



OVR JUMP

USER MANUAL

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What's in the Box?

- 1** - OVR Jump receiver
- 1** - OVR Jump sender
- 1** - Carry Bag
- 1** - Charging Cable

Device Overview

Receiver



- | | | | |
|------------------------|---|------------------------|---|
| 1 Slide Switch: | Turn the unit on and off | 4 Status LEDs: | Green: <i>Lasers received</i>
Red: <i>Lasers blocked</i> |
| 2 USB-C Port: | Charge the device and update firmware | 5 Buttons: | Scroll Jumps, change settings |
| 3 Charging LED: | Green: <i>fully charged</i>
Red: <i>charging</i> | 6 OLED Display: | Real-time data display |

Sender

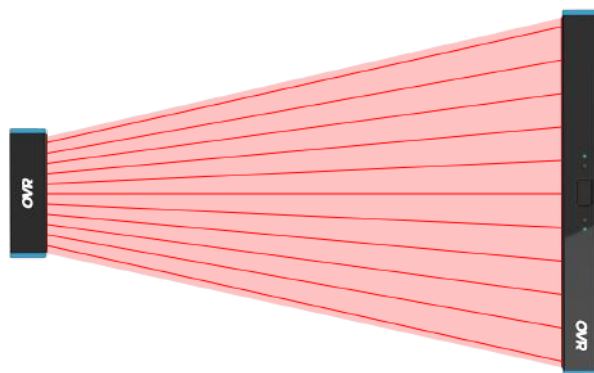


- | | | | |
|------------------------|---|------------------------|---|
| 1 Slide Switch: | Turn the unit on and off | 3 USB-C Port: | Charge the device |
| 2 Battery LED: | Green: <i>Battery Full</i>
Red: <i>Battery Low</i> | 4 Charging LED: | Green: <i>fully charged</i>
Red: <i>charging</i> |

Using OVR Jump

Setup

Set up the sender and receiver as shown below. Ensure they are at least 4 feet apart.



OVR Jump releases lasers from sender to receiver to create a laser barrier

With both units turned on and in position, the two LEDs on the receiver will light up green to indicate the signal is received. When stepping in the lasers, the LEDs will turn red, indicating the receiver is blocked.

Stance

It is recommended to stand forward and offset, so one foot is directly blocking the receiver. A wide centered stance has the potential to miss the lasers.

Most Accurate



One foot directly blocking the lasers

Okay



A wide stance may not block lasers

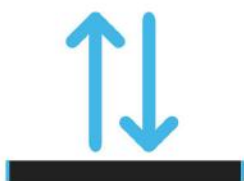
Least Accurate



Most likely to be inaccurate

Modes

Regular Mode



Use regular mode for testing vertical jump height. The athlete must takeoff from the laser area and land in the laser area on landing.

Upon landing the display will show the jump height in inches.

RSI Mode



Use RSI mode for dropping into the laser area and rebounding with a jump. The athlete must enter the laser area, and quickly jump, landing back in the landing area. This can be done with consecutive jumps.

Upon landing the display will show the jump height, ground contact time, and reactive strength index (RSI).

GCT Mode



Use GCT mode for measuring ground contact time in the laser area. Set the lasers up in the appropriate area, having the athlete quickly contact the ground when performing different jumps and drills.

Upon leaving the laser area, the display will show the ground contact time (GCT).

Button Functions

Left Button	Previous rep
Right Button	Next rep
Short Press Both Buttons	Reset data
Long Press Both Buttons	Device settings
(Settings) Left Button	Move selector
(Settings) Right Button	Select

Settings

To get to the device settings screen, long press both buttons and release. Use the left button to scroll, and the right button to select. All settings are saved when turning the device off.

Mode	Change between the three operating modes (Regular, GCT, RSI).
RSI View	When in RSI mode, change the value that is in the primary position. Choose jump height, RSI, or GCT.
Tether	Enable tether mode, and assign the unit as the home device or a linked device.
Channel	Choose the channel for tether mode. Make sure the home and link are on the same channel. When using multiple sets of tethered Jumps, use different channels.
Timer	Enable or disable the rest timer on the top of the screen. This timer resets when a new jump is completed.
Units	Choose whether jump height should be in inches or centimeters.

Screens Overview



Loading Screen

Device loading screen. Battery level in bottom right corner.



Main Screen

Ready to measure jumps.



Regular Mode

Use regular mode for vertical jump testing.



RSI Mode

Use RSI mode to measure jump height, GCT, and calculate the corresponding RSI.



GCT Mode

Use GCT mode to measure ground contact times.

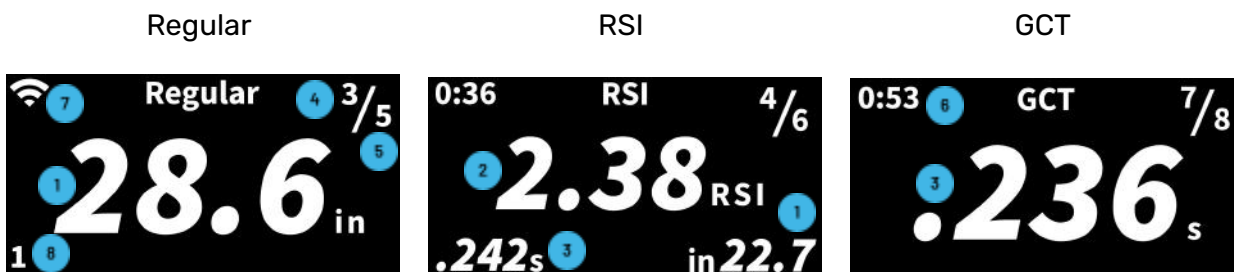


Settings

Change the configuration of the device. See the settings section for details on each option.

Note: device ID is in the top right corner (OVR Connect)

Main Screen Details



- 1 Jump Height
- 2 RSI (Reactive Strength Index)
- 3 GCT (Ground Contact Time)
- 4 Current Jump
- 5 Total Jumps
- 6 Rest Timer
- 7 Tether Mode (if active)
- 8 Tether Channel (if active)

Tether Mode

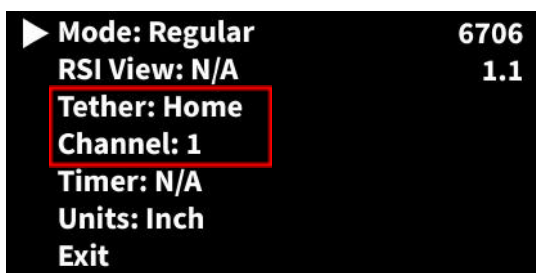
Tether mode is a great way to improve the abilities of your OVR Jump. When enabled, connect up to 5 OVR Jump's side by side, extending the laser area to ensure the athlete doesn't land outside the lasers.

Tethering OVR Jump's Together

Step 1: Turn on two OVR Jump receivers and navigate to the settings.

Step 2 (Home): The first device will act as the "home" unit, the primary device.

1. Change the "Tether" setting to "Home", and note the channel
2. Exit the settings (device will reset in home mode)



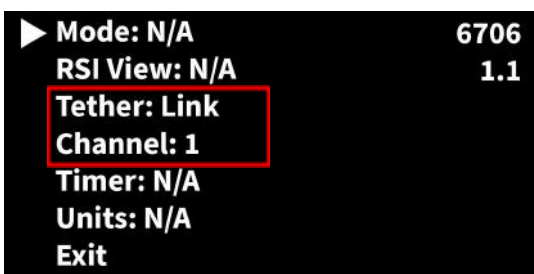
Tether Settings



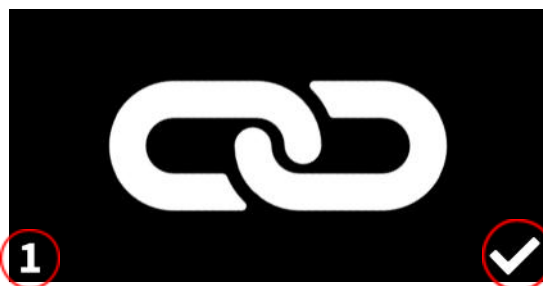
Main view with tether icons

Step 3 (Link): The second device will act as the “link” unit, the secondary device.

1. Change the “Tether” setting to “Link”, and use the same channel as the home unit
2. Exit the settings (device will reset in link mode)



Tether Settings



Main link view with tether icons

Tether Link Screen Peripherals

Bottom Left Corner **Tether Channel (1-10)**

Bottom Right Corner **Connection Status**

Step 4: Connect the home and link units side by side with the hidden magnets and set up the sender to point lasers into both receivers. You can now use two receivers as one big receiver, doubling (or even tripling) the laser barrier width. Repeat Step 3 for additional units.



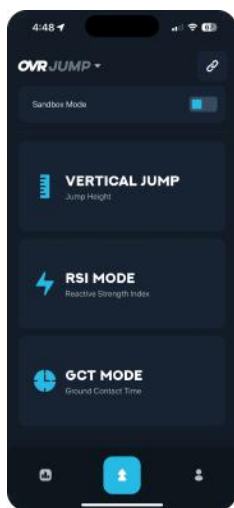
Tether Notes:

- To tether subsequent receivers, complete step 3 with additional receivers
- Only one sender should be used. Place the sender further away for tethered setups
- For multiple tethered setups in a gym, ensure the channels for each setup are unique
- Only the home unit can connect to the app, control all settings etc.
- The linked unit will show a checkmark or X in the bottom right corner to confirm if it is connected to a home device

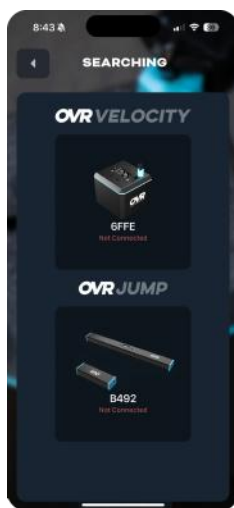
OVR Connect Setup

Step 1: Turn on your OVR Jump

Step 2: Open OVR Connect and tap the connect icon



Step 3: Wait for the OVR Jump to appear



Step 4: Tap on your device to connect



Once connected, a link icon will appear on the display



Link icon indicating OVR Connect is linked

OVR Connect

- View live data for instant feedback
- See data and monitor progress over time
- Share data to social media



Specifications

Receiver Dimensions:	18.1 x 1.8 x 1.3 (in) 461 x 46 x 32 (mm)	Sender Dimensions:	6.4 x 1.8 x 1.3 (in) 164 x 46 x 32 (mm)
Receiver Weight:	543g / 1.2lb	Sender Weight:	197g / 0.43lb
Battery Life:	2000mAh (Rec: 12hr, Sender: 20hr)	Materials:	Aluminum, ABS

Troubleshooting

Device is not charging	<ul style="list-style-type: none"> - Check if charging LED is lighting up - Use provided charging cable. Do not use other USB-C chargers like those made for laptops.
Lasers aren't being picked up by receiver	<ul style="list-style-type: none"> - Ensure sender is on and has battery - Ensure sender is pointed towards the receiver, at least 4 feet away - Ensure nothing is blocking the receiver - Green Status LEDs (Receiver) <ul style="list-style-type: none"> - Lasers received - Red Status LEDs (Receiver) <ul style="list-style-type: none"> - Lasers blocked / not found
Jumps are not being recorded	<ul style="list-style-type: none"> - Ensure tether mode is not set to "Link" - Ensure the jump is at least 6" or ground contact time is less than 1 second
Tether mode not working	<ul style="list-style-type: none"> - Ensure the devices are set up exactly as shown in the tether mode instructions - Ensure the home and link units are on the same channel - Check if the status LEDs of home unit go from green to red when blocking the linked unit
Device is not connecting to OVR Connect	<ul style="list-style-type: none"> - Ensure tether mode is not set to "Link" - Ensure your mobile phone's BT is turned on - Turn the OVR Jump off and on to reset - Is a linked icon showing up on the display?

For any further troubleshooting, contact us through our website.

Frequently Asked Questions

Do you need the app to use the device?	No, OVR Jump is a stand alone unit that provides all your rep data right from the onboard display. While the app extends to benefits, it is not required for use.
How accurate is OVR Jump?	OVR Jump reads the lasers 1000 times per second to ensure accuracy and consistency.
Is there a jump limit?	Once 100 jumps are performed, the device will reset the onboard data and continue recording jumps from zero.
What is the minimum jump height?	The minimum jump height is 6 inches.
How does OVR Jump work?	OVR Jump uses invisible lasers to detect when an athlete is on the ground or in the air. This provides the most consistent method of measuring jump height.
Is OVR Connect required to tether receivers together	No, OVR Jump has the ability to tether together without the app, ensuring the connection is fast and stable.
How many tethering channels are there	Tether mode has 10 channels to allow for multiple sets of receivers to work in the same area.

Proper Use

To ensure the optimal performance and longevity of your OVR Jump device, it is crucial to adhere to the following guidelines for proper use. Any breach of these terms will be the responsibility of the customer, and OVR Performance will not be liable for any damages that occur as a result of improper use, which may also void the warranty.

- **Temperature and Sunlight Exposure:** Avoid exposing the device to high temperatures or prolonged direct sunlight. Extreme temperatures and UV exposure can damage the device's components and affect its functionality.
- **Battery Management:** To prolong battery life, avoid completely draining the battery. Regularly charge the device to keep the battery level from dropping to zero for extended periods.
- **Placement of the Devices:** Position the devices in a location where it is not at risk of being hit by gym equipment. Do not land on the devices. Physical impacts can cause significant damage to the device.

Warranty

Limited One-Year Warranty for OVR Jump

OVR Performance LLC provides a Limited One-Year Warranty for the OVR Jump device. This warranty covers defects in materials and workmanship under proper use, for one year from the date of purchase by the original end-user.

What is Covered:

- Repair or replacement of parts found to be defective due to material or workmanship.

What is Not Covered:

- Damage caused by misuse, accidents, or unauthorized repairs/modifications.
- Normal wear and tear or cosmetic damage.
- Use with non-OVR Performance products or in ways not intended by the manufacturer.

How to Obtain Service: For warranty service, the product must be returned to the specified location by OVR Performance, ideally in its original packaging or packaging of equal protection. Proof of purchase is required.

Limitation of Damages: OVR Performance is not responsible for indirect, incidental, or consequential damages resulting from any breach of warranty or proper use.

Support

If you require assistance with your OVR Jump device or have any questions, our support team is here to help. For all support-related inquiries, please contact us through www.ovrperformance.com.

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FCC Compliance

Supplier's Declaration of Conformity (SDoC): Product: OVR Velocity, Model: OVR0100. Responsible Party: OVR Performance LLC, [US address], [contact]. 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 accept any interference received, including interference that may cause undesired operation. [47 CFR §15.19]

Note: 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. If this equipment does cause harmful interference to radio or television reception, 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 to an outlet on a circuit different from that to which the receiver is connected; consult the dealer or an experienced radio/TV technician for help. [47 CFR §15.105(b)]

Changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment. [47 CFR §15.21]