

The Multi-System Connection

What is it?

Multiple buzzer systems compete simultaneously.
Synchronizes two – or more – systems,
1st player locks out all players on *all* systems.

What's Needed?

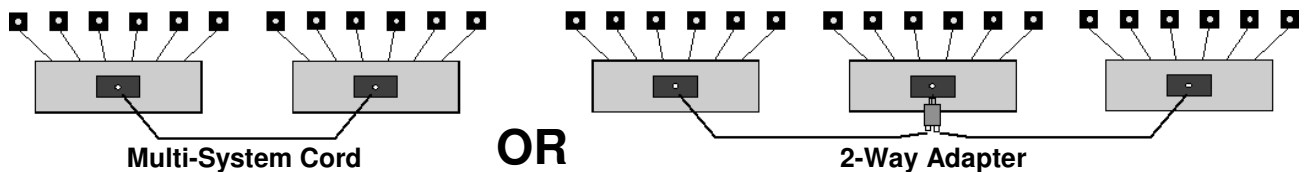
Interconnection cord(s).
Up to ten systems may be linked; no limit on cord length.
Use adapter when linking 3 or more systems.



Each buzzer system's controller must have a MULTI-SYSTEM connection (older systems can be upgraded, please contact NED for details).

Setup

- ◆ Set up each lockout system.
- ◆ Connect cord between each system's MULTI-SYSTEM jack.
If 3 or more systems are linked, use a 2-way adapter (included in kit).



How to Use

When player rings in, that player's light will come on and all other players – *on all systems* – will be locked out. Player's light will remain lit until system is reset.

