

**Jumping power, spring ability,
and footwork ability can be
measured and evaluated.**

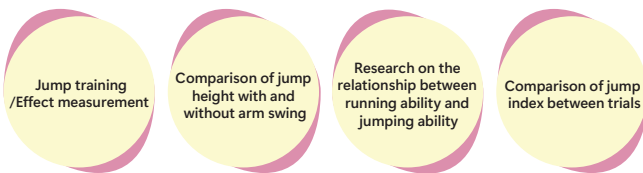
Measure ground time, jump height,
jump index, etc.

MultiJump Tester

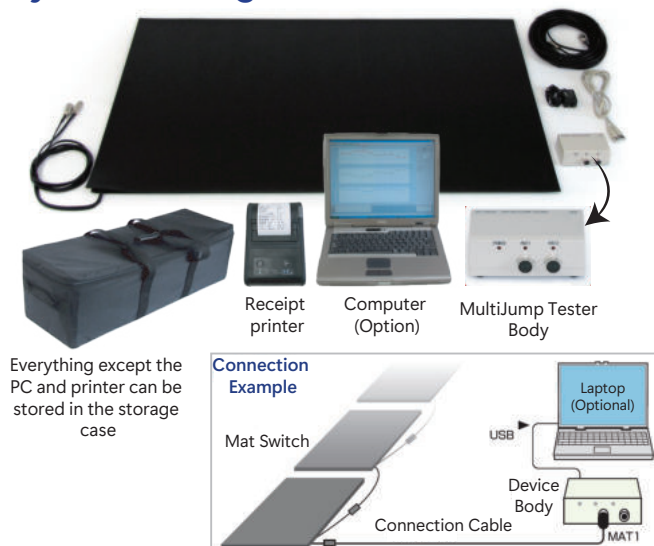
Vertical jumps(SJ,CMJ)
Consecutive rebound jumps
Drop jump
Hurdle Jump

Besides jumping
footwork
stepping

Main Measurement Applications



System Configuration



For training guidance and coaching

You can evaluate the basic jumping power and power display ability of each sports performance, and see the training effect. In addition, spring ability is one of the important basic abilities not only for athletes, but also for infants, school children, and the elderly to maintain, improve, and prevent decline in physical strength. Therefore, it is suitable for measuring evaluating, and diagnosing health and physical fitness for a wide range of age groups.



Connection to a computer is via one USB.
Easy to carry and measure anywhere.
Easy operation and immediate feedback of results.



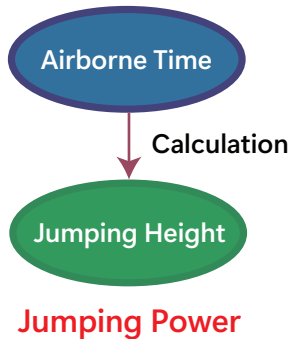
MultiJump Tester 2		PTS-2400	1 Set
<Breakdown>	USB Multijump Tester Body	PH-1260D	1
	Mat switch (including rubber cover)	PH-1261	1
	Connection cable (25m)	PH-1262A	1
	Measurement program	IFS-31E	1
	Storage case	PH-1267B	1
	Receipt printer	PH-1287	1
<Option>	Extension cable 25m	PH-1264	
	Large mat switch (1000 x 2000)	PH-1261A	
	Small mat switch (500 x 510)	PH-1266	
	Branch cable for small mat switch	PH-1269	
	Laptop Computer		

See the essence of training

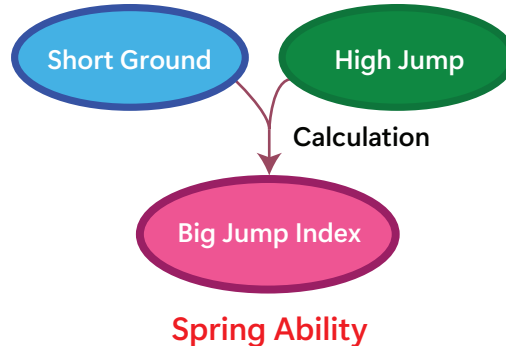
In order to improve jumping power, spring ability (the ability to exert explosive force in a short period of time), and footwork ability, it is essential to measure and evaluate not only jump height and movement time, but also ground time and switch time.

By using the multi-jump tester, you can clearly grasp points that are often overlooked in sports instruction and see the essence of training.

What is jumping power?



What is excellent spring capacity?



If these are good...

- Able to run fast.
 - Able to quickly change directions and switch.
 - Able to jump high/ fly far.
 - Evade the enemy instantly with feints and skillful steps.
- There are characteristics such as.

These motions include characteristics of lengthening-shortening cycle movements and ballistic movements.

The type of jump changes depending on the characteristics of each sport.

Let's perform measurement items that match the characteristics of the sports!

< Operating characteristics >

- Basketball Jump Shot.
- Volleyball Open Skies.
- Start phase in sprinting and ball game.

➡ Vertical Jump Measurement

- Intermediate sprint in short distance running.
- Jumping events such as high jump, long jump, and triple jump.
- Gymnastics floor exercise.
- Volleyball quick spike
- Steps during a sudden change of direction in a ball game

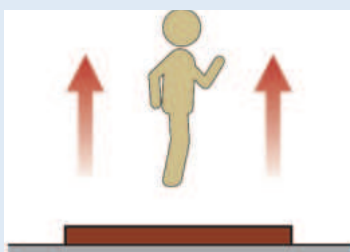
➡ Rebound Jump Measurement, Drop Jump Measurement

Besides Jumping...

By connecting multiple mat switches, it is possible to **measure footwork** by continuously changing direction. It helps improve the ability to "change direction in a short period of time" in basketball, handball, etc..

In addition, **stepping** measurements can be performed by repeating steps on the mat switch within a certain period of time. you can evaluate your agility and check your fatigue level by doing them continuously.

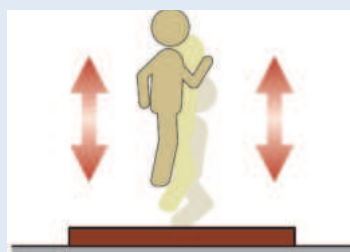
Measurement items and methods



Vertical Jump Measurement

Jump as high as possible from the basic position.

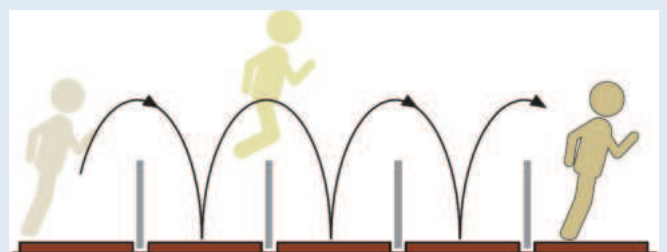
The objective of this measurement is to find presence or absence of a "reaction movement" such as crouching, or presence or absence of a "swinging movement" such as arm swing.



Continuous rebound Jump Measurement

This is a continuous jump using the ankles

The objective of this measurement is "how high you can jump in a short time to take off." on a set number of jumps.



Hurdle Jump Measurement

The objective of this measurement is "how short of takeoff time you can jump over the hurdles set at equal intervals and move forward."

Please note that there are variations to this measurement, such as changing the distance between hurdles and the height of the hurdles. (Example) Changing the height of the hurdles according to the athlete's ability, the height increases as you move towards the goal, etc...

Selectable startup modes to suit the situation and purpose

Simple Mode

• Easy Operation

Easy to use without any specialized knowledge. By setting it upon a small tablet PC equipped with Windows OS, you can perform measurements with more intuitive operations. In addition, the highly visible display provides excellent feedback to test subjects.

• Print the results using a small wireless printer

Immediately after measurement, all analysis items can be printed using a wireless receipt printer. No printing settings are required, and you can print quickly. In addition, it is battery powered and can be connected wirelessly (Bluetooth), so you can use it anywhere.

Introduction
to the
Concept

Spring Ability Evaluation Method
Drop Jump Measurement and
Continuous rebound jump Measurement

$$\frac{\text{Jump Height}}{\text{Ground Time}} = \text{Jump Index}$$



Full Mode

• The file management function facilitates continuous measurement of multiple people.

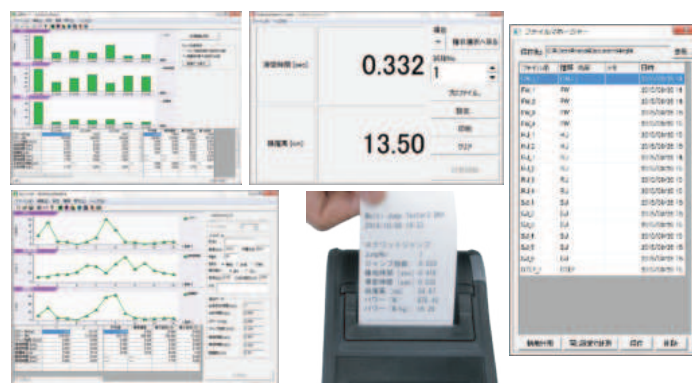
The trail files in the specified folder will be displayed in a list in the table. Trail files in the specified folder are displayed in a list in a table. Simply selecting a table opens the corresponding file, making it easy to switch between files. Additionally, by using "New measurement" or "Measurement with same setting" to create files for the number of people required for the experiment in advance, you can conduct the experiment smoothly.

• Comparison between trails

You can compare multiple trials. If multiple trials are saved in one file, the representative trial will be automatically selected.

Comparison Image
Display Result

	File 1	File 2	File 3	Average	Standard Deviation	Maximum Value	Minimum Value
Power (W/Kg)	1.698	2.877	2.809	2.5	0.5	1.7	2.8
VJ Index (m/s)	0.086618	0.146767	0.14333	0.126	0.024	0.087	0.143
Ground Time (m sec)	697	295	247	413	175	697	247
Airborne Time (m sec)	222	188	170	193	19	222	170
Jumping Height (cm)	6	4.3	3.5	4.6	0.9	6	3.5



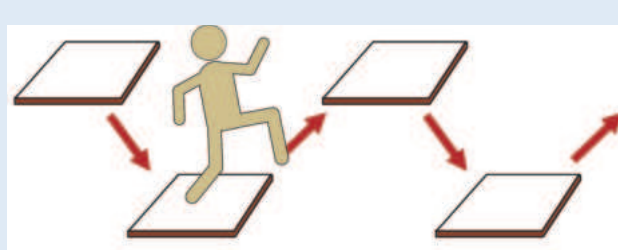
Main Analysis Items

Vertical Measurement	Drop Jump Measurement	Continuous Rebound Jump Measurement	Hurdle Jump Measurement	Footwork Measurement	Stepping Measurement
	Ground Time			Ground Time	Total Number of times
	Airborne Time			Travel Time	Decrease rate
	Jumping Height			Moving Speed	Irregularity
	Power				Number of instantaneous to right and left
SJ Index, CMJ Index	DJ Index	RJ Index	HJ Index		



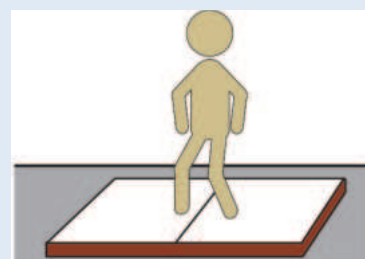
Drop Jump Measurement

Jump off the stand and jump up immediately after landing. The objective of this measurement is "how high you can jump in a short takeoff time." Possible variations include changing the spacings, angles, and place of the mat switches. and with and without anticipating the landing.



Footwork Measurement

Perform footwork movements while stepping on mat switches placed at equal or different spacings. The objective of this measurement is "how much the crossing time and section time can be shortened.". This will help improve your steps when making sudden changes in direction. Possible variations include changing the spacing, angles, and places of the mat switches.



Stepping Measurement

Use one or two mat switches and repeat the steps within a set time. You can evaluate your agility. You can also check your fatigue level by doing it repeatedly. The objective of this measurement is "how many steps you can complete within a certain amount of time."

Easy Measurements can be made without a computer

Portable MultiJump Tester

You can measure jumping heights and other measurements using device and a mat switch, without having to connect it to a computer like a multi-jump tester.

Since it is battery powered, it is ideal for outdoor use where it is difficult to take your computer out.

Measured results can be saved to compact flash.

By loading it later with a measurement program (optional) on your computer, you can perform the same measurement and analysis as a multi-jump tester.



Output Example

Vertical jump measurement/Drop jump measurement

- Jumping Height.
- Power.
- Maximum jump height, Power, Ground time, Airborne time.

Consecutive rebound jumps measurement

- Each jump height and average jump height.
- Each power and average power.
- Highest jump height, power, ground time, and Airborne time in 1 trail

Hurdle Jump Measurement

- Jump height of each jump and average jump height.
- Each power and average power.

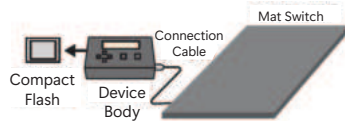
Footwork Measurement

- Speed and average speed for each section

Stepping Measurement

- Measurement Time
- Number of steps for match switch 1,2

Connection Example



System Configuration

Portable MultiJump Tester	PTS-118	1 set
<Breakdown> Portable Multijump Tester Body	PH-1280	1
Mat switch	PH-1261	1
Connection cable (25m)	PH-1285A	1
Compact Flash	PH-1262A	1
Storage case	PH-1267B	1
<Option> Measurement Program	IFS-31E	
Card Reader	PH-1286	
Extension Cable	PH-1264	
Large mat switch	PH-1261A	
Small mat switch	PH-1266	

Usage Details

	MultiJump Tester	Portable MultiJump Tester	
US MultiJump Tester Body PH-1260D Type	○	—	Number of inputs and terminals used 2 terminal RM12-BRD-2S Connect Mat Switch Number of outputs and terminals used 1 USB terminal Connect to Computer with USB Cable Power Supply Usually supplied via USB, AC adapter included separately Dimensions and Weight 150W × 40H × 65Dmm about 160g
Measurement Program IFS-31E Type	○	Option	Measurement settings Number of jumps, Chattering time, Timeout, Number of mat switches, Name, Height, weight, Distance travelled Measurement items Vertical jump (Squat jump/Counter movement jump/) measurement, Drop jump measurement, Continuous rebound jump measurement, Hurdle Jump measurement, Footwork measurement, Stepping measurement Calculated items Ground time, Airborne time, Jump height, SJ index, RJ index, DJ index, HJ index, Power, Travel time, Travel speed, Average/Standard deviation of each item, Minimum value, Maximum value Measurement time unit 1ms Operating Environment Windows XP ~ 8.1(32bit, 64bit) *See[System Requirements] below.
Portable MultiJump Tester Body PH-1280 Type	—	○	Number of inputs and terminals used 2 terminal RM12-BRD-2S Connect Mat Switch Power Supply AA battery × 6 (20 hours of continuous use, alkaline batteries recommended) Recording result storage medium Compact Flash Memory Card (Upto 4GB Confirmed) Dimensions and Weight 152W × 126H × 50Dmm (Not including Protrusions) about 800g (Batteries not included)
Compact Flash PH-1285A Type	—	○	
Card Reader PH-1286 Type	—	Option	
Mat Switch PH-1261 Type	○ (2nd and subsequent sheets are optional)	○ (2nd and subsequent sheets are optional)	Rubber plate material Upper side: Foamed neoprene rubber Lower side: Flat black natural rubber Operating Load 6.5N (Over10 × 10mm When using pressing piece) Operating Temperature Range -12°C ~ 60°C Endurance Life (Only for sensors) Over 3 Million times (DC24V, 0.3A With Relay Load) Load Bearing Capacity 1960N (Φ 100 Pressure plate 1 minute) Cable length and terminals used 2 System Output each 1.6m RM12-BPG-2PH RM12-BJB-2S Waterproof Ability None Size and Weight 660 × 1000 × 17mm 4.6kg Material Flat Black Natural Rubber Size 660 × 1000 × 13mm
Rubber Cover (accessory for PH-126) PH-1262 Type	○	○	
Connection Cable PH-1262A Type	○	○	Cable length and terminals used 25m RM12-BPG-2PH RM12-BJB-2S
Storage Case PH-1267B Type	○	○	Stored Items Can store 2 mat switches, 1 device main unit, complete set of cable, etc. (Mat switch is only of PH-1261 type) Size and Weight 920L × 310W × 280Hmm about 6Kg Size 1000 × 2000 × 7mm
Large Mat Switich PH-1261A Type Cover PH-1261B	Option	Option	Other Specifications PH-1261 Same as type
Small Mat Switich PH-1266 Type Cover PH-1268B	Option	Option	Size 500 × 510 × 7mm Other Specifications 1 System output 1.6m RM12-BPG-2PH
Extension Cable PH-1264 Type	Option	Option	Cable length and terminals used 25m RM12-BPG-2PH RM12-BJB-2S

System Requirements

- OS : Windows8.1(32bit/64bit), Windows8(32bit/64bit), Windows7(32bit/64bit), WindowsVista(32bit)sp1 or more, WindowsXP(32bit)sp2 or more.
- CPU : Intel Core i3 Equal or Higher Recommended
- RAM : 2.0GB or More recommended
- USB Ports : 2 ports (required for connecting protect key and Data reciever)

*This product was jointly developed with the cooperation of professor Koji Zushi of the University of Tsukuba.

*Specifications may change without notice due to improvements



India

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