



Indoor Sports

Simplified zoning and Scheduling, wireless control system

It is estimated indoor gyms and indoor sports within K-12 alone could comprise more than One-half billion square feet; supporting the 50+ million daily students and almost 3 million HS students in organized indoor sports. Equally significant is the need to utilize the same space for theater, rally, and multipurpose uses. Wireless lighting and controls can facilitate good illumination across very different demands.

Site administrators need the opportunities to manage while on site, and while remote working. Scheduling should be enabled from the school office, admin building, or from portable smartphones. Control systems need to be able to leverage area or circuit level lighting; as well as support individual fixture control scenarios when needed.



Flexibility

Special Schedules and Presentation Scenes can enable multipurpose room lighting equally for sports, ceremonies, or maintenance, all from an easy smartphone interface or convenient wall switches.



Safety

Easy override commands from a smartphone interface avoids false off's, and supports short term access from any remote location.



Convenience

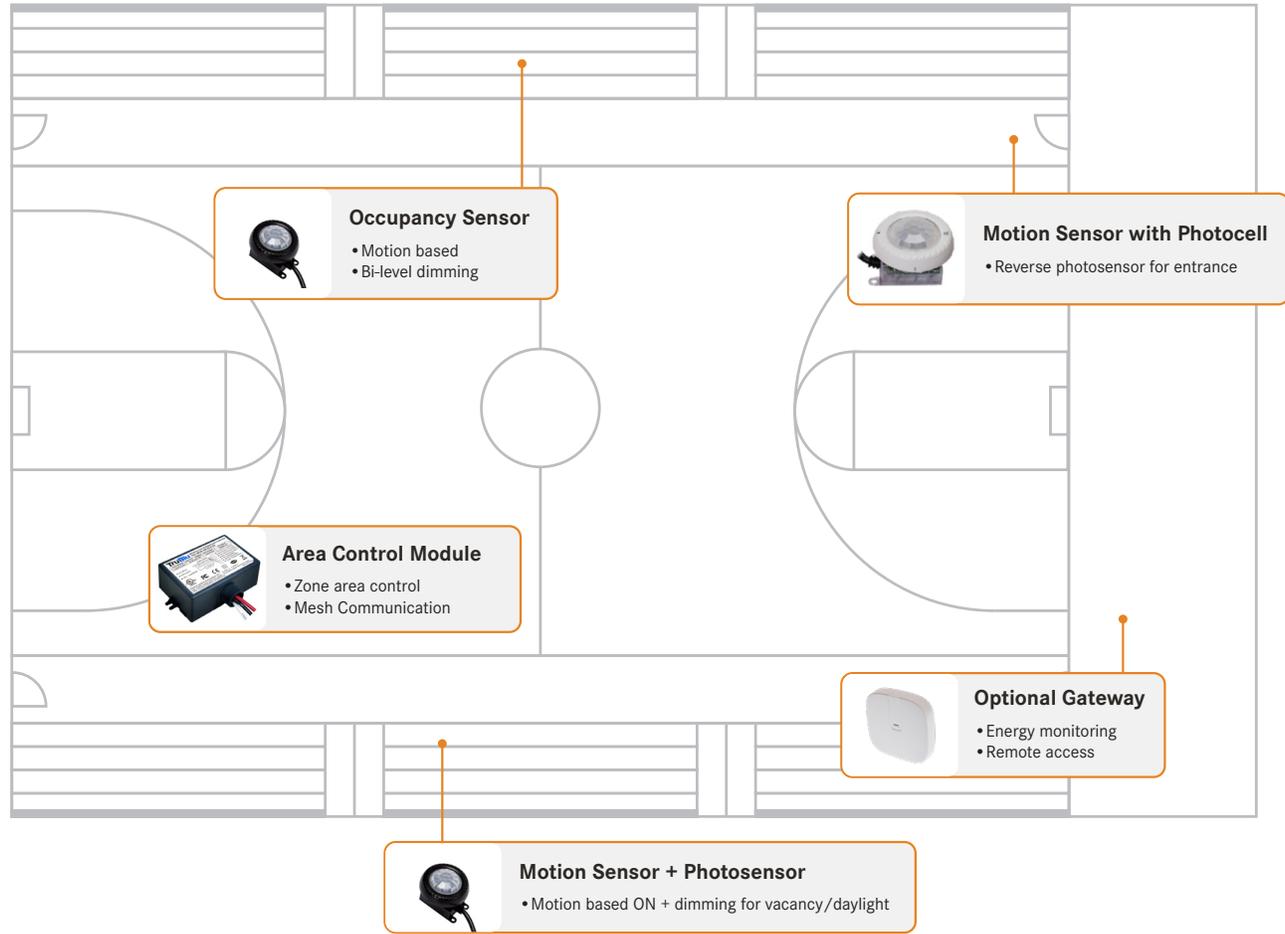
Manage High Bay lighting groups easily for 100% (games); 50% (maintenance); and 20% (security) output conditions.



Web-portal and App-based Design and Control

User-friendly control from PC based web-portal and smartphone apps streamlines design, startup, and future network adjustments.

Lighting Control, Indoors and In-bounds



TYPICAL CONTROL PROFILES

Zone	Scenario	Description
Bleachers	Reverse photosensor	Light on during daytime, dimmed at night
Court-main	Zone control module	Lighting on at 20% for maintenance, increase to 80-100% for sport activities
Court- Auxiliary	Photosensor + Motion Sensor + Schedule	100% ON with ambient threshold, schedule or Motion OFF for nighttime or non-occupied times; 50% ON for facility maintenance
Locker room	Schedule + Occupancy Sensors	100% ON for scheduled operating hours; dim to 50% when space is vacant