



## Kidz Gear Bluetooth®

Stereo Headphones for Kids

## Instruction Manual & Warranty

Kidz Gear

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## SAFETY INFORMATION

1. Please follow all local, state and federal laws concerning electronic equipment use.
2. Please comply with any civil aviation laws.
3. Please check with your doctor before using these headphones if you use person medical equipment (such as a pacemaker).
4. Any tampering with or modification of the product will automatically VOID any product warranty you may have.

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## HEADPHONES – SPECIFICATIONS

1. Bluetooth® Protocol Standards: Bluetooth® V4.0
2. Receiver Range: 10 meters (30 feet)
3. Carrier Frequency: 2.402GHz – 2.480GHz
4. USB Interface: High Speed USB 2.0
5. Battery: Chargeable lithium-ion polymer battery (DC 3.7V / 250mAh)
6. Charger Power: DC 5V (500mA) USB base unit or a compatible USB computer port
7. Battery Life: 180hrs standby, 10hrs listening
8. Frequency: 20Hz - 20KHz
9. S/N Ratio: 95dB

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 interference received, including interference that may cause undesired operation.

\*\* If the headphones run out of battery power, they can still be used with the included 3.5mm (1/8”) audio cable as if they were a standard high quality wired headphone instead of a Bluetooth® wireless headphone.\*\*

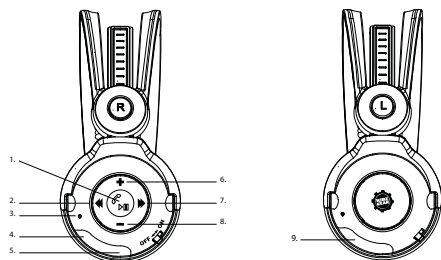
## SPEAKERS – SPECIFICATIONS

1. Diameter: 40mm
2. Impedance: 32Ω
3. SPL: 100dB SPL at 1kHz
4. Rated Power: 20mW
5. Aggregate Capability: 40mW
6. Frequency Response: 20Hz – 20kHz

## MICROPHONE – SPECIFICATIONS

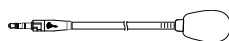
1. Microphone Size:
2. Directivity: 360°
3. SPL: -42, ± 3dB
4. Impedance: ≤ 2.2kΩ
5. Frequency Response:
6. Operating Voltage: DC 4.5V

## BUTTONS AND INDICATORS

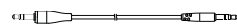


- |                            |                   |
|----------------------------|-------------------|
| 1. Play / Pause / Answer   | 2. Previous Track |
| 3. LED Indicator           | 4. Boom Mic Jack  |
| 5. Audio Cable Jack        | 6. Volume Up      |
| 7. Next Track              | 8. Volume Down    |
| 9. Micro-USB Charging Jack |                   |

## INCLUDED ACCESSORIES



Boom Microphone



Audio Cable



USB Charging Cable

## LED INDICATORS

Operation	LED Status	Action
Power On/Off	Red LED Random Flashing when ON	Move ON/OFF Switch
Start Pairing Mode	Fast Red LED	Press and Hold Play/Pause for 2sec
Successfully Paired	Slow Green LED	Slow Green LED
Charging Started	Solid Red LED	Connect USB Charging Cable to headphone and computer or power base-station
Charging Completed	Solid Green LED	Solid Green LED when connected to power
Call Receiving	Fast Green LED	Fast Green LED until Answer/Play/Pause pressed to answer (note: Boom Microphone must be connected)
Low Battery	?????	Battery has <20% power remaining

## TONE INDICATORS

Operation	Audio Status	Action
Power On	“Power On”	Slide Switch to On
Power Off	Four Descending Tones	Slide Switch to Off
Start Pairing	1 Low Tone followed by 1 High Tone	Press and Hold Play/Pause for 2sec
Completed Pairing	1 Low Tone followed by 1 High Tone	None
Call Receiving	Device Ring Tone	Press Answer/Play/Pause to answer (note: Boom Microphone must be connected)

PAIRING THE HEADPHONES

Your Kidz Gear Bluetooth® Stereo Headphones can be used with most electronic devices that support Bluetooth V4.0 technology. For some computers, you may need an appropriate adapter and driver. For computers, mobile phones, tablets. phablets and the like you should consult your user manual in order to find how to configure the Bluetooth settings on the particular device. Once you have confirmed that your device is capable and ready to be paired, please follow these steps to complete the process:

1. Set your computer, tablet, smartphone or other device into pairing mode by following the device’s instructions for Bluetooth operation.
2. With the Power On, press and hold the center Play / Pause button for X seconds until the LED indicator alternately flashes between red and blue flashes.

3. Now on your computer or device you should see the equipment called “BTKG1” and once you select it the pairing process will be complete.
4. If a password is required to complete the process, it will be 0000 (zero, zero, zero, zero).
5. Once the pairing is successful, the LED will flash blue several times to confirm.
6. If the paring is unsuccessful, please turn off the headphones and repeat steps 1 through 6.

USING THE HEADPHONES

Since these headphones will be primarily used by a child, it is STRONGLY recommended that you use the volume control on the audio device that the headphone is paired with and restrict the maximum volume allowed. Turn up the volume on the headphones using the Volume Up Button (see Buttons and Indicators above). Once this is completed, use the volume control on the device to “limit” the maximum level heard by the child.

FUNCTION BUTTON OPERATION

Power On:	Slide On/Off Switch
Power Off:	Slide On/Off Switch
Volume Up:	Push Volume + Button
Volume Down:	Push Volume – Button
Play Audio:	Short Press Play/Pause Button
Pause Audio:	Short Press Play/Pause Button
Skip Forward:	Short Press Next Track Button
Fast Forward:	Press & Hold Next Track Button
Skip Backward:	Short Press Prev. Track Button
Fast Rewind:	Press & Hold Prev. Track Button

BOOM MICROPHONE OPERATION

This headphone comes with a unique Detachable Boom Microphone (patent pending). This function will allow the child to add microphone capabilities when needed – language learning, Skype communication and even appropriate game play. The Boom Microphone can ONLY attach into the specially designed microphone jack found on the RIGHT ear-cup (see Buttons and Indicators above). This prevents any possible damage by trying to connect the microphone into the Audio Cable Jack or the USB Charging Jack. Should damage occur to the microphone, replacements can be purchased.

90-DAY LIMITED WARRANTY

Kidz Gear warrants this product to be free from defects in material and workmanship under normal use.

Duration of Limited Warranty  
Duration is for 90-days from date of original date of purchase. In the event of discontinuance of product manufacture however, Kidz Gear warranty support is limited to ninety (30) days from the announcement of discontinuance.

Procedures for Service  
If service is required, return the product to the store from which it was purchased for exchange or refund. A sales receipt is required for all returns. The warranty is void if: a) the product is used in a commercial application or for rental, b) the product is damaged through negligence or abuse, c) the product is modified or repaired by anyone other than an authorized Kidz Gear Service Representative, or d) the product is damaged because it is connected to any inappropriate equipment. This warranty does not cover any damage to equipment which is connected to the product. This warranty is not transferable and only applies to the original product purchased. Kidz Gear makes no other warranties whatsoever with respect to the product, and disclaims all other warranties, expressed or implied, including disclaiming warranties of merchantability, fitness for a particular purpose and non-infringement. Under no circumstances shall Kidz Gear or its distributors be liable for any indirect loss or consequential damage arising out of the use of this product. This warranty gives specific legal rights; however, you may have other rights which may vary in different states or places. Some states or places do not allow certain limitations on implied warranties or exclusion of consequential or indirect damage. Therefore, these restrictions may not apply to you.

Conditions of Warranty  
a) The consumer must retain proof of purchase for the Warranty Period, b) The Warranty Period is valid from the original date of purchase, c) This Warranty extends only to defects in material or workmanship occurring under normal use of the product, d) The Warranty is a “Back to Place of Purchase” warranty, meaning all costs of returning the product to either place of purchase or Kidz Gear are the responsibility of the purchaser, e) The consumer must return the goods in original packaging (if reasonably feasible) with proof of purchase.

Procedure for Claims  
a) The consumer must return the goods per Section d & e of Conditions of Warranty, b) if returning the product is not possible, the consumer must contact Kidz Gear Support at: support@gearforkidz.com or [www.gearforkidz.com](http://www.gearforkidz.com).

Special Warranty Policy for Australia  
“Our products come with guarantees that cannot be excluded under the Australian Consumer Law. You are entitled to a replacement or refund for a major failure and for compensation for any other reasonably foreseeable loss or damage. You are also entitled to have the goods repaired or replaced if the goods fail to be of acceptable quality and the failure does not amount to a major failure.” This Special Australian Warranty is offered in addition to other rights and remedies offered under Consumer Law. The conditions contained in this Special Warranty are applicable to purchases made in Australia only and override any international or other warranty offered by the manufacturer. Purchases made outside Australia are not supported by this Special Warranty.

FEDERAL COMMUNICATIONS COMMISSION (FCC) STATEMENT

You are cautioned that changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment. This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to part 15 of the FCC rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications.

However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet different from that to which the receiver is connected.

Consult the dealer or an experienced radio/TV technician for help.

FCC RF RADIATION EXPOSURE STATEMENT

This equipment complies with FCC radiation exposure limits set forth for an uncontrolled environment. End -users must follow the specific operating instructions for satisfying RF exposure compliance. This transmitter must not be co-located or operating in conjunction with any other antenna or transmitter.

Supply and Beyond, LLC, a Nevada, USA limited liability company, doing business as  
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