

ezejump.com

Quick Start Guide

First Time Preparation

- Use the QR code below or search “ezejump” on the Apple AppStore to download the free ezejump app



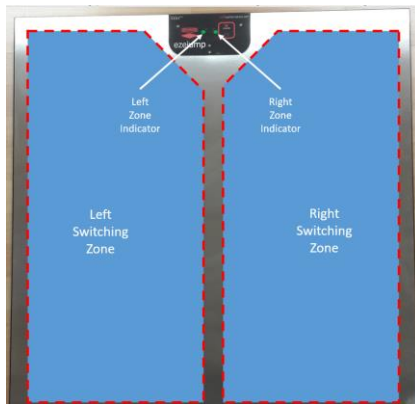
- Before first use, please remove the ‘Transport Deactivation’ magnet and protective film.





Operation

- Charge the ezejump Mat before use (See Page 3)
- Run the ezejump App on your Apple device
- Turn on the ezejump Mat by tapping one of the switching zones



- Check the battery status on the mobile App to ensure that you can run the jump test with the current battery capacity
- Select the athlete you want to test
- Select the test you want to run on the App
- Exercise the jumps, corresponding to the test
- When you have finished the jump test, turn the Mat off via the ezejump menu found in the top right corner of your app



Charging

Connect the supplied wall socket charger with the wireless charging pad and place the pad onto the ezejump Mat as shown. The Charging indicator turns red while charging, and turns off when the battery is fully charged. It takes 1.5 to 2 hours for a flat battery to be fully charged.



Storage

The ezejump Mat can be stored flat on the ground, upright, or in the ezejump carry case. Whenever it's NOT stored in the carry case, please make sure, that neither of the mat's contact zones activated to avoid excessive battery discharge.



Having Problems?

Please visit our support page on www.swiftperformance.com/support for online help.