



SwingSmart

Inside the SwingSmart box, you will find:

- 1 - SwingSmart module
- 2 - Mounting brackets
- 1 - USB charging cable
- Carrying case
- Swing Alignment Triangle
- Quickstart guide
- Instruction manual
- Software application license/warranty/safety card

Your SwingSmart module uses Bluetooth technology to connect wirelessly with your mobile device, similar to a Bluetooth Cellular headset. To use SwingStart, the module must first be connected or “paired” with your mobile device. This allows the information collected by the module to be shared with the SwingSmart app that runs on your mobile device.



Instructions:

➤ Charge your SwingSmart module

- Before using your SwingSmart system for the first time, the module will need to be fully charged.
- Connect the module using the charging cable included. Push the small plug, a Micro USB connector, into the opening on the end of the SwingSmart module and plug the full-size USB connector on the other end of the cable into any standard USB outlet (such as on your computer, USB hub, or AC charger unit for your mobile device).
- A light on the module will tell you when the SwingSmart is fully charged. When it glows green, the module is fully charged. This can take anywhere from 30 minutes to 4 hours, depending on how discharged the battery is.
- Disconnect your SwingSmart module from the charging cable.

➤ Download the SwingSmart app for your mobile device

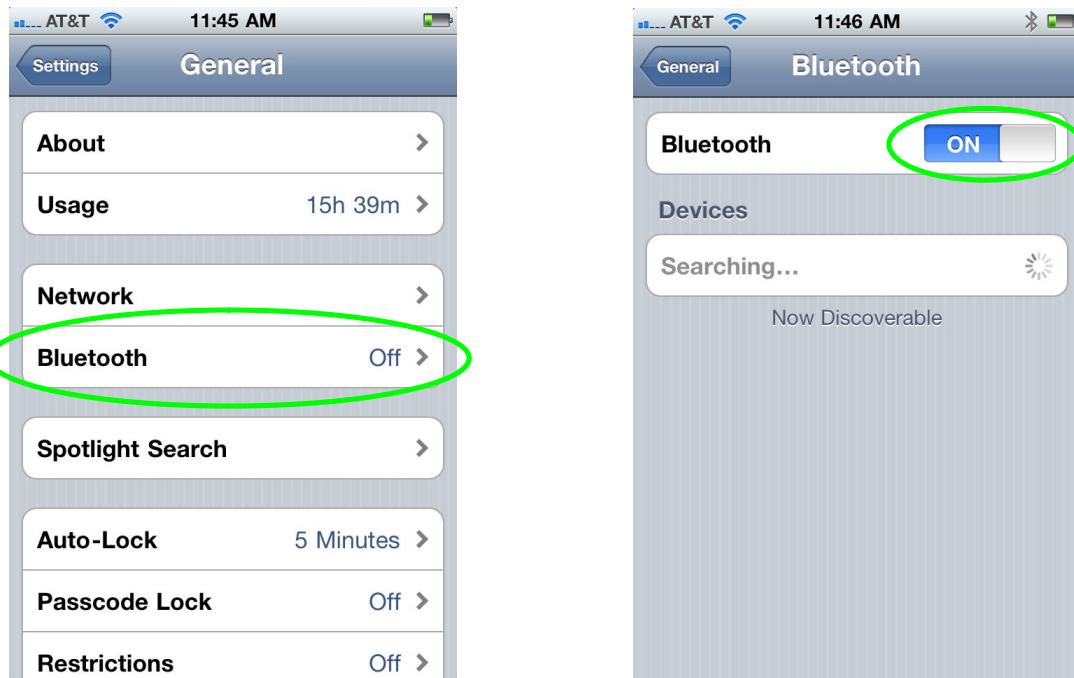
- Using your mobile device or computer, access the on-line application store, download and install the SwingSmart application. The license key is printed on the included software license/warranty/safety information card. Note: this license provides the user with exactly one copy for use.



➤ Pair your SwingSmart module with your mobile device

Note: the example given below is for pairing with an iOS device. For other mobile devices, consult the device user manual for how to pair with a Bluetooth device.

- ➊ On your mobile device, navigate to the “Settings” application and launch
- ➋ Select “General” from the “Settings” screen
- ➌ Select “Bluetooth” from the “General” screen
- ➍ Turn Bluetooth on by tapping the “Off” button



- ➎ Your mobile device is now searching for Bluetooth devices in the vicinity to pair with.



- Turn on your SwingSmart module by pressing and holding the button on the side of the unit for several seconds. A green light will glow when your device has successfully been powered on.
- Be sure your SwingSmart module is within ~30 feet of your mobile device. The Bluetooth screen should now be able to locate your SwingSmart device. It will appear by name as "SwingSmart Module" and show a status of "Not Paired" initially since this is the first time you've paired your module with this device.





- Start the pairing process by tapping on the SwingSmart name.

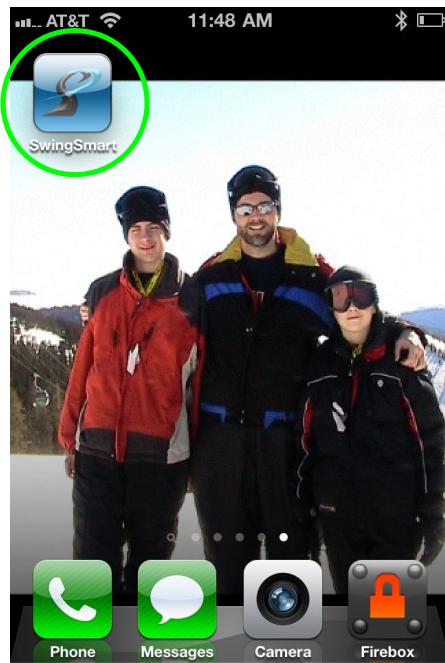
NOTE: *It may take up to 30 seconds to initially pair your iPod, iPhone, or iPad with the SwingSmart device. After that, it will automatically pair in a few short seconds.*

- After it has successfully paired, it will read "Connected."

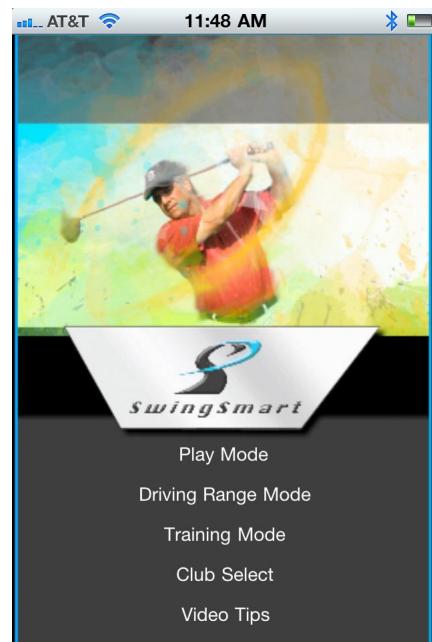




- Now that your mobile device is paired with the SwingSmart module, launch the SwingSmart application by tapping on the icon



- After launching the SwingSmart application, you can access the in-app instructions on how to connect and disconnect the module to your club with the Mounting Brackets. You're ready to golf! Have fun!!





TROUBLESHOOTING

I'm having difficulty launching the SwingSmart application.

If you're having difficulty getting into the SwingSmart application, please delete the application from your iPhone, iPod, or iPad and re-download it from the AppStore. Don't worry - your license key will still work, provided you're using the same account with the store.

I'm having difficulty pairing my SwingSmart device with my iPhone, iPod, or iPad.

Be sure you've turned Bluetooth on in your mobile device. Also, the SwingSmart module needs to be within ~30 feet of the mobile device in order for it to be paired and used. If the problem persists, try tapping the arrow on the right of the SwingSmart device name and selecting "Forget Device." Then, go through the pairing procedure again.

I'm frozen on the main screen when I attempt to enter the SwingSmart app.

For iOS devices, go to your homepage and double-click your home button. A display will appear along the bottom of the screen, showing all currently open Apps. Push and hold the SwingSmart icon. When the minus (-) sign appears, press to close the app completely. This doesn't delete the application from the device, but simply closes the application. You can now re-launch the application.



Pursuant to FCC 15.21 of the FCC rules, changes not expressly approved by NewSpin Golf, LLC might cause harmful interference and void the FCC authorization to operate this product.

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 output on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

The antennas used for this transmitter must be installed to provide a separation distance of at least 20 cm from all persons and must not be co-located or operating in conjunction with any other antenna or transmitter. End-users and installers must be provided with antenna installation instructions and transmitter operating conditions for satisfying RF exposure compliance.

This product complies with FCC OET Bulletin 65 & Industry Canada's RSS-102 radiation exposure limits set forth for an uncontrolled environment

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.

English: This Class B digital apparatus complies with Canadian ICES-003.
French: Cet appareil numérique de la classe B est conforme à la norme NMB-003 du Canada.