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MADE IN AUSTRALIA

KMS Setup Diagrams

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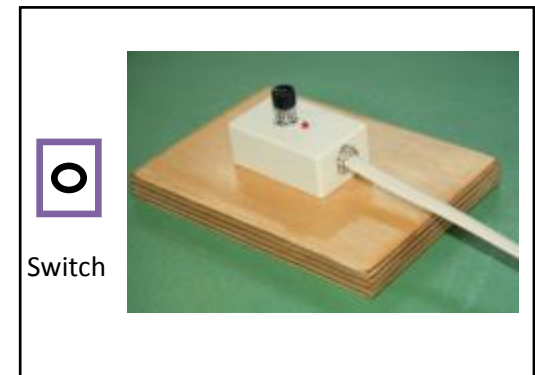
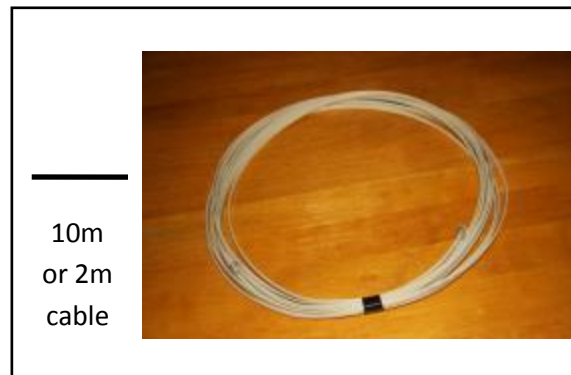
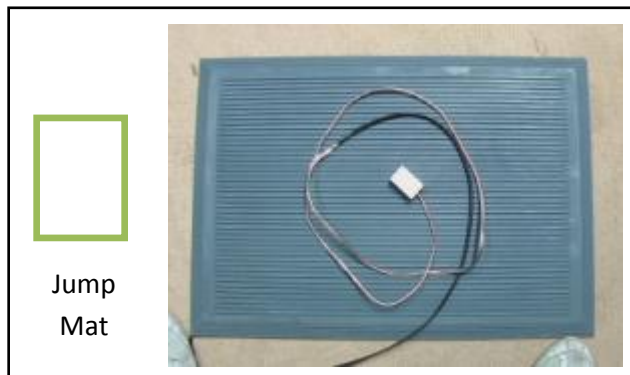
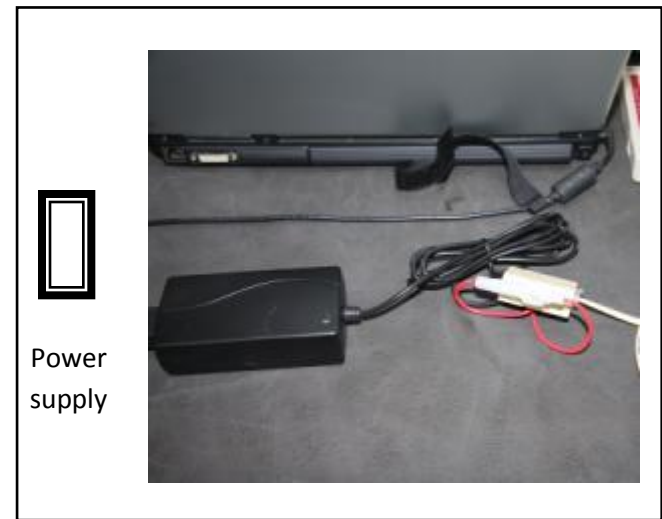
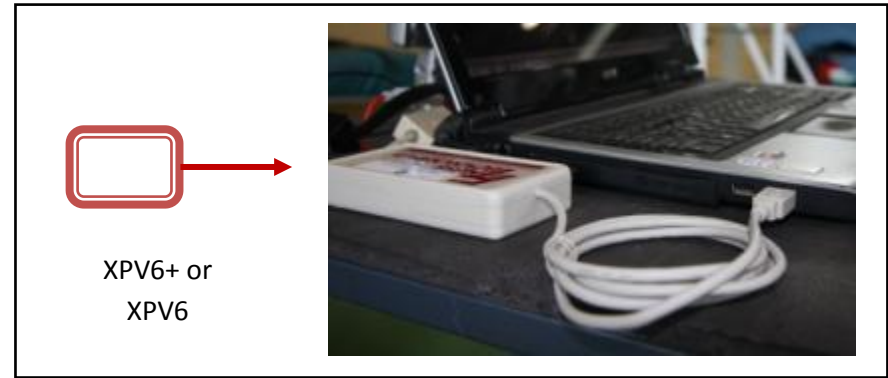
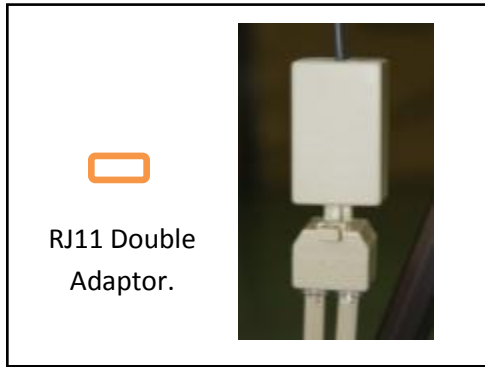
Mob: 0418 815 400

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Table of Contents

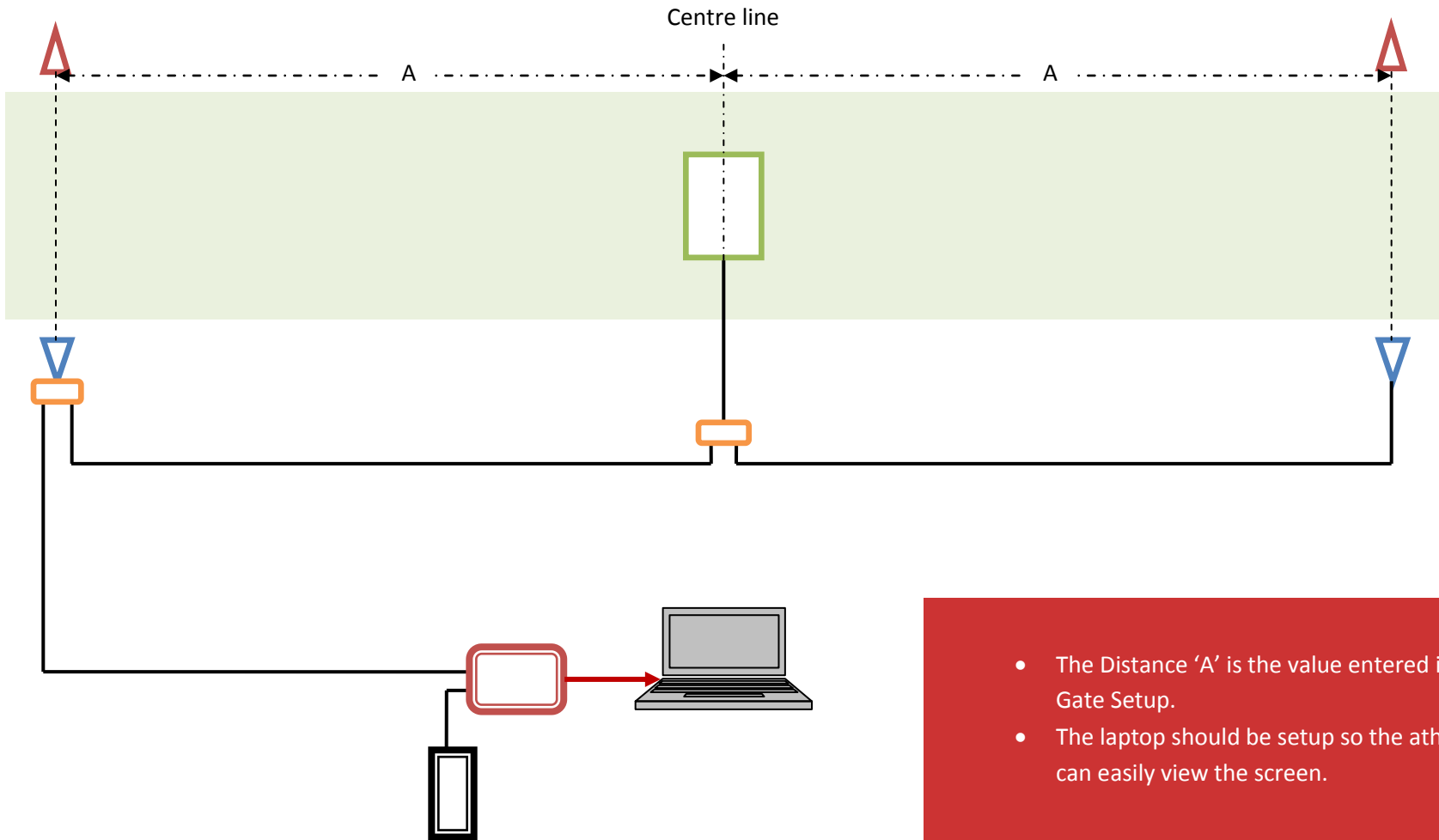
| | |
|---|----|
| KEY | 3 |
| First Step Quickness (with jump mat) | 4 |
| First Step Quickness (timing lights only) | 5 |
| Intelligent Director | 6 |
| Sprint (gate start) | 7 |
| Sprint (switch start) | 8 |
| Repeat Sprint Ability | 9 |
| Shuttle Run..... | 10 |

KEY



First Step Quickness

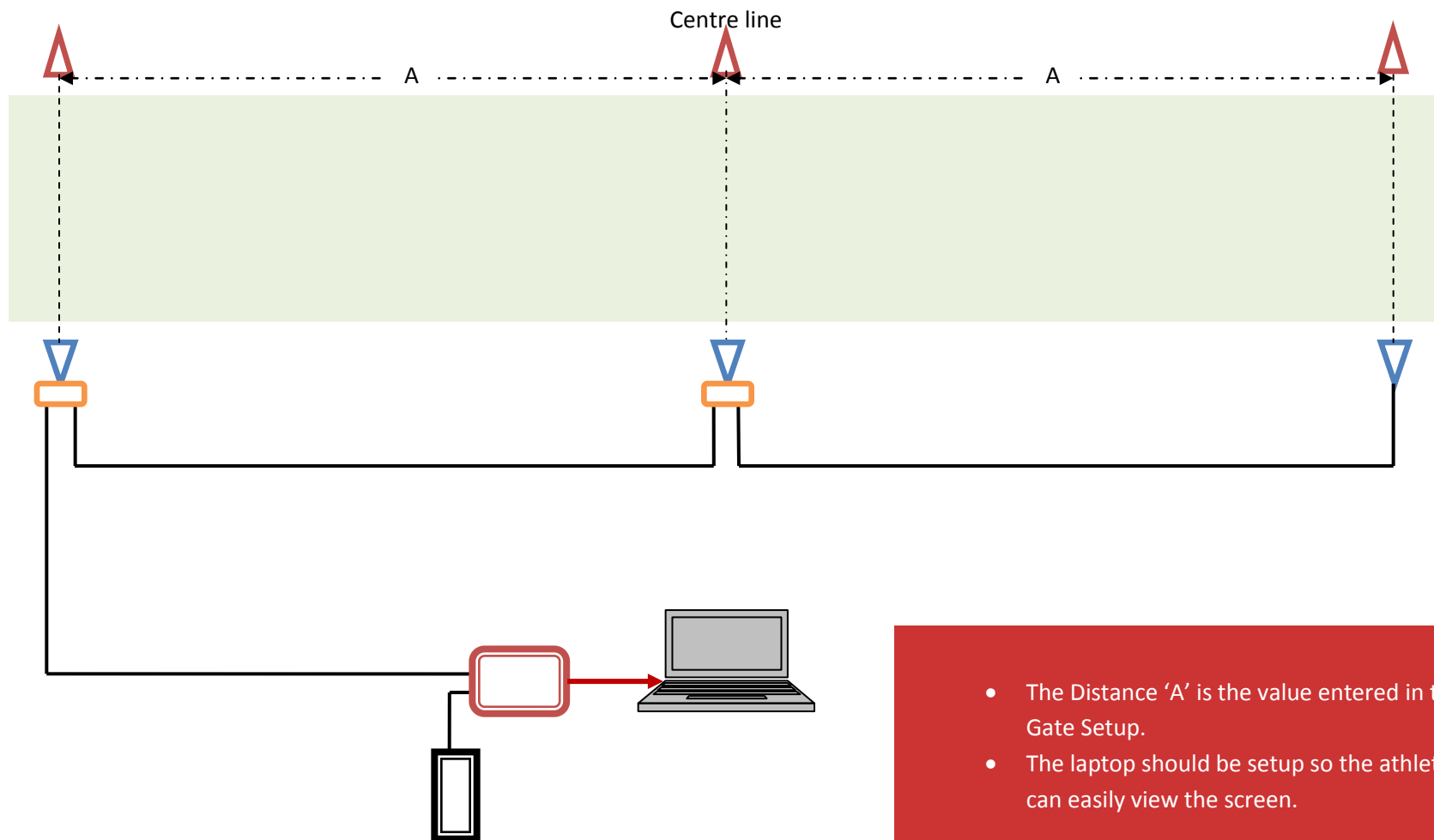
(With Jump Mat)



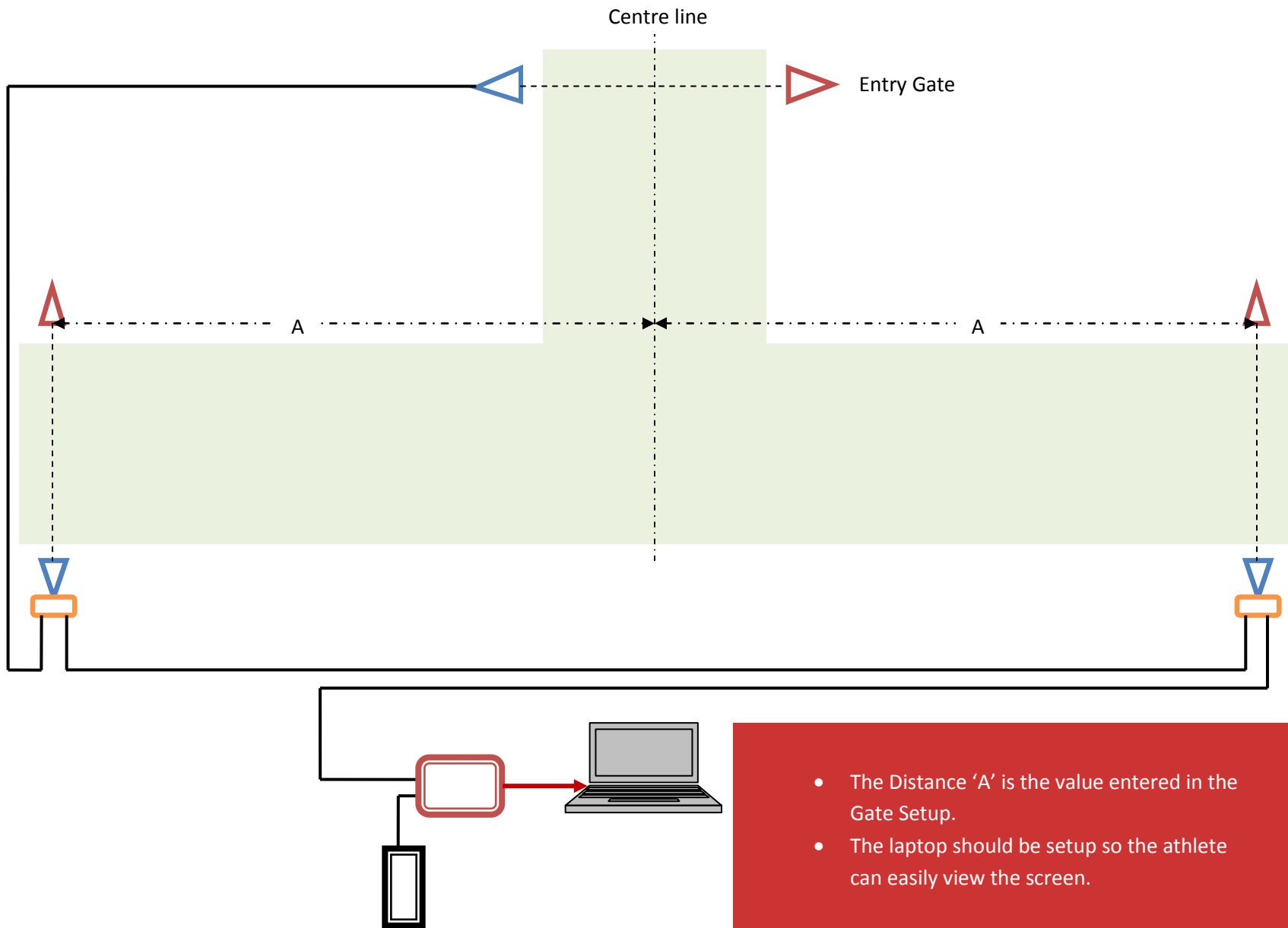
- The Distance 'A' is the value entered in the Gate Setup.
- The laptop should be setup so the athlete can easily view the screen.

First Step Quickness

(Timing Lights Only)

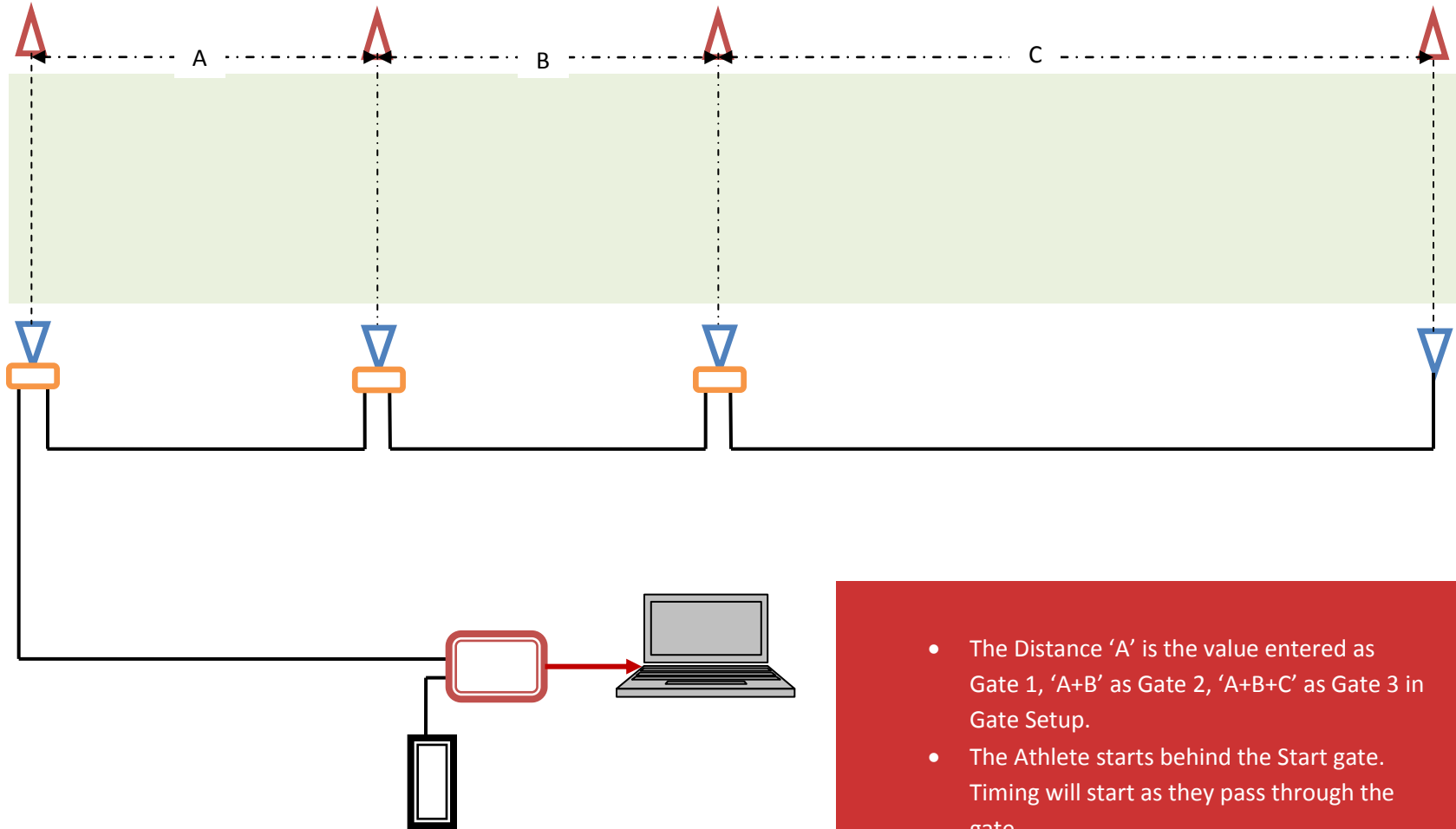


Intelligent Director



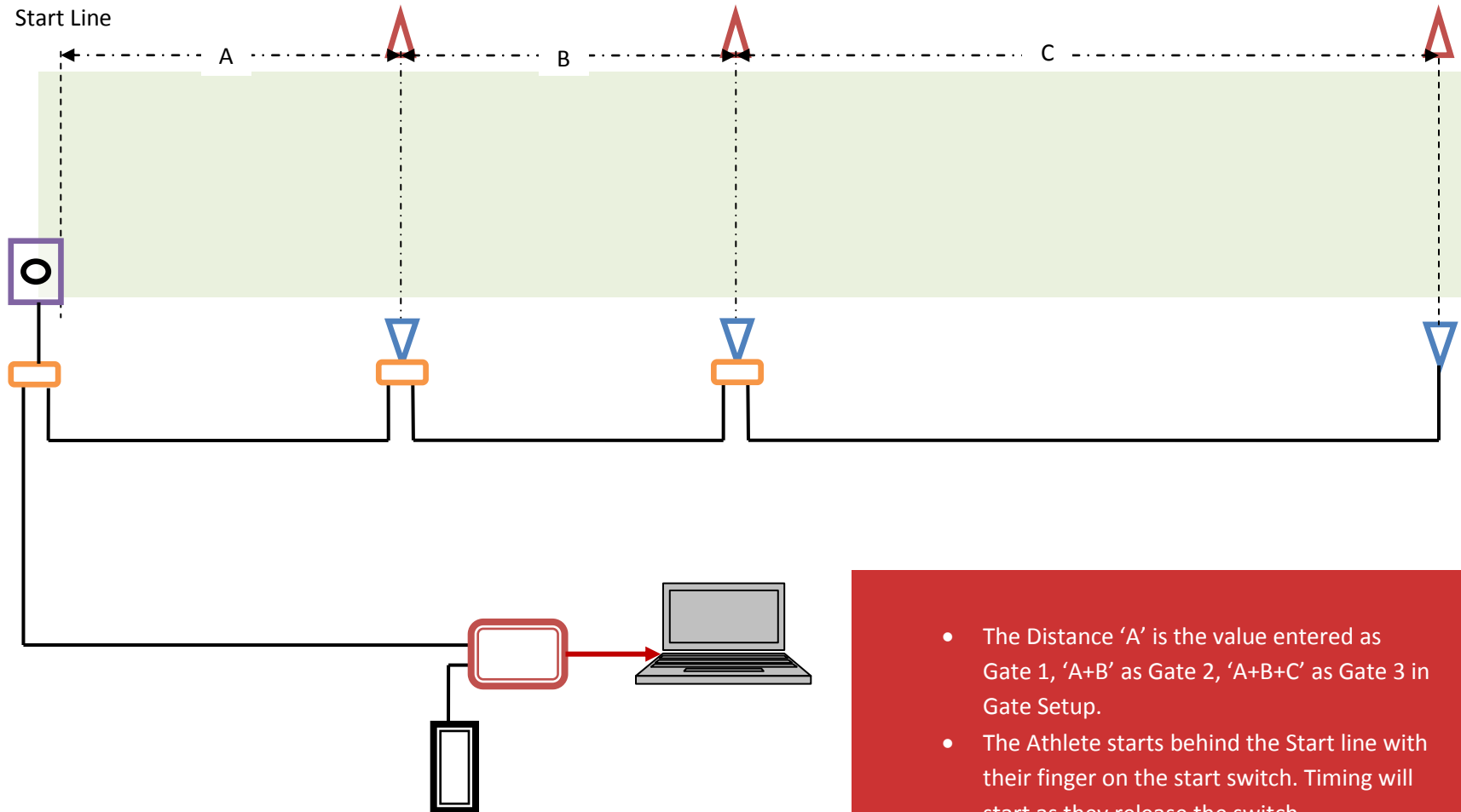
Sprint (Gate Start)

Start Gate



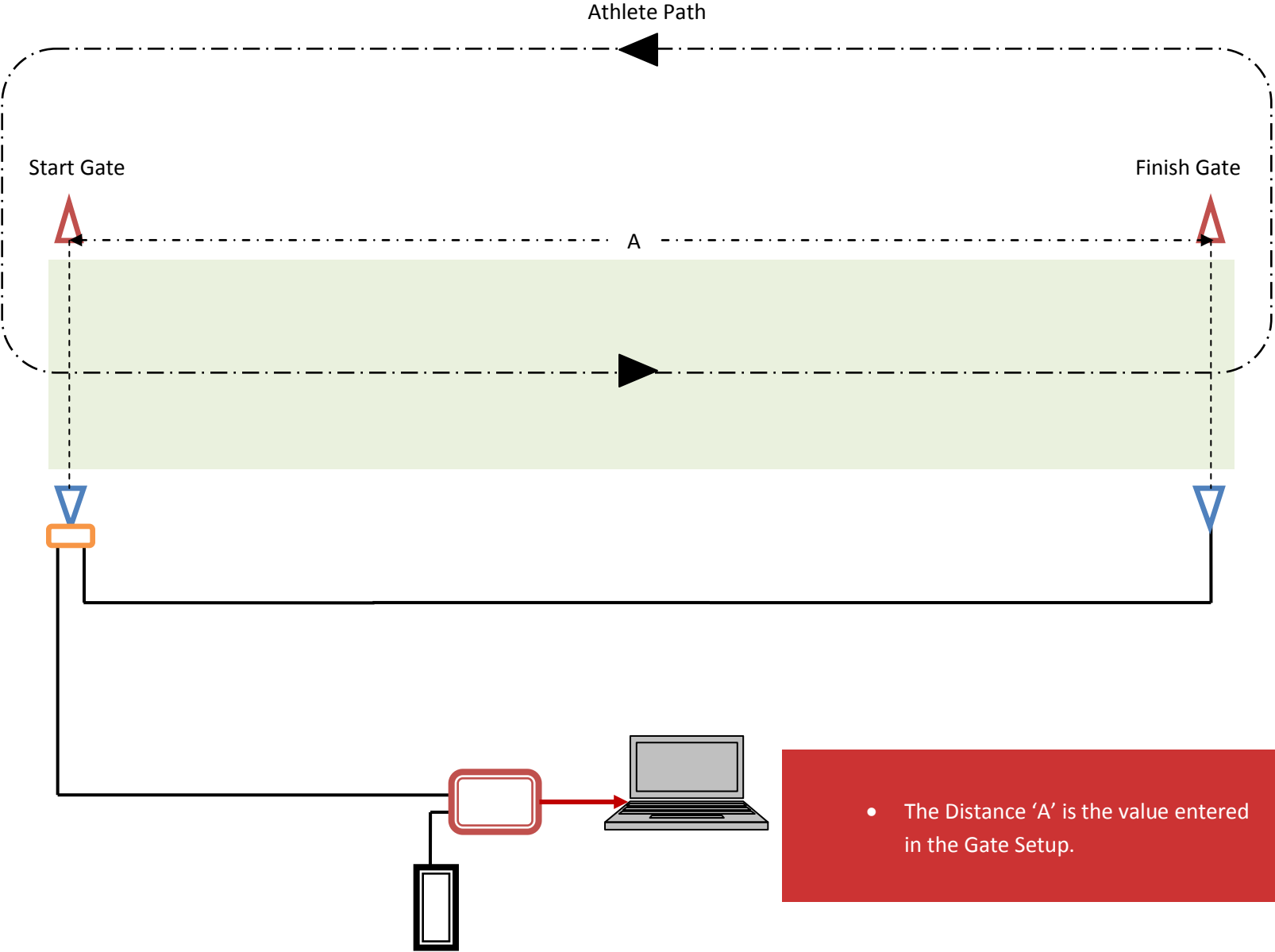
- The Distance 'A' is the value entered as Gate 1, 'A+B' as Gate 2, 'A+B+C' as Gate 3 in Gate Setup.
- The Athlete starts behind the Start gate. Timing will start as they pass through the gate.

Sprint (Switch Start)



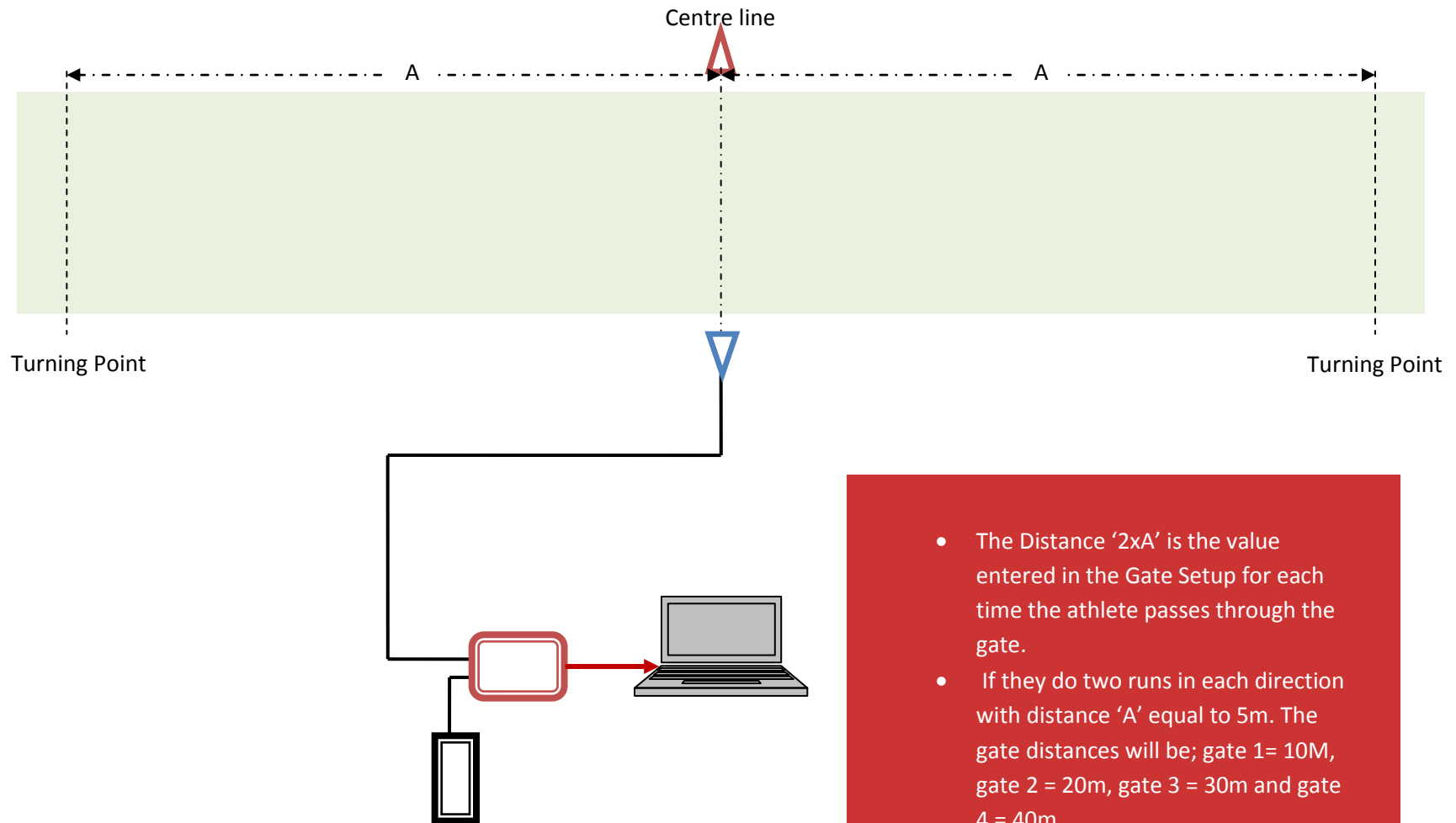
- The Distance 'A' is the value entered as Gate 1, 'A+B' as Gate 2, 'A+B+C' as Gate 3 in Gate Setup.
- The Athlete starts behind the Start line with their finger on the start switch. Timing will start as they release the switch.

Repeat Sprint Ability



- The Distance 'A' is the value entered in the Gate Setup.

Shuttle Run



- The Distance ' $2xA$ ' is the value entered in the Gate Setup for each time the athlete passes through the gate.
- If they do two runs in each direction with distance ' A ' equal to 5m. The gate distances will be; gate 1= 10M, gate 2 = 20m, gate 3 = 30m and gate 4 = 40m.