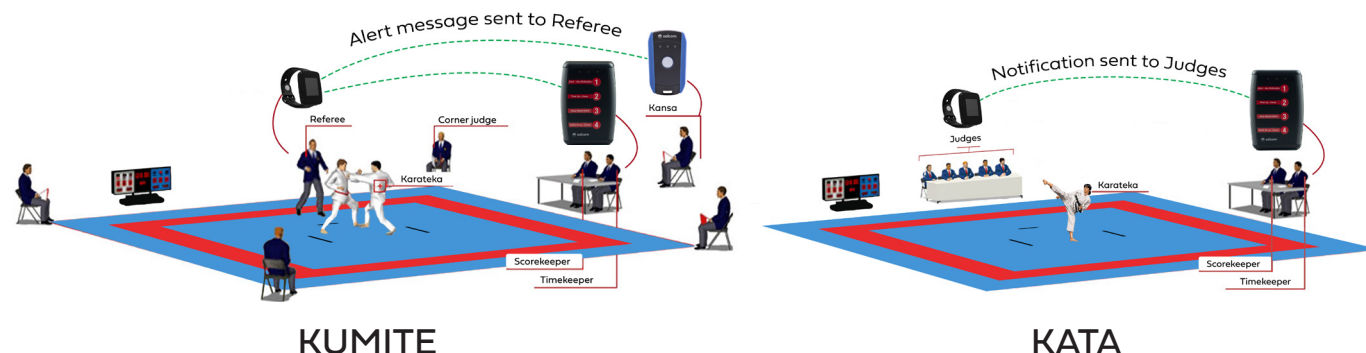


Karate Referee & Judge Alert System



This is the perfect training toolkit for transforming your Referees, Timekeepers, and Judges into confident, capable, and professional officials.

This unique kit should become a standard component of your Karate events, training & development programs. Not only will it accelerate the confidence and competence of officials through skill refinement, but it also has the potential to attract more athletes to transition to the critical role of Karate officials, thus contributing to the growth of the sport.



Key Benefits

- » Provides a modern, synchronized communication system for critical coordination during both Kata and Kumite matches.
- » Alternative or complement to, supporting the traditional whistle system.
- » Ensures vital rule-based moments, such as the announcement of Ato-Shibaraku are not missed.
- » Engineered for optimal performance in crowded, noisy indoor environments with close proximity of multi-Tatamis.
- » Design mitigates time-related confusion caused by other audible signals such as whistles and scoreboards.
- » Elevates the experience for athletes, coaches, referees, match officials and spectators.
- » Both Kansa and the Timekeeper can individually alert the referee, ensuring swift response and immediate action.
- » The referee remains focused on the athletes, enhancing judgment in cases involving contact and energy transfer.
- » Customizable audible, vibration, or combined alert options to suit individual Federation requirements.
- » Modernizes Tatami communication to reduce time related issues and protests through an updated approach.
- » Tailor the system to your specific event requirements, optimizing performance and functionality.

How it works

Alert - ATO-SHIBARAKU

- » When the match time reaches ATO-SHIBARAKU, the timekeeper presses **Button 1**, triggering an audible/vibration alert to the referee to immediately announce 'ATO-SHIBARAKU' to the athletes.

Time Up - Yame

- » When the match time concludes, the Timekeeper presses **Button 2**, initiating an audible/vibration alert to the referee, prompting them to stop the match.

Stop Match - Halt the Bout

- » As required the Kansa or Timekeeper has the autonomy to activate the button on the **Pendant Button** or **Button 3**, initiating an audible/vibrate alert that promptly notifies the referee to halt the match.

KATA - Time Notification

- » Track time-related infractions, such as exceeding the maximum performance time or time wasting of more than 35 seconds. When such violations occur, the timekeeper promptly notifies the Judge(s) by pressing **Button 4** initiating an audible/vibration notification.

Learn more on our website



www.salcom.com

This easy to use system consists of



Kit product code: 60-KARI-8519