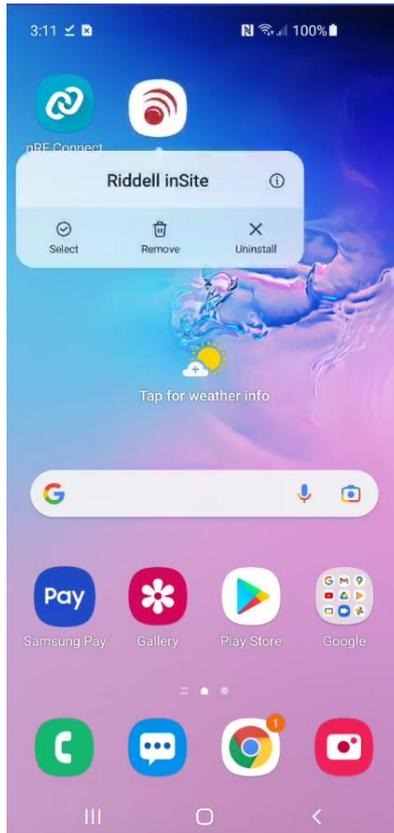


Download an upgraded RSM application file.

3. Before installing the new version of RSM, you must uninstall the current installation.

WARNING: Please be aware that any data pending upload to the Riddell ITT database and website will be lost once the currently installed version of RSM is uninstalled.

To uninstall RSM, press and hold your finger on the RSM program icon for the currently installed version of RSM on your Android phone. A popup selection screen will be displayed; select the “Uninstall” option from this screen. You will then see a verification screen asking if you want to uninstall “Riddell inSite”; select “OK”.



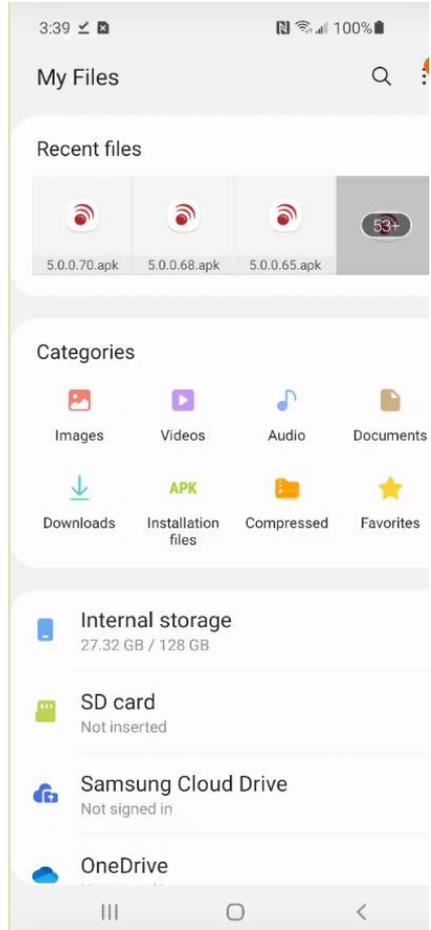
Uninstall RSM by selecting the “Uninstall” option

4. Locate the new RSM application file, which will be located in the phone’s “Downloads” folder. For the Samsung Galaxy S10, go to the

Samsung application group; select the “My Files” item and then press “Downloads”.

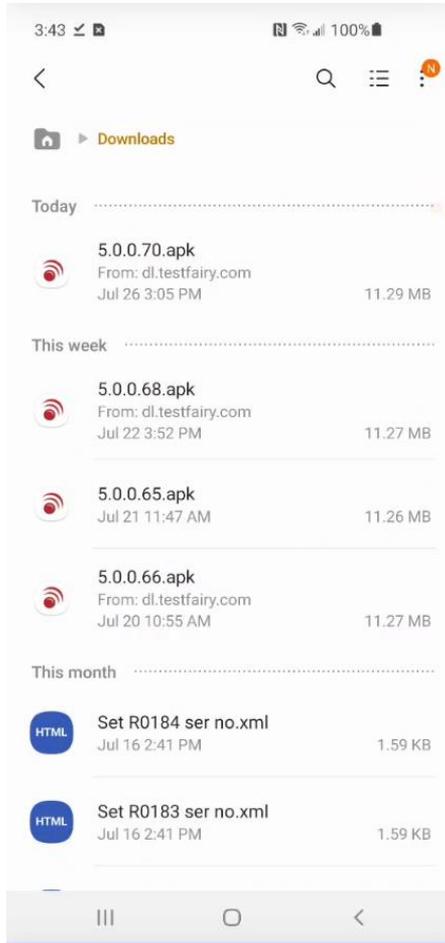


Samsung application group; select the “My Files” item.



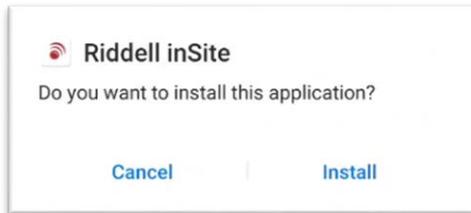
Samsung “My Files”; select the “Downloads” item.

- From the “Downloads” list, press on the “apk” file for the RSM application that was downloaded. In our example, we downloaded “5.0.0.70.apk”.

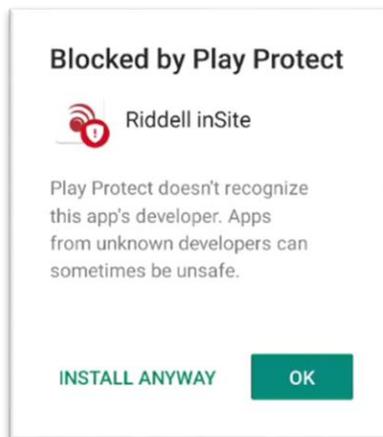


Samsung file downloads; to install the upgraded RSM, press on the “.apk” file that was downloaded earlier.

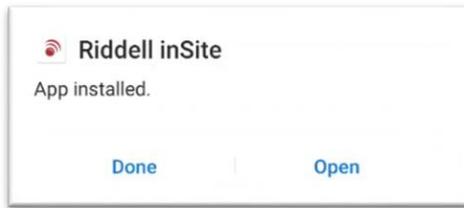
6. After pressing on the “.apk” file for the new version of RSM, a popup dialog is displayed asking you to confirm installation of this application. Click “Install”.



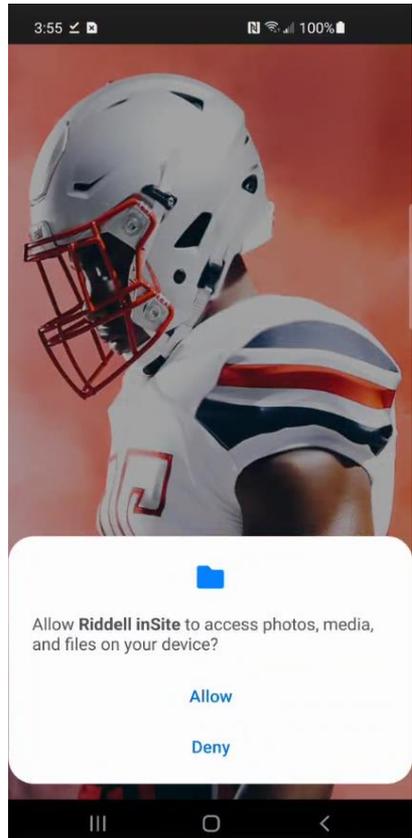
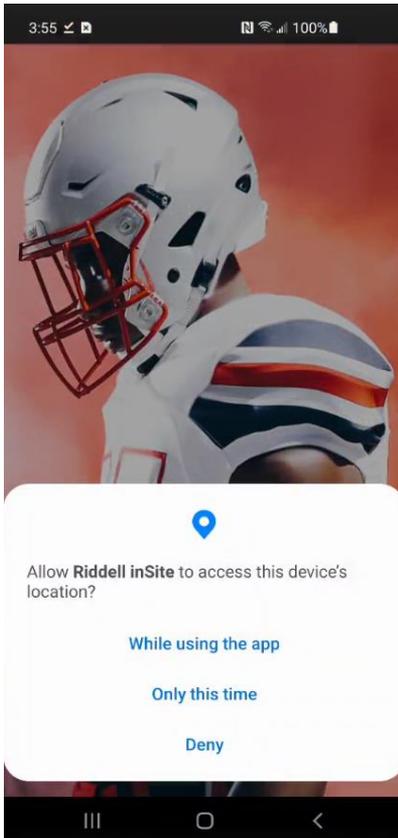
7. Because the Android phone does not recognize the RSM developer, a further verification dialog similar to the one shown below may be displayed. Click “INSTALL ANYWAY”.



8. A popup dialog is displayed after installing the application; click either “Done” (to pop down the dialog) or “Open” (to launch the new RSM).



9. After installation, when you first launch the new version of RSM, you must accept permissions for running RSM (as shown below).

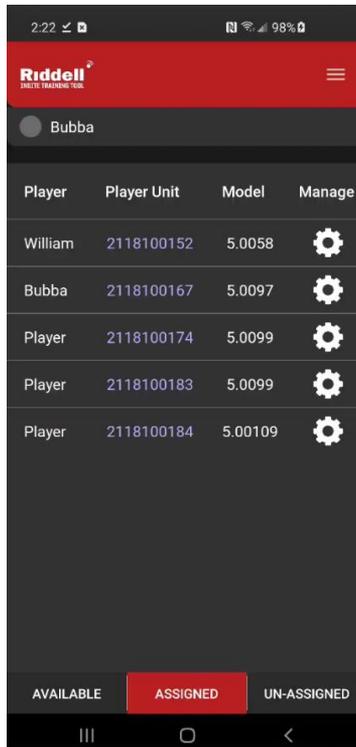


Accept permissions for running RSM application.

UPDATING PLAYER UNIT FIRMWARE

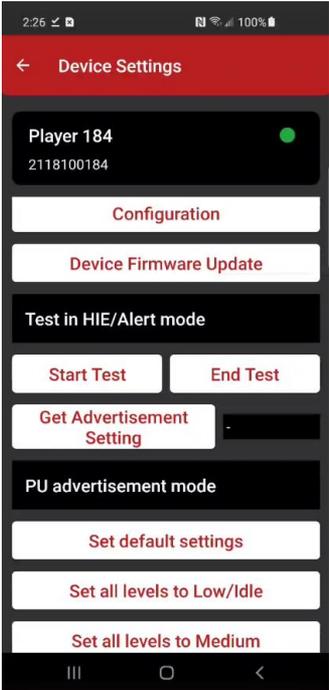
RSM can update a PU's firmware to the latest version.

1. From the main RSM Dashboard, select the “hamburger menu” in the upper right corner of the screen and then select the “Equipment” menu item.
2. From either the AVAILABLE, ASSIGNED, or UN-ASSIGNED tab, press a “cog wheel” icon for the PU to which you want to connect/update. For example, in the screenshot of the ASSIGNED tab below, the cog wheel icons are found on the right side of each PU row, in the “Manage” column.



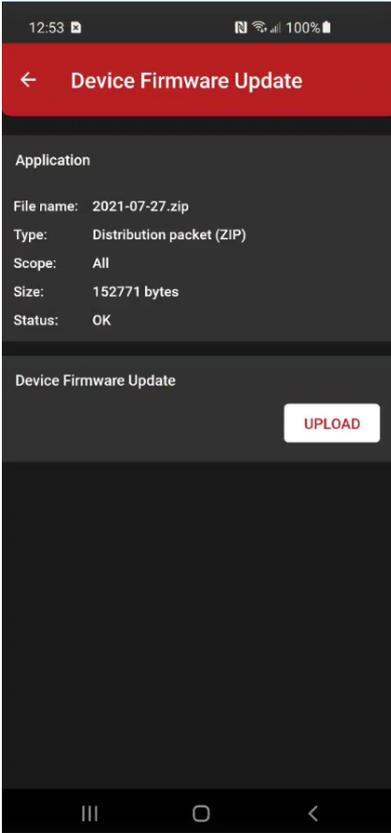
To connect to a PU, press the desired PU’s cog wheel icon in the Manage column.

- 3. After connecting to the PU, RSM will display the “Device Settings” screen.

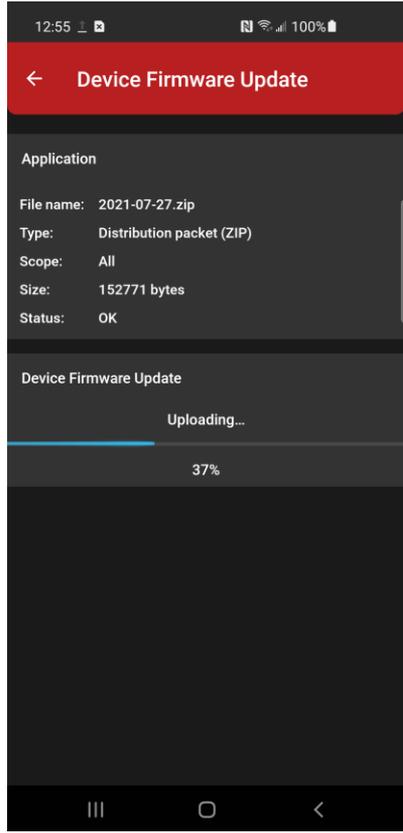


RSM “Device Settings” screen.

- 4. Click the “Device Firmware Update” button, which will bring you to the “Device Firmware Update” screen (see below).



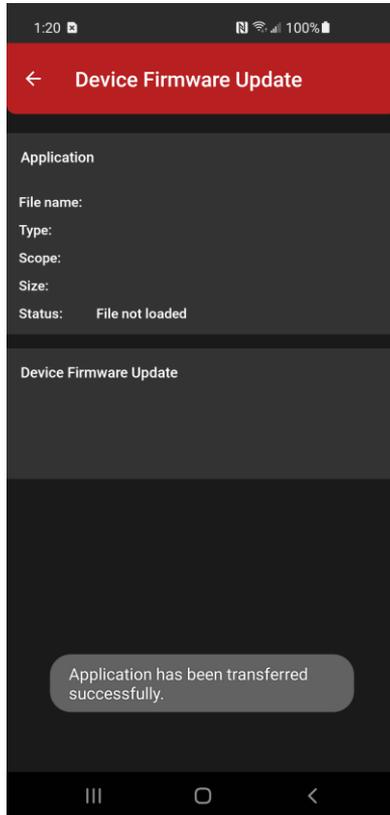
RSM “Device Firmware Update” screen, for updating firmware on the connected PU.



Updated firmware being loaded onto the connected PU.

5. Click the “UPLOAD” button. Updated firmware will be loaded onto the connected PU. A status bar indicates the percentage of the file which has been transmitted (see screenshot above).
6. After successfully transmitting the updated firmware, a message is displayed on RSM, “Application has been transferred successfully.”

The PU will then reboot, resetting the connection between RSM and the PU.



Successful transfer of updated firmware file.

USING INSITE

BEFORE PLAY

TBD

DURING PLAY - USING ALERTS

During a game, Player Units monitor and record significant impacts, and will transmit Alerts to the RSM when impact exposure thresholds are exceeded.

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 the RSM. Player name, jersey number, date of impact, time of impact, and alert type (single or multiple) will be displayed on the Sideline Monitor when the Alert is received. The Alert will remain active on the Sideline Monitor until it is acknowledged.

HIT SEVERITY PROFILE (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 or other head injuries 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 alone¹.

ALERT TYPES

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.
- **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

¹Greenwald 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.

impacts may result in over-exposure and generation of a Multiple Impact Alert.

VIEWING NEW ALERTS

TBD

ALERT RESPONSE

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 and head injury assessment protocol immediately. For more information, see CDC concussion guidelines: <http://www.cdc.gov/concussion/>

AFTER PLAY

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) **Sideline Monitor**

- View information on the Riddell Sideline Monitor and charge as needed.

3) **Software**

- Review Alerts using ITT Software.
- Make any equipment/team configuration changes for the next game or practice, and
- Sync the Sideline Monitors for all affected teams.

MAINTENANCE

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

CLEANING INSITE EQUIPMENT

SIDELINE MONITOR

Follow phone care guidelines

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

PLAYER UNIT

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

Caution: *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.*

OVERLINER

The Overliner can be disassembled from the helmet and Player Unit for cleaning. To clean the Overliner, hand wash using a sparing amount of mild household laundry detergent, rinse completely, and hang to air dry.

Caution: *When disassembling the Player Unit from the Overliner, care must be taken to avoid creasing or tearing the Player Unit Sensor.*

BATTERY CARE

SIDELINE MONITOR

Follow standard phone instructions

LONG-TERM (END-OF-SEASON) STORAGE

The following steps should be followed after every season:

- 1) 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.

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 (see *Long-Term (End-of-Season) Storage* above). **Failure to recondition the Player Unit will result in loss of battery power and the Player Unit will become inoperable.**

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.

TBD

CONTACT INFORMATION

For Sales & Customer Service support, please contact:

Riddell – Customer Support Group
9801 W. Higgins Rd, Suite 800
Rosemont, IL 60018
P: (800) 275-5338
insitehelp@riddellsports.com
www.riddell.com

COMPLIANCE INFORMATION

FEDERAL COMMUNICATIONS COMMISSION (FCC)

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

NOTE: This equipment has been tested and found to comply with the limits for a Class A digital device, pursuant to part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference when the equipment is operated in a commercial environment. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instruction manual, may cause harmful interference to radio communications. Operation of this equipment in a residential area is likely to cause harmful interference in which case the user will be required to correct the interference at his own expense. (Part 15.105)

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 (Part 15.19)

Changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment. (Part 15.21)

INDUSTRY CANADA (IC)

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

This device contains licence-exempt transmitter(s)/receiver(s) that comply with Innovation, Science and Economic Development Canada's licence-exempt RSS(s). Operation is subject to the following two conditions:

1. This device may not cause interference.
2. This device must accept any interference, including interference that may cause undesired operation of the device. (RSS-GEN, Issue 5, Section 8.4)

L'émetteur/récepteur exempt de licence contenu dans le présent appareil est conforme aux CNR d'Innovation, Sciences et Développement économique Canada applicables aux appareils radio exempts de licence. L'exploitation est autorisée aux deux conditions suivantes :

1. l'appareil ne doit pas produire de brouillage, et
2. l'utilisateur de l'appareil doit accepter tout brouillage radioélectrique subi, même si le brouillage est susceptible d'en compromettre le fonctionnement. (RSS-GEN, Issue 5, Section 8.4).

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.