FIBA TIMING & SCORING SYSTEM

OPERATOR MANUAL

3510.525.02 l Version 1.2 l March 2023

Swiss Timing LTD
P.O. Box 138, Rue de l'Envers 1
CH-2606 Corgémont - Switzerland

Phone +41 32 488 36 11
info@swisstiming.com
www.swisstiming.com

A COMPANY OF THE SWATCH GROUP

Caution and safety precautions

- Never use any other charger than the supplied or a type approved by Swiss Timing. This could destroy the battery, cause damage to unit, and possible cause personal injury due to fire or/and electrical shock.
- Never bypass a power cord ground lead by breaking off the ground pin, or by using inappropriate extension cords or adapters.
- Never plug a power cord into the AC power source until you have made sure that all installation, cabling and power levels, are proper, and that the applicable procedures in this manual have been followed.
- Protect the equipment against splashing, rain and excessive sun rays.
- Never use the device if it is damaged or insecure.
- Verify the selection of the power distribution.
- Verify that the voltage quoted on the rating plate is the same as your voltage. Connect the appliance only to power sockets with protective earth. The use of incorrect connection voids warranty.
- This program may be modified at any time without prior notification.
- Do not open the case; there is nothing that needs servicing inside it. Nevertheless, if the case must be opened, you must call for some qualified personnel. The power supply cable must be disconnected before opening the case.
- During the transport of all Swiss Timing equipment delivered with a reusable carry case, the said case should be used at all times. This is imperative to limit the damage, such as shocks or vibration that can be caused to the units during transport.
- The same cases should also be used when returning equipment to Swiss Timing for repair. Swiss Timing reserves the right to refuse all guarantees if this condition is not fulfilled.
- If the installation includes a horn, be sure to maintain a sufficient security distance from the public.

Documentation Updates

Swiss Timing Ltd. reserves the right to make improvements in the products described in this documentation at any time without prior notice. Furthermore, Swiss Timing Ltd. reserves the right to revise this documentation in its content at any time and without any obligation to notify any person or organization of such revision.

Disclaimer

The information provided in this documentation has been obtained from sources believed to be reliable, accurate and current. However, Swiss Timing Ltd. makes no representation or warranty, express or implied, with respect, but not limited to, the completeness, accuracy, correctness and actuality of the content of this documentation. Swiss Timing Ltd. specifically disclaims any implied warranty of merchantability, quality and/or fitness for any particular purpose. Swiss Timing Ltd. shall not be liable for errors contained in this documentation or for incidental or consequential damages in connection with the supply, performance or use of this documentation.

Environment

This symbol indicates that this product should not be disposed with household waste. It has to be returned to a local authorized collection system. By following this procedure you will contribute to the protection of the environment and human health. The recycling of the materials will help to conserve natural resources.

Copyright

© Swiss Timing Ltd.
All rights reserved.
This documentation may not, as a whole or in part, be copied, translated, reproduced, transmitted or reduced and/or stored to any electronic medium or machine-readable form without the prior written consent of Swiss Timing Ltd.

TABLE OF CONTENTS

1 INTRODUCTION 1

2 BASIC OPERATION 2

2.1 Preliminary Remarks 2
2.2 Startup Procedure 2
2.2.1 Shutdown Procedure 2
2.3 Controlling the Application 3
2.4 Using the Secondary Entry Terminal 3

3 HOME SCREEN 4

3.1 Operational Status 4
3.2 Quantum Setup 5
3.3 Sports Setup 6
3.3.1 Rule Set Indicator 6
3.3.2 Choosing a Rule Set 6
3.4 Customizing a Rule Set 8
3.5 Sport Specific Settings 8

4 PREGAME FUNCTIONS 9

4.1 Game Preparation 9
4.1.1 Choosing Teams 10
4.1.2 Choosing Team Colors 11
4.1.3 Disable Horns 13
4.1.4 Manual and Automatic Game Start 13
4.2 Pregame Period 15
4.2.1 Verify the Functioning of Hardware Buttons 15
4.2.2 Selecting the Next Period 17
4.3 Using the Menu 18
4.3.1 Edit Players Dialog 19
4.3.2 Edit Teams Dialog 20
4.3.3 Edit Times Dialog 21
4.3.4 Select Period Dialog 21
4.3.5 Blanking the Shot clock Display 22
4.3.6 Changing the Scoreboard Display Content 22

5 GAME OPERATION 23

5.1 Editing Times and Scores during a Quarter 23
5.1.1 Distributing Points and Fouls 23
5.1.2 Correcting False Scores and Fouls 25
5.1.3 Correcting Times 26
5.2 Special Functions 27
5.2.1 Ball Possession Indicator 27
5.2.2 Horn Button 27
5.2.3 Recall Button 27
5.2.4 Using Timeouts 28
5.3 Finishing a Quarter 30
5.4 Finishing a Game 31
5.5 Operating the Secondary Entry Terminal 32

6 APPENDIX 33

6.1 Index of Figures 33
6.2 Version history 35

1 INTRODUCTION

About this Document

This document is intended as an operation manual for the Entry Terminal. This document is part of the FIBA/TISSOT Timing System user documentation.

Intended Audience

This manual is intended for end users, explicitly for sports operators.

Related Documents

Document Name	Filename
Hardware Manual – FIBA TIMING & SCORING SYSTEM	

2 BASIC OPERATION

2.1 Preliminary Remarks

Although the Information provided in this document generally refers to the operation of a single Entry Terminal, it is strongly advised to have both supplied Entry Terminals ready for operation during a game.

Refer to the document **FIBA Timing System Hardware Manual** for information on how to connect the Entry Terminals (primary and secondary).

2.2 Startup Procedure

If properly connected, both Entry Terminals are switched on automatically as soon as the FSTT (TIM031 timing device) is supplied with power. A green status LED on each Entry Terminal indicates that the device is powered up. If connected to its power source, the Entry Terminal boots into Windows.

When finished booting, you're presented with the Windows Desktop.

Start the Entry Terminal application on the primary device by double-tapping the corresponding application icon on the Desktop (see screenshot below).

Figure 1 - Application icon

Start the Entry Terminal application on the secondary device by double-tapping the corresponding application icon on the secondary device's Desktop (i.e. 'BKB SECONDARY')

2.2.1 Shutdown Procedure

Important: Do not interrupt the power supply for the FSTT nor disconnect the connection cable while the Entry Terminal is still in operation (indicated by a green status LED on the Entry Terminal).

You can quit the Entry Terminal Application by tapping [Quit] on the Home Screen (see Figure 3).

Tapping [Quit] will bring up a confirmation dialog on which you optionally choose to "Backup Logs" before exiting (see screenshot below). Note that backing up log files is usually not necessary as it is intended only for analysis and evaluation of internal application and connectivity behaviour.

After quitting the Application, you can safely shut down Windows from the Desktop.

A green status LED on the Entry Terminal will switch off when the device has properly shut down. It is then safe disconnect the power supply (i.e. switch off the FSTT).

2.3 Controlling the Application

All required timing and scoring functions can be executed using the touchscreen. Particularly for the execution of some critical timing functions you shall use the provided Remotes (i.e. Whistle Detection/Game Time Remote and Shot Clock Remote).

See document **FIBA Timing System Hardware Manual** for further information.

All interactive elements presented on the touchscreen are controlled by single-finger touches, meaning that you don't have to perform multi-touch gestures, double tapping or swiping (except on visible scrollbars) in order to control the terminal.

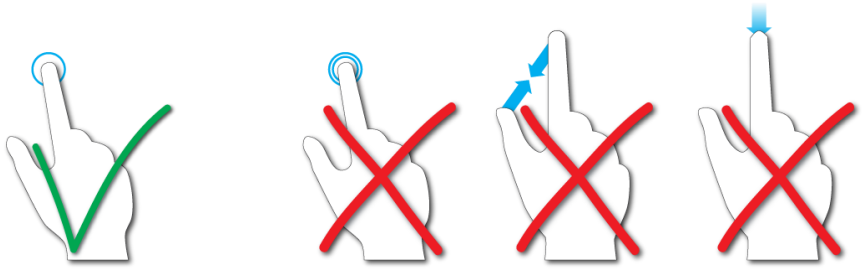


Figure 2 - Touch operations

2.4 Using the Secondary Entry Terminal

Switching to the secondary (i.e. backup) Entry Terminal during operation, may become necessary under the following circumstances:

- A sudden malfunction of the primary timing circuit of the FSTT.
- A software crash or malfunction of the primary Entry Terminal.

The procedure for switching over to the secondary Entry Terminal during a game is set out in section 0.

3 HOME SCREEN

After launching, you're presented with the Application's home screen.

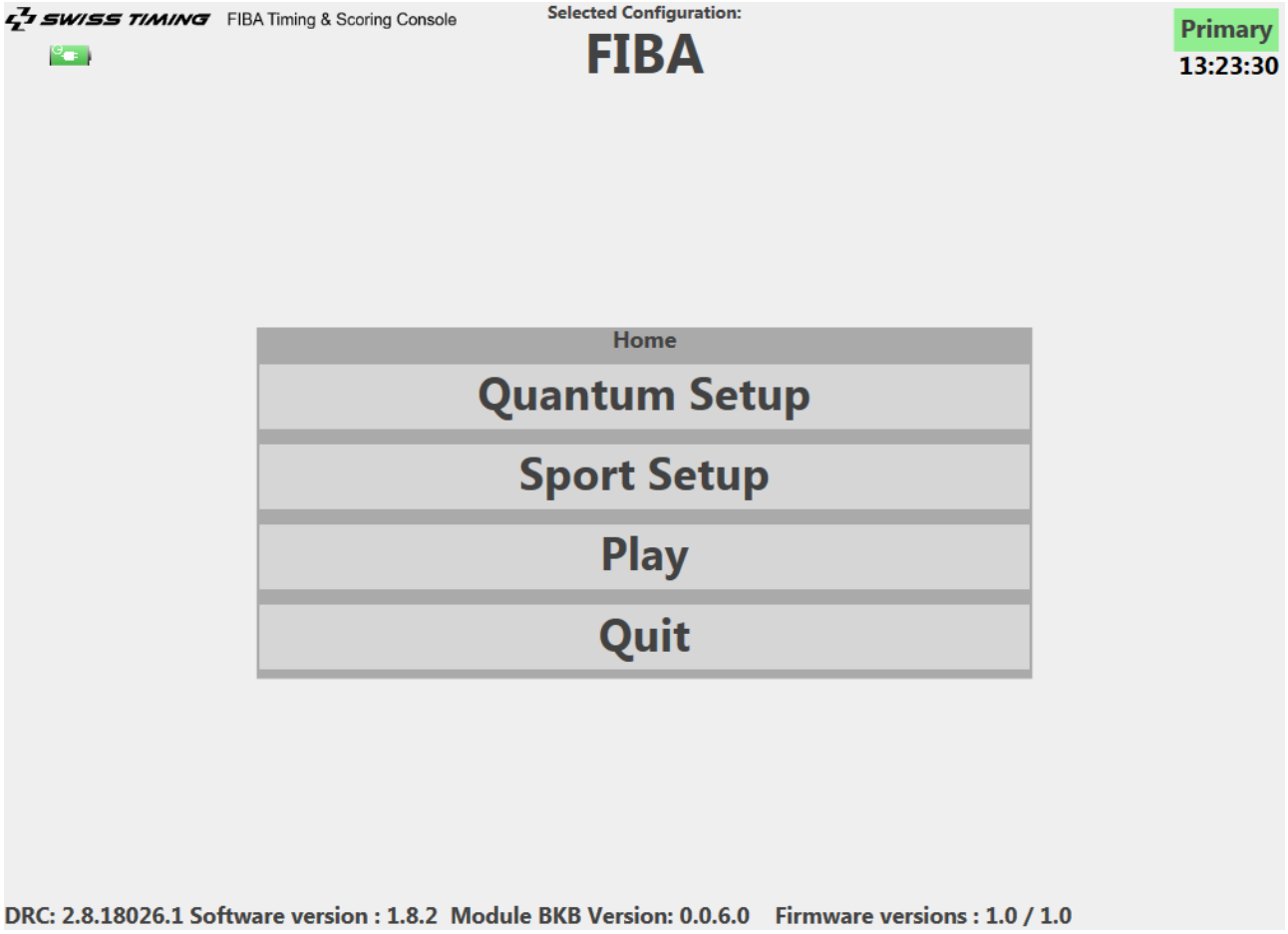


Figure 3 - Home screen

3.1 Operational Status

After the Entry Terminal application has started, initially check whether the status icon on the upper right side of the screen is highlighted in green (see Figure 4 below).

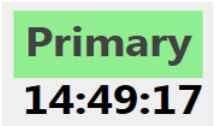


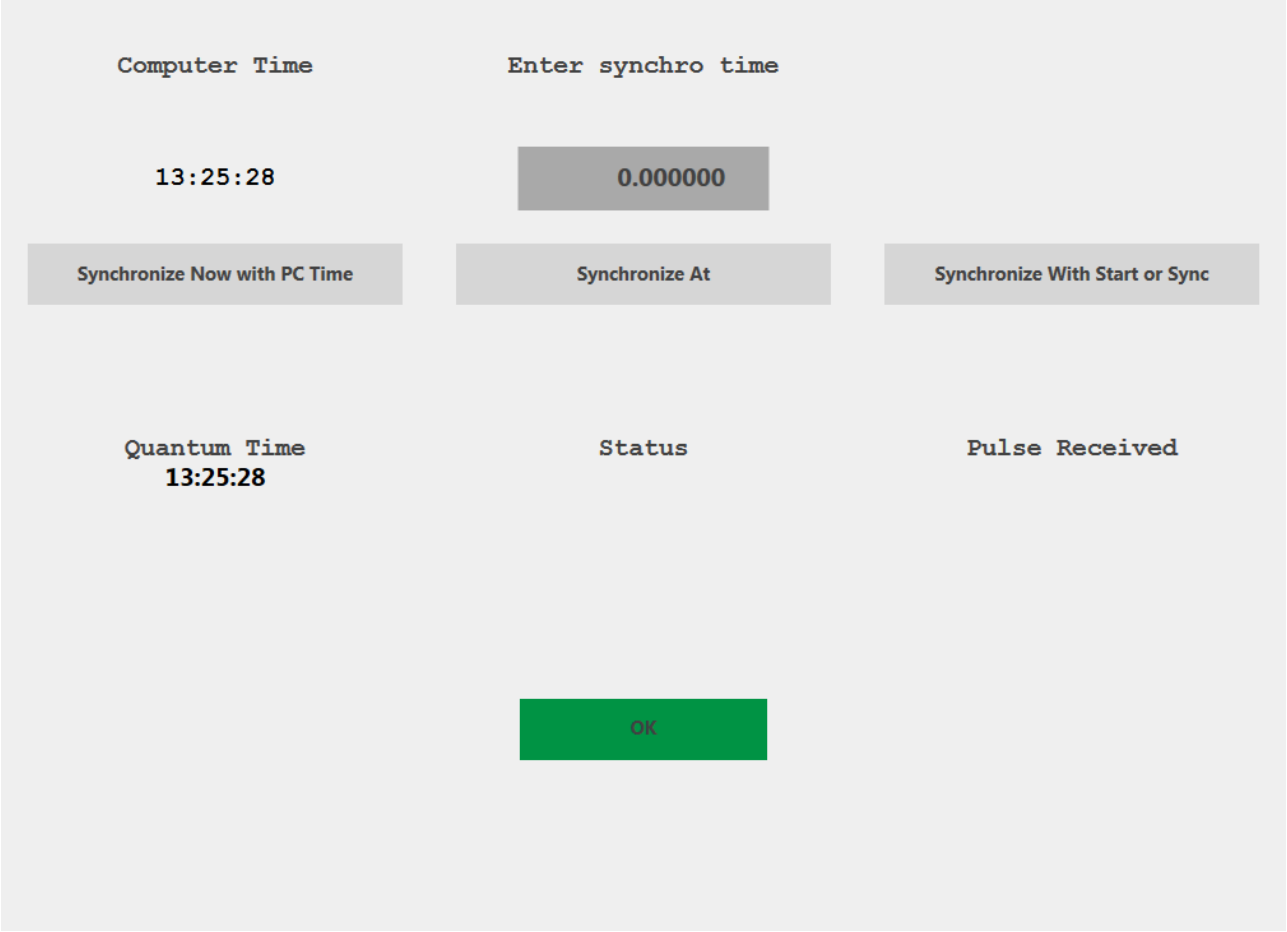
Figure 4 - Status indicator

A green highlighted status icon indicates, that the currently used Entry Terminal is set 'active' by the FSTT and thus ready for operation.

In case the status icon is not highlighted in green (i.e. has a grey background), make sure that the Entry Terminal's corresponding button on the FSTT's front panel is pressed and illuminates. That means, if you're currently using the primary/main Entry Terminal, the button labeled [Primary] on the FSTT must be pressed. And vice versa, if you're using the secondary/backup Entry Terminal, the corresponding button [Secondary] on the FSTT must be pressed.

3.2 Quantum Setup

Tapping on [Quantum Setup] and then [Synchro] will open the synchronization settings as set out below.



Synchronization Methods

Choose between the provided methods for time synchronization:

- Tap on [Synchronize Now with PC Time] in order to set the current computer time for FSST.
- Tap on [Synchronize At] in order to set the time manually.
- Tap on [Synchronize with start or sync] in order to synchronize with a pulse from Sync Timer terminal, if available.

Tap on [OK] to confirm your settings and leave the settings page.

3.3 Sports Setup

The Sports Setup screen is provided for the selection of a corresponding rule set (e.g. FIBA or 3x3 rule set) for the upcoming game. Moreover, you can set up a customized set of rules for individual games or trainings.

3.3.1 Rule Set Indicator

The currently selected rule set is always indicated at the top of the Home screen.

Note: The last selected ruleset is automatically applied on every start of the Entry Terminal application.

Figure 5 - Rule set indicator (middle)

Important: It is recommended to always verify and – if necessary – correct the currently selected ruleset prior to a game.

3.3.2 Choosing a Rule Set

Proceed as follows to select or change the current rule set:

1. On the Home screen, tap [Sport Setup].
2. On the Sports Setup screen, tap [Rule Selection].
3. Tap the desired entry in the scrollable list to select the corresponding rule set. The currently selected rule set is marked with a small white arrow on the left side.
4. Tap [OK] to confirm your selection. You will then return to the Sport Setup screen.

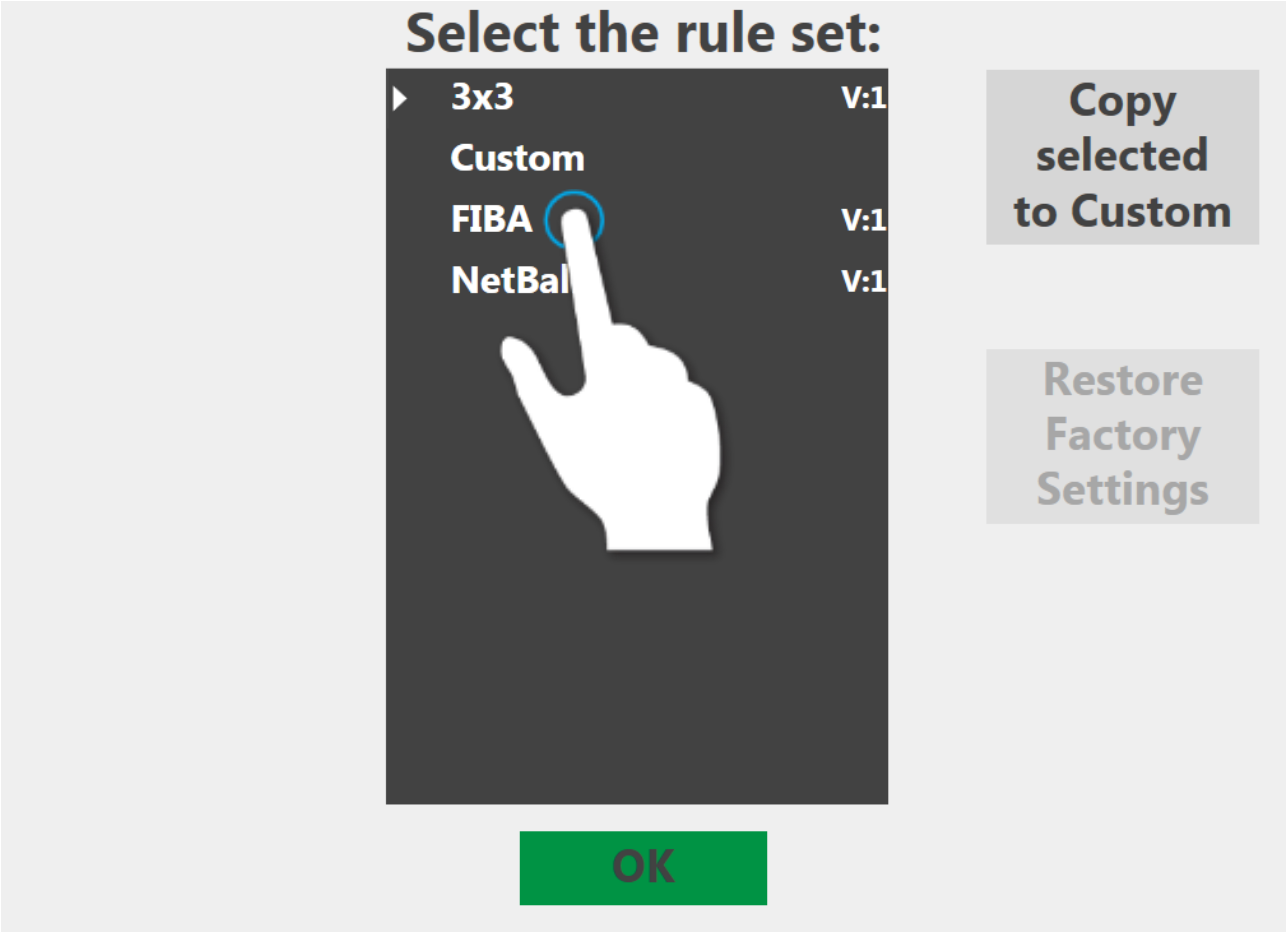


Figure 6 - Rule set selection

You can use any of the provided fixed rule set, such as '3x3', as a basis for the custom rule set. Tap on the rule set that you want to customize and then tap [Copy selected to Custom].

Note that this will overwrite the existing 'Custom' rule set. Customizing a rule set is explained in the following section.

3.4 Customizing a Rule Set

You can set up an individual set of game rules through the "Time Line" screen, accessible from the Home screen.

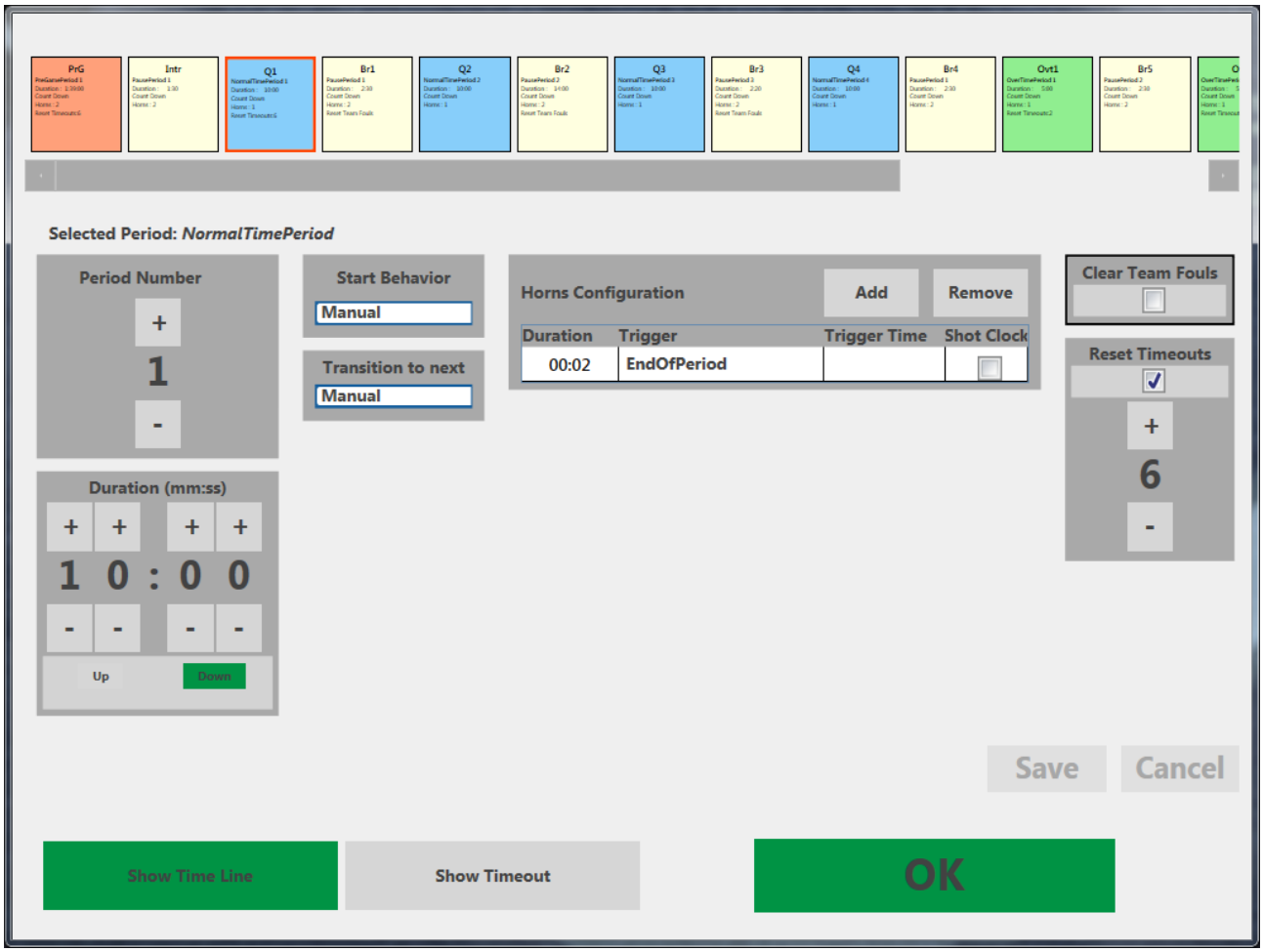


Figure 7 - Time line screen

3.5 Sport Specific Settings

Tapping [Sport Specific] directs you to a Settings screen, on which you can change some specific game rules. Furthermore, the internal connection settings are indicated on that screen.

4 PREGAME FUNCTIONS

The preparation and conduction of a scheduled game is described within this chapter.

After verifying the correctness of the selected rule set, you're ready to prepare and conduct the scheduled game. Tap [Play] to access the Game Preparation screen.

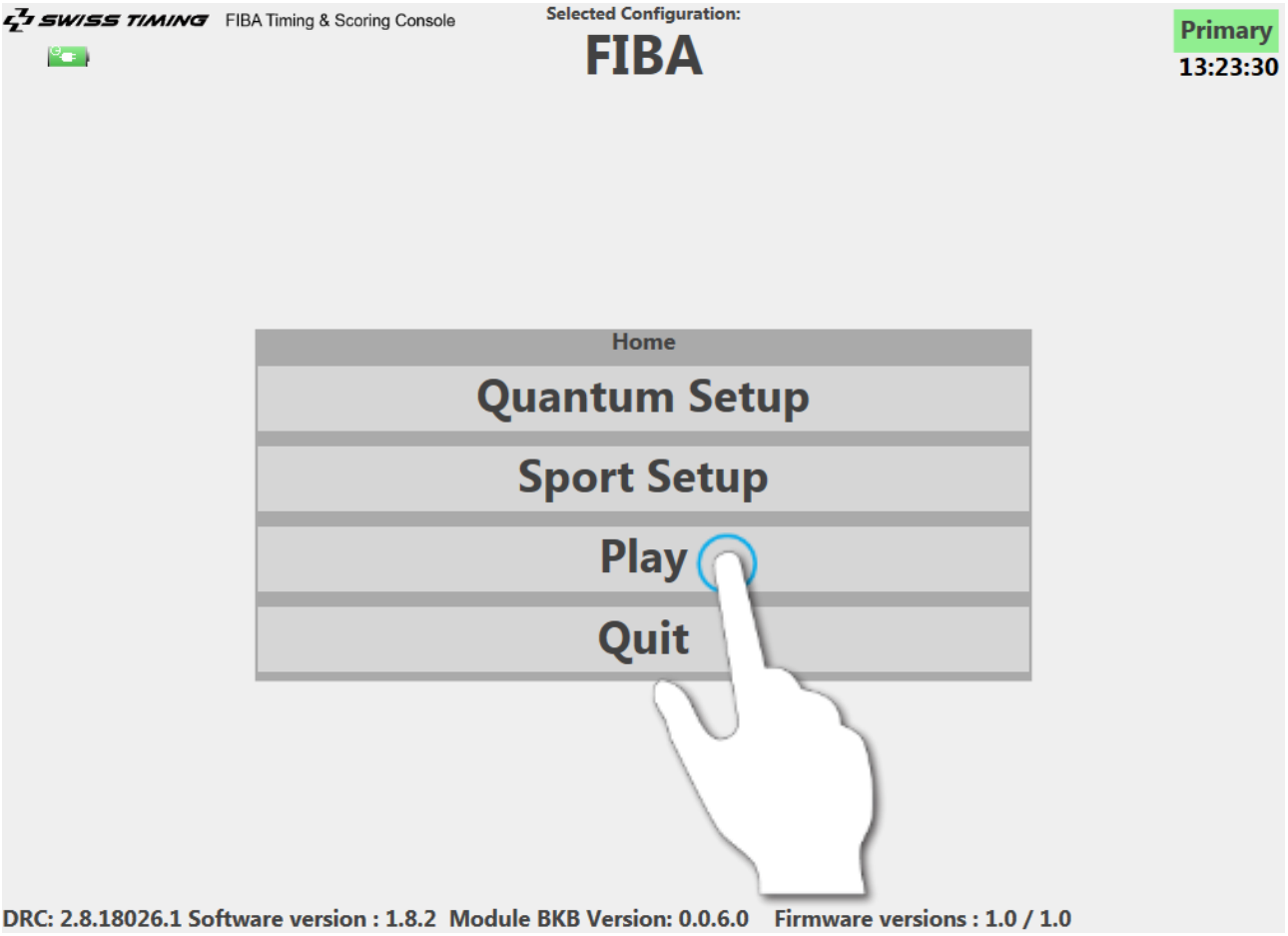


Figure 8 - Starting a game

4.1 Game Preparation

After tapping [Play] on the Home screen, you'll be directed to the Game Preparation screen. On that screen, you'll usually just enter the short names for the two teams and then continue to the Pregame screen.

However, the Preparation screen provides a number of additional functions:

- Restoring a previously suspended or canceled game.
- Restoring current game information from the primary Entry Terminal (only provided on the secondary Entry Terminal).
- Reviewing the current rule set

- Setting up the pregame period start method (automatic or manual)
- Disable the control of all connected horns

4.1.1 Choosing Teams

Manual Entry of Teams

A manual entry of both team's short names is the usual method to set up a game.

Note: Teams don't have to be entered manually if Swiss Timing provides Statistics Service. In case Swiss Timing Statistics service is present, all required information will be automatically transferred to the Entry Terminal.

To enter both team names, click on the corresponding textbox below 'Visitor' and 'Home' and enter the respective short names using the provided on-screen keyboard (see screenshot below).

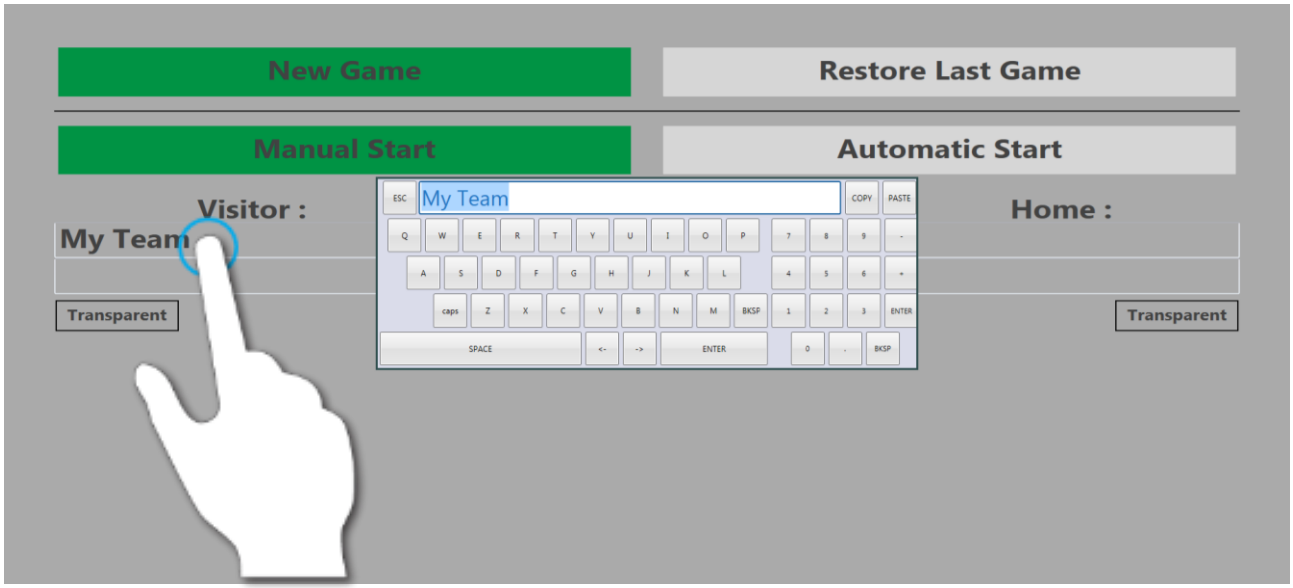


Figure 9 - Manual team entry

Note: The maximum length for a custom team name is 26 characters.

4.1.2 Choosing Team Colors

In order to choose a team color for Visitor and Home team, tap [Team Color Transparent] and then choose the desired color on the dialog (see screenshot below).

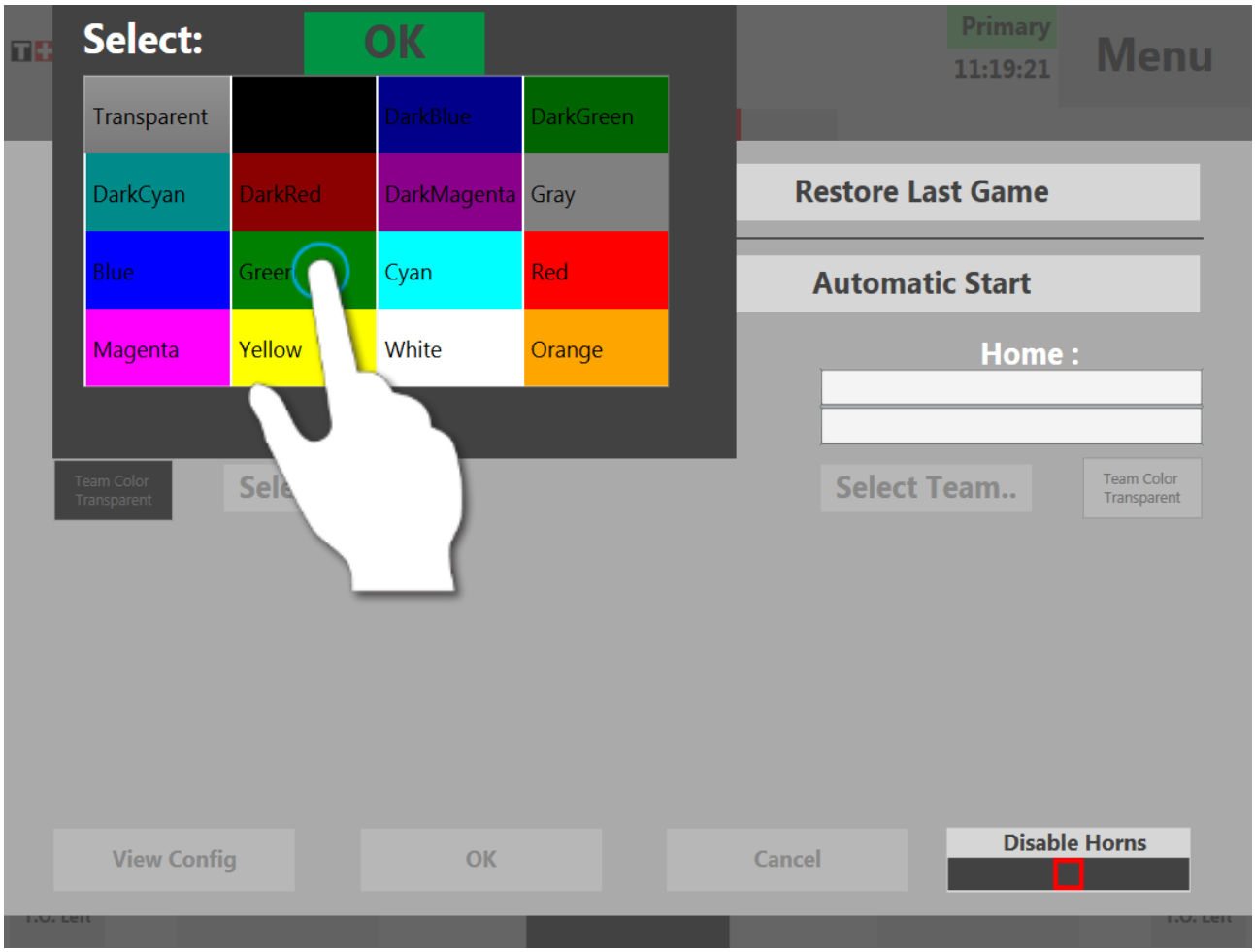


Figure 10 - Choosing a team color

FIBA Team Selection

Note: Team selection is not available by default and intended only for special cases.

Select both the visitor and home team by tapping the corresponding [Select Team] buttons (see screenshot below) and then choosing the appropriate team from the scrollable list.

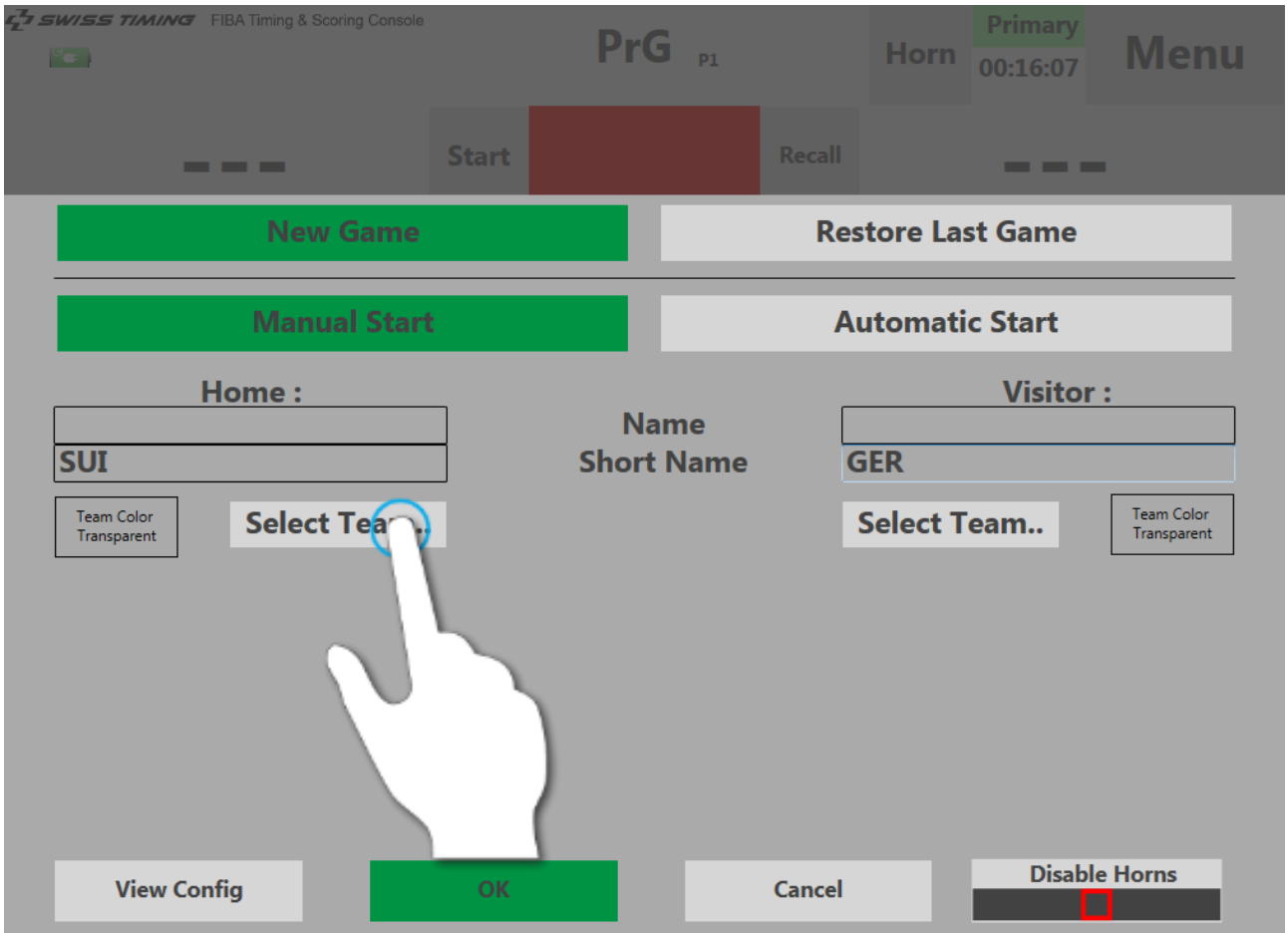


Figure 11 - Selecting the visitor team

Note that you have to confirm your selection by tapping [OK] in order to close the list.

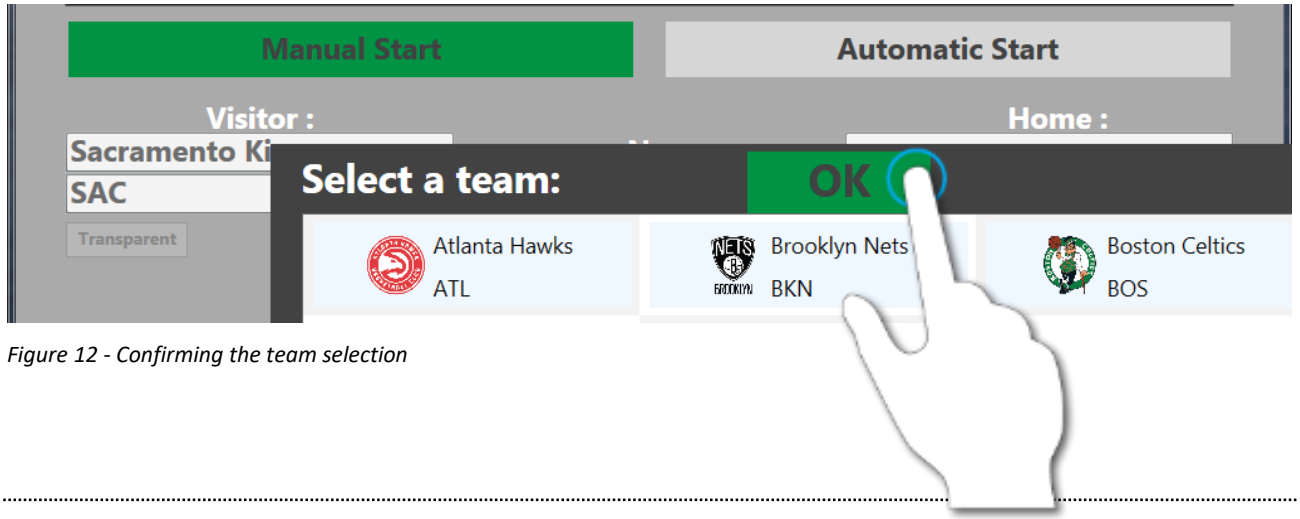


Figure 12 - Confirming the team selection

4.1.3 Disable Horns

Activate the option [Disable Horns], if you want the connected horns or buzzers to be muted during the game.

Figure 13 - Disable horns option

In case you have disabled the horns, a flashing red warning indicator will appear later on the game screen of the Entry Terminal (see screenshot below). Note that you can re-activate the horns at any time by tapping the [X] on the warning indicator.

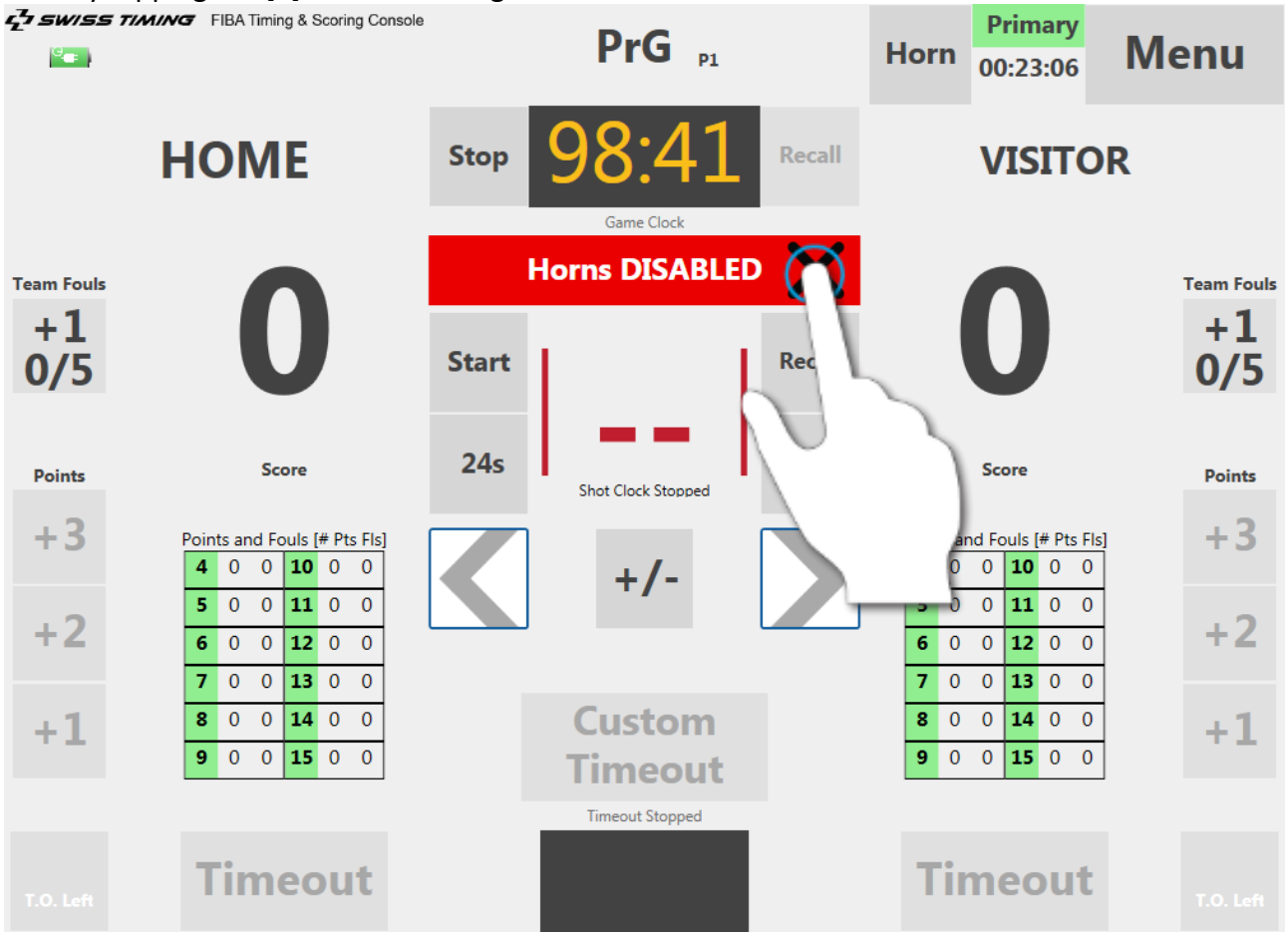


Figure 14 - Horns warning indicator

4.1.4 Manual and Automatic Game Start

Tap [Manual Start] (default) if you want to manually initiate the start of the game from the pregame period (i.e. by tapping an according start button).

Tap [Automatic Start] if you want to have the game started automatically at a certain time. In that case, you will have to enter the time at which you want to have the game started, using the provided controls in the lower area of the screen (see screenshot below).

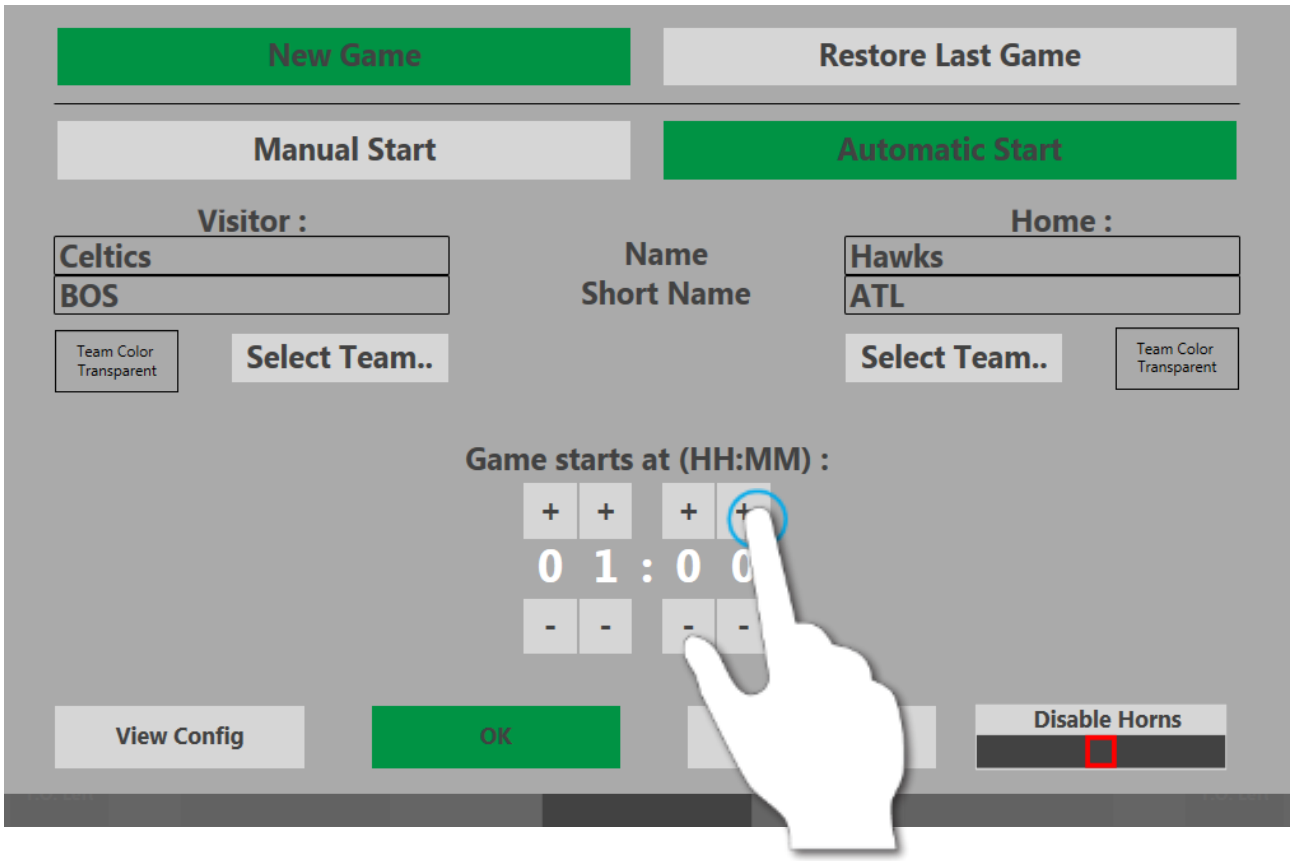


Figure 15 - Adjusting the start time

Note: You can only set an automatic start time which is no more than 99 minutes in the future.

4.2 Pregame Period

When finished preparing the game, tap [OK] at the bottom of the screen to access the pregame period screen.

You can start the 99 minutes pregame countdown at any time by pressing the [Start] button on the Game Time Remote (or alternatively via Whistle Detection System).

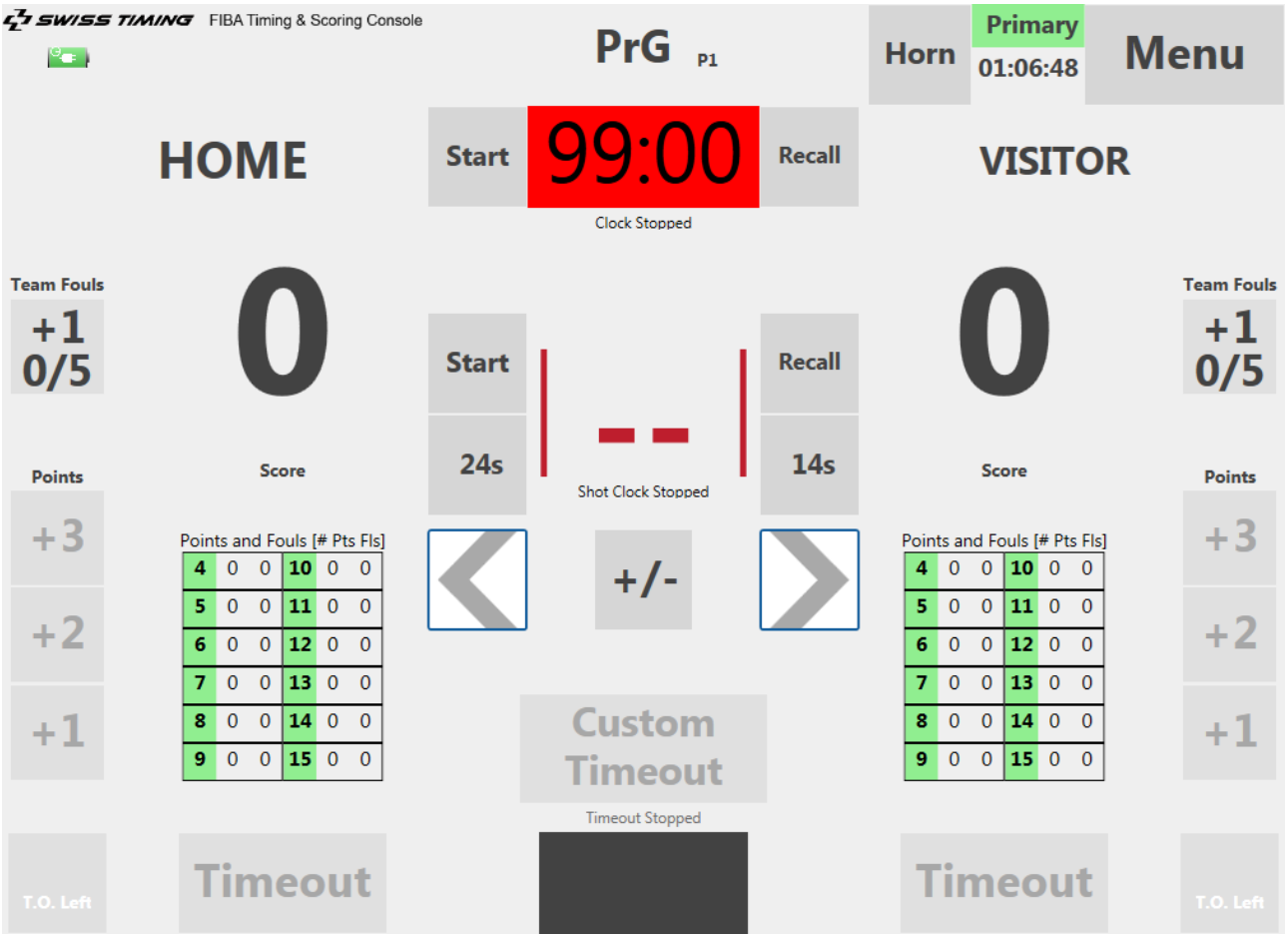


Figure 16 - Starting a period

4.2.1 Verify the Functioning of Hardware Buttons

It is advised to check the proper functioning of the connected Remotes (i.e. Whistle Detection System/Game Time Remote and Shot Clock Remote) during Pregame phase. This can be done on the "Test Inputs" dialog, which is accessible from the menu bar.

In order to access the dialog, tap the [Menu] button, located in the upper right part of the screen, and then choose [Test Inputs] from the menu bar.

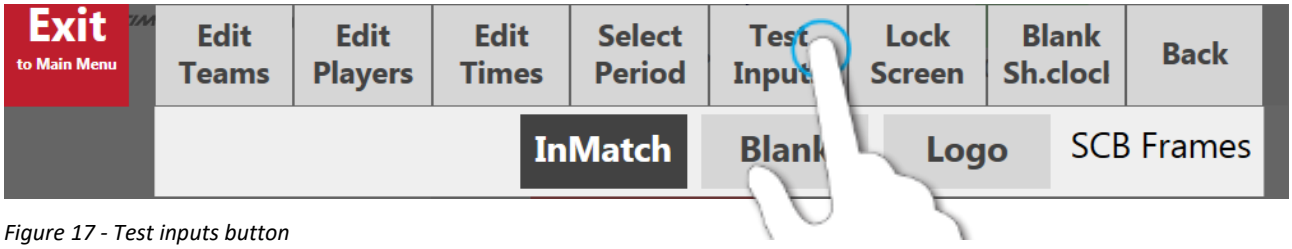


Figure 17 - Test inputs button

The "Test Inputs" dialog provides a number of hardware test functions including display, horn as well as button tests for the Game Time and Shot Clock Remote.

The [Start count down] button in the "Referee test" pane initiates a short display test sequence on both Shot Clocks. It comprises of a five-second countdown on the game time indicator and a three-second countdown on the shot clock.

Note: The "Test Inputs" dialog is only accessible within the pregame period ('PrG').

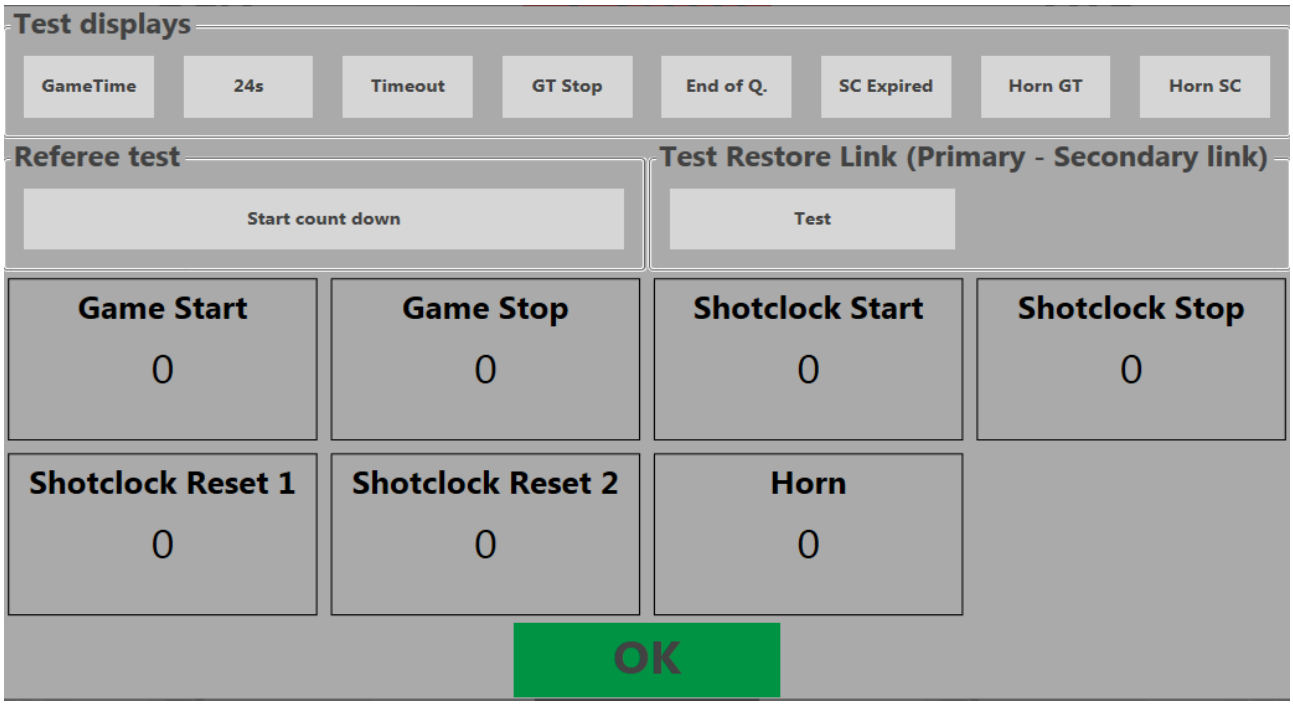


Figure 18 - Test input dialog

4.2.2 Selecting the Next Period

To switch to the next period ('Period 1') or any other period, tap on the period indicator located at the top center of the screen (see screenshot below).

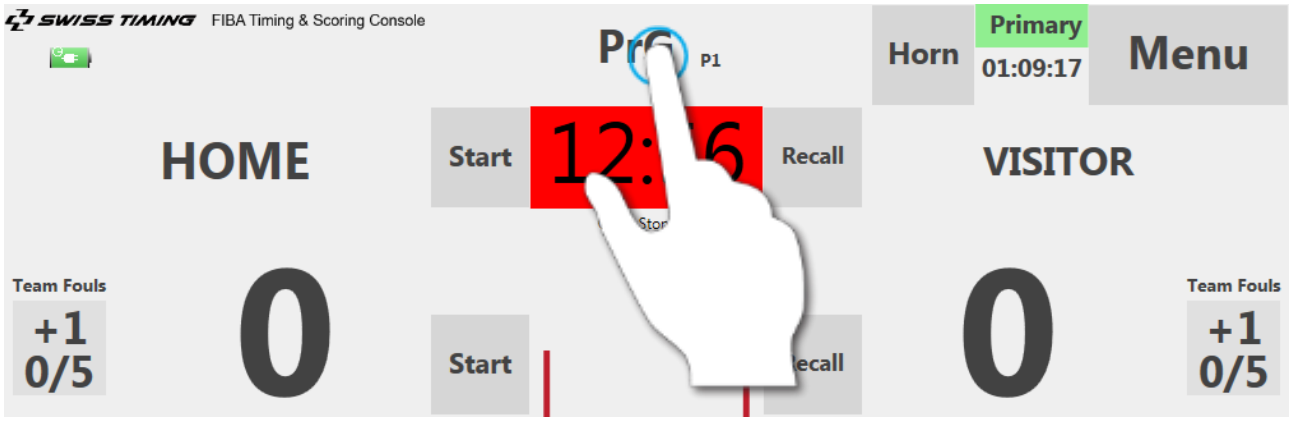


Figure 19 - Opening the period selection

This will open the "Select Period" dialog (see screenshot below).

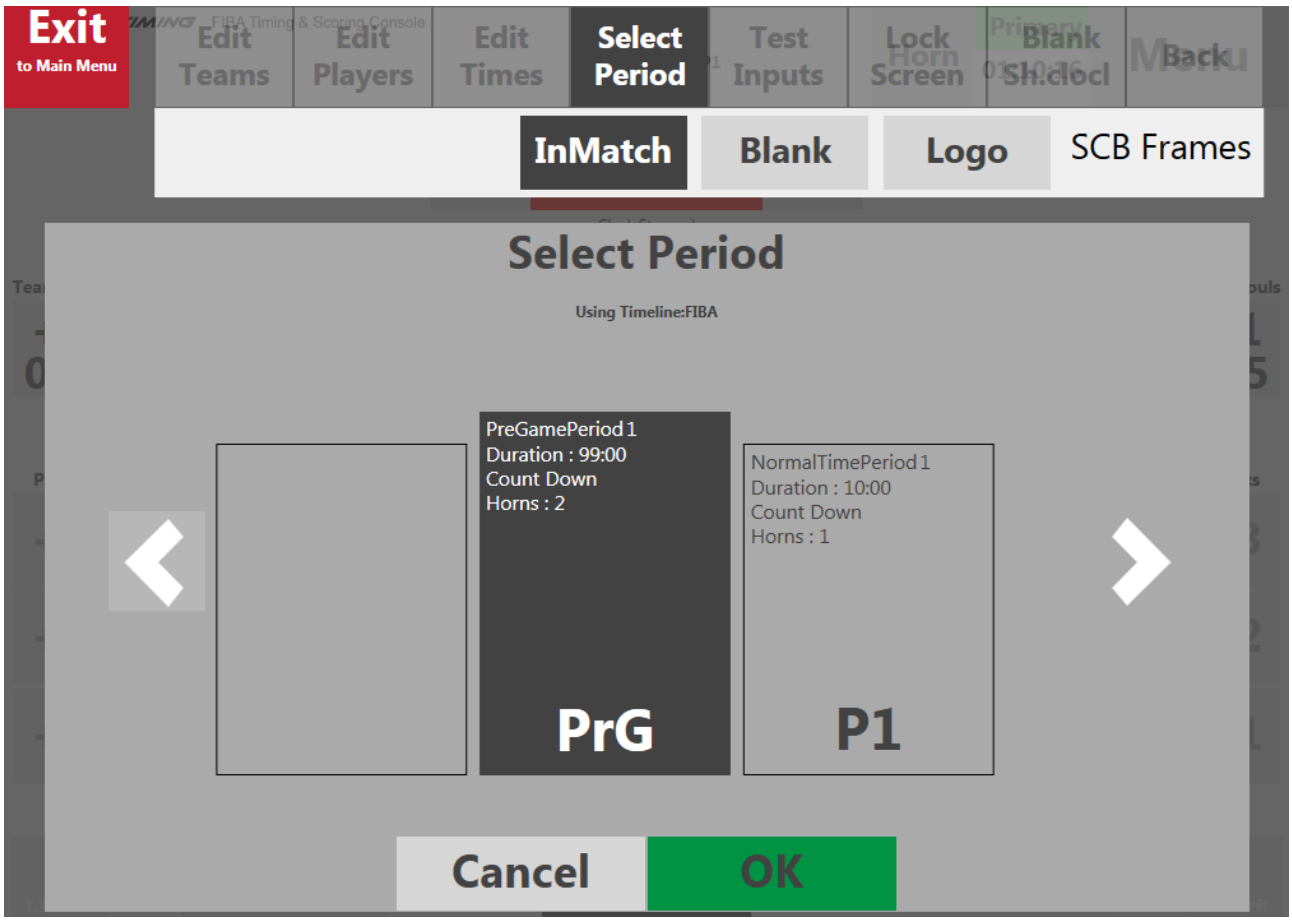


Figure 20 - Selecting a period

Use the [<] and [>] arrow buttons to select the desired game period and confirm your selection by tapping [OK].

After selecting a game period, note that the currently selected period is written in the middle of the period indicator, whereas the last and next game period is printed in smaller letters to the left and to the right of the current period.

Figure 21 - Period indicator

Note: You can alternatively select a period by tapping [Menu] > [Select Period].

4.3 Using the Menu

You can access the menu by tapping [Menu] located in the top right corner of the screen.

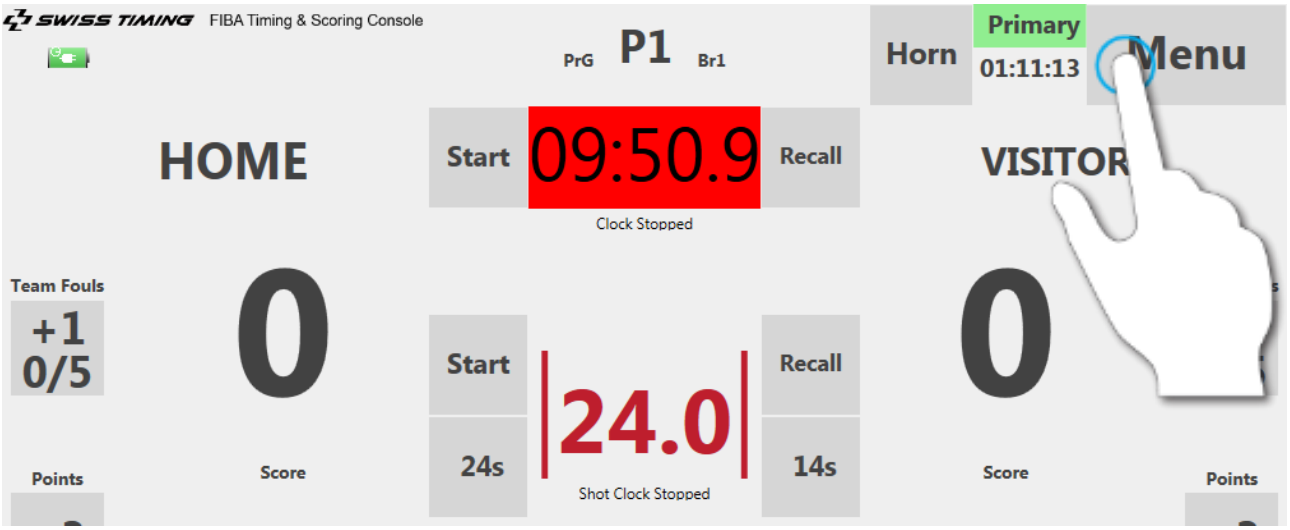


Figure 22 - Accessing the menu

The menu is accessible in every period of the game and provides a number of important functions.

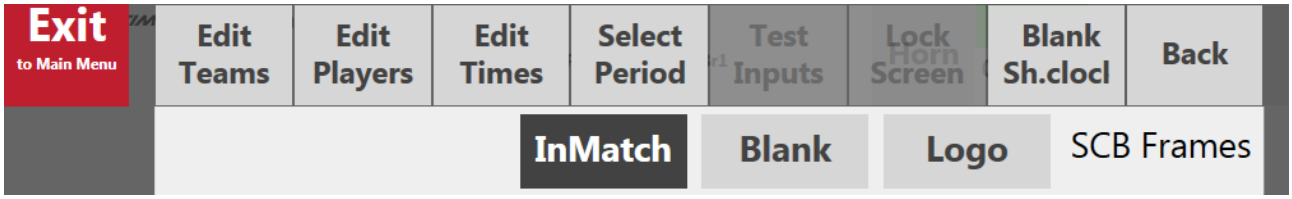


Figure 23 - Menu bar

The individual menu elements as depicted above are described in the following sections.

4.3.1 Edit Players Dialog

The "Edit Players" dialog mainly provides the following functions:

- Enter or adjust jersey number (Bib) and names for all players of the current game
- Enter or adjust fouls and points of individual players

Note that you can switch between both teams using the [Home] and [Visitor] buttons.

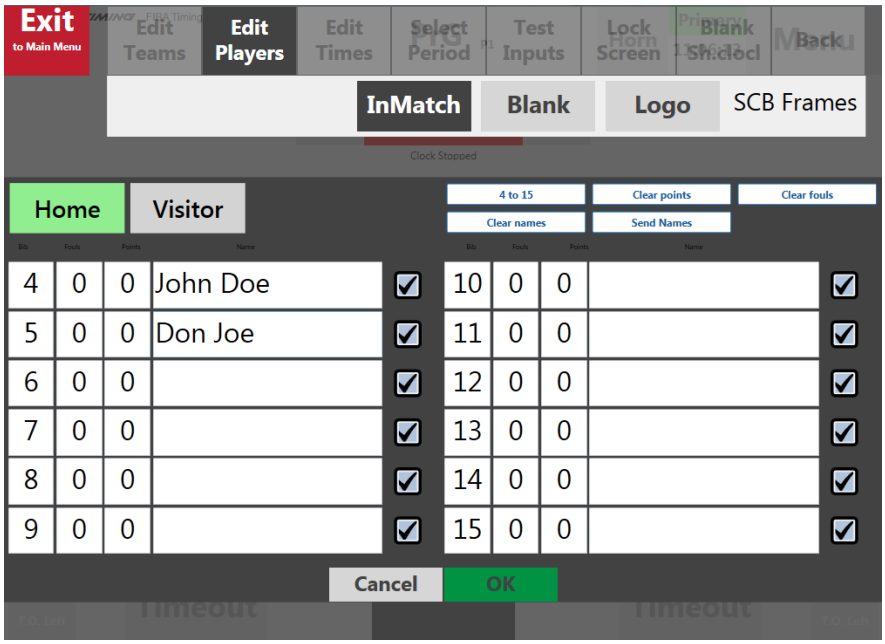


Figure 24 - Edit players dialog

In order to change a certain value, simply tap on its respective element (e.g. name field or jersey number) and then use the provided on-screen keyboard to change the value (see screenshot below).

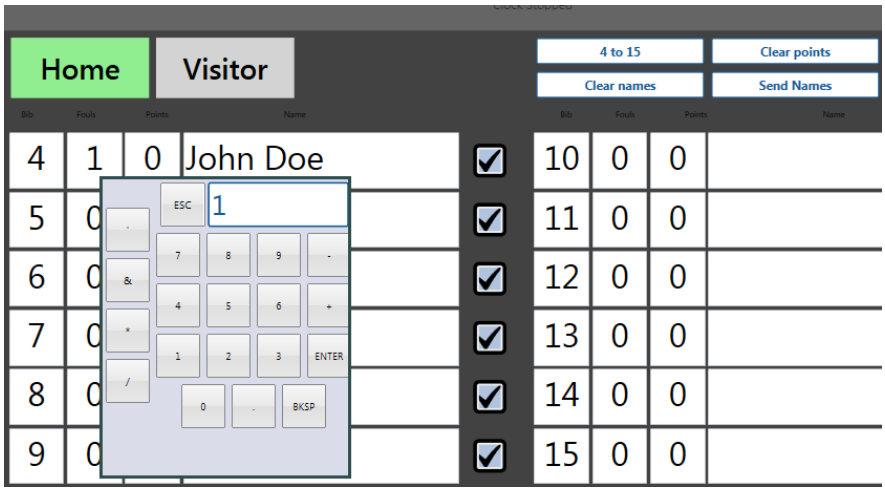


Figure 25 - Editing a foul

4.3.2 Edit Teams Dialog

The "Edit Teams" dialog provides the following functions:

- Swap sides
- Invert the possession indicator (e.g. if not properly set during preparation)
- Change teams, team names or colors
- Change scores, fouls and timeouts individually for each team

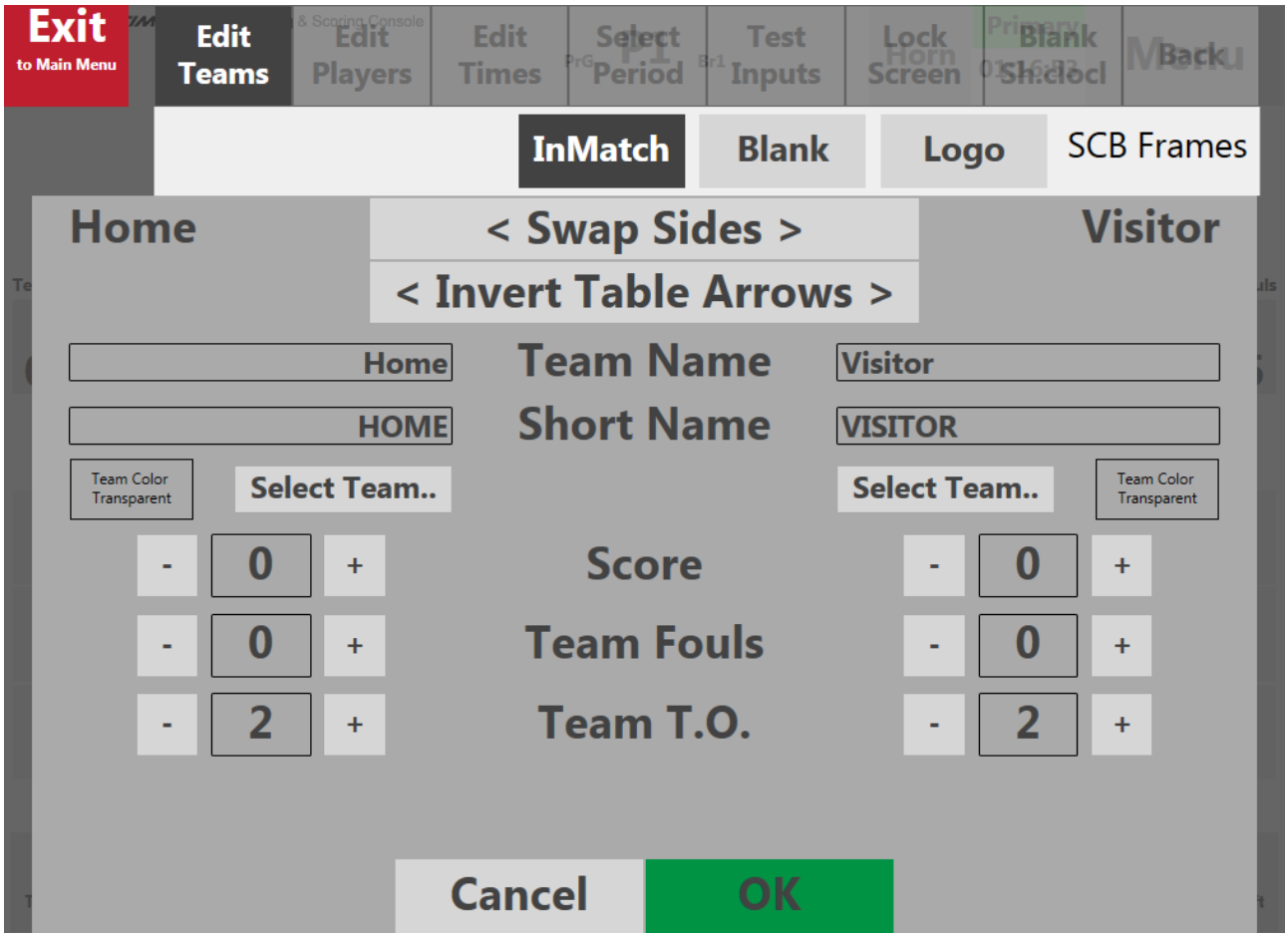


Figure 26 - Edit teams dialog

4.3.3 Edit Times Dialog

The "Edit Times" dialog provides the following functions:

- Change the current game clock time
- Change the current shot clock time
- Select the desired last stoppage (sets the game clock to the last time it was stopped)

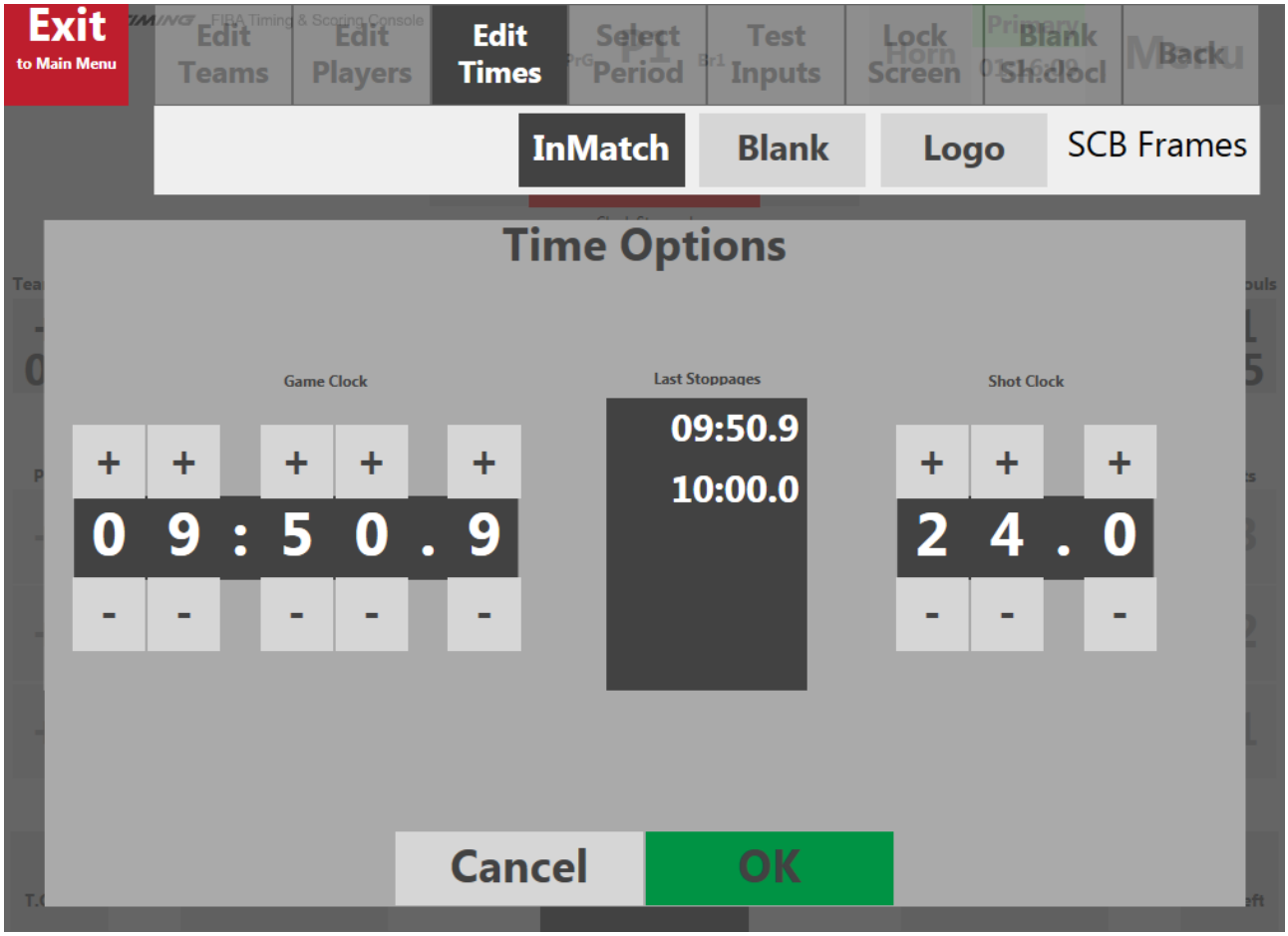


Figure 27 - Edit times dialog

4.3.4 Select Period Dialog

The menu entry "Select Period" is redundant to the function of tapping directly on the period indicator located on the top center of the screen (see section 4.2.2)

4.3.5 Blanking the Shot clock Display

Tapping [Blank SC] on the menu bar clears the Shot clocks (i.e. switches Shot clock LEDs off). When this option is active, a warning indicator appears on the game screen (see screenshot below).

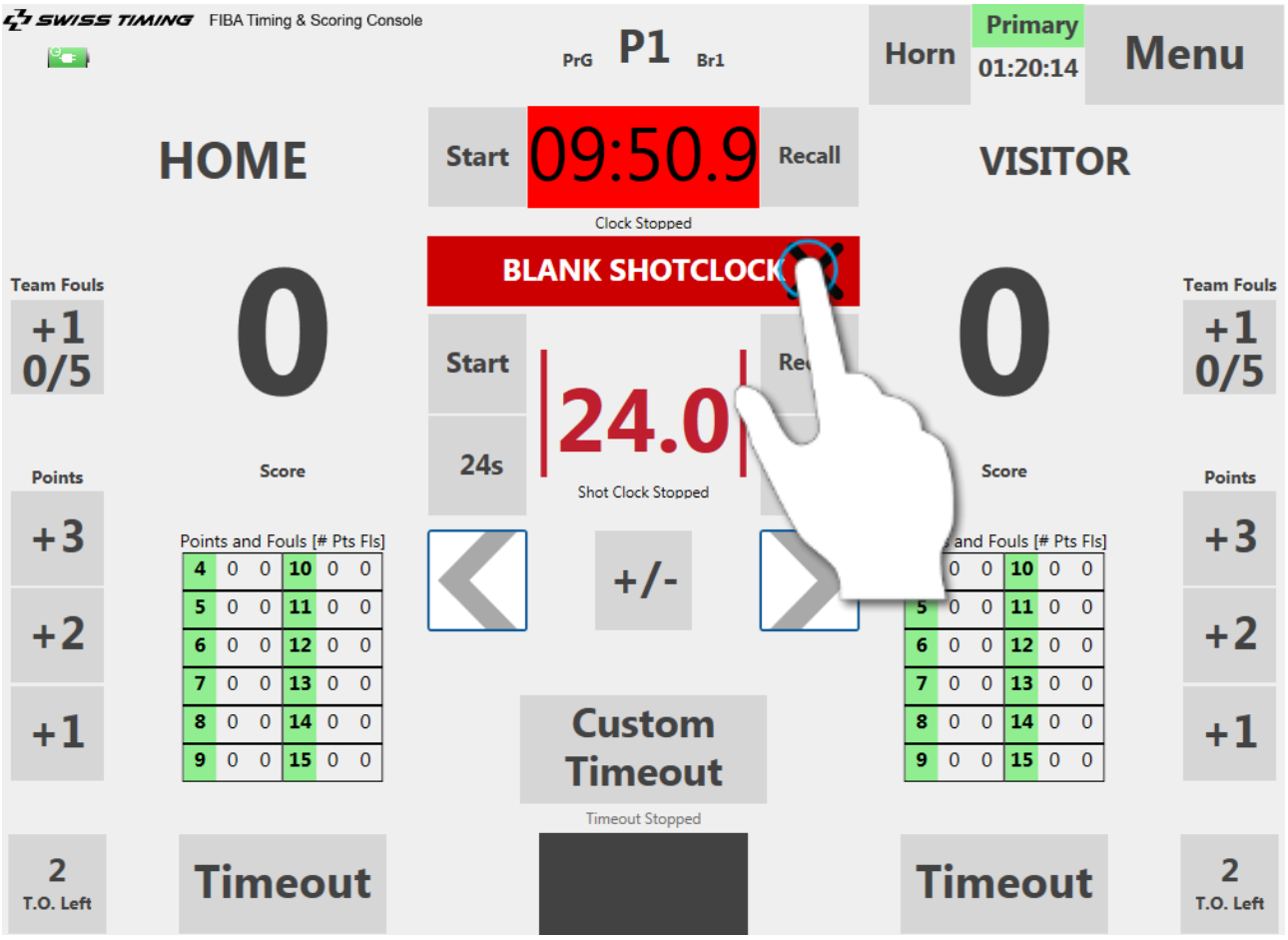


Figure 28 - Scoreboards warning indicator

To re-active the Shot clock displays, simply tap the [X] on the right side of the red indicator.

4.3.6 Changing the Scoreboard Display Content

The lower row of buttons ('SCB Frames') on the menu is provided in order to change the content displayed on the Scoreboard. Currently, when tapping [InMatch], the scoreboard will show the typical game-related timing and scoring content. Tapping on [Blank] will clear and disable the scoreboard completely. Tapping on [Logo] results in the display of specific content on the scoreboard, this will most likely be a logo.

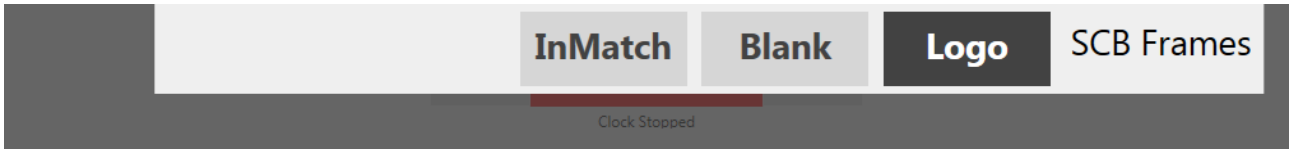


Figure 29 - Scoreboard content selection

5 GAME OPERATION

Layout and function of the on-screen game controls should be mostly self-explanatory during a game. Therefore, the following sections cover only particular topics and functions which may not be obvious at first sight.

5.1 Editing Times and Scores during a Quarter

Several functions are provided for the editing of individual scores and times. Using such functions implies the adherence to certain rules which will be explained within this section.

5.1.1 Distributing Points and Fouls

You usually, distribute both, points and fouls by tapping the appropriate button on the respective team's side (see screenshot below).

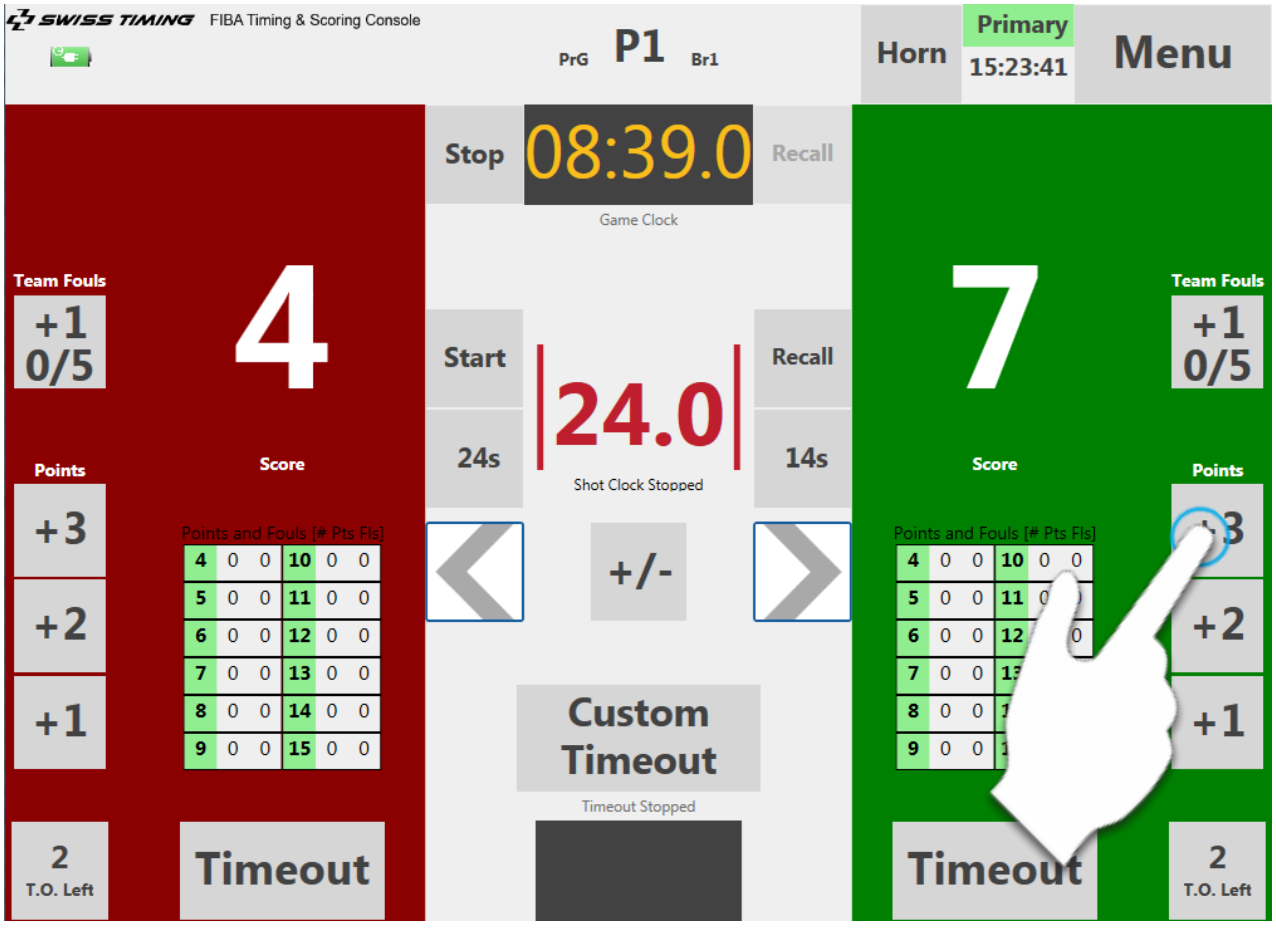


Figure 30 - Distributing points

Foul Confirmation Dialog

Tapping the team fouls counter [+1] will always open a specialized confirmation dialog (see screenshot below).

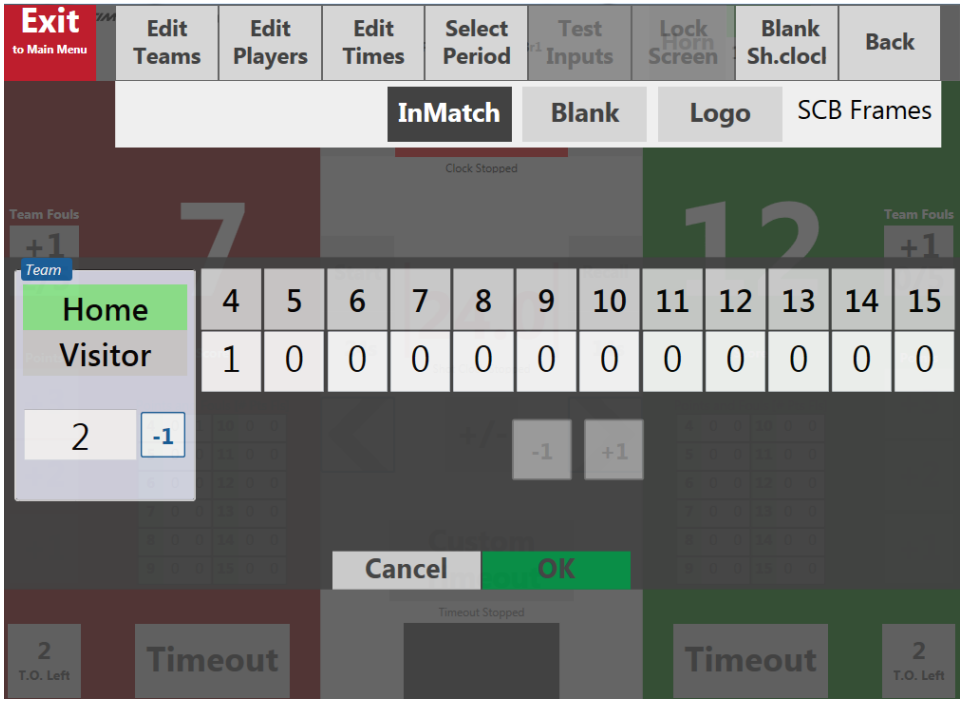


Figure 31 - Foul confirmation dialog

Aside from confirming the foul, the dialog also enables you to assign a foul to the respective player.

You can assign a foul to a specific player by tapping on the appropriate jersey number (see screenshot below). Of course you may also increase/decrease any foul counter by tapping the provided [+1] / [-1] button.

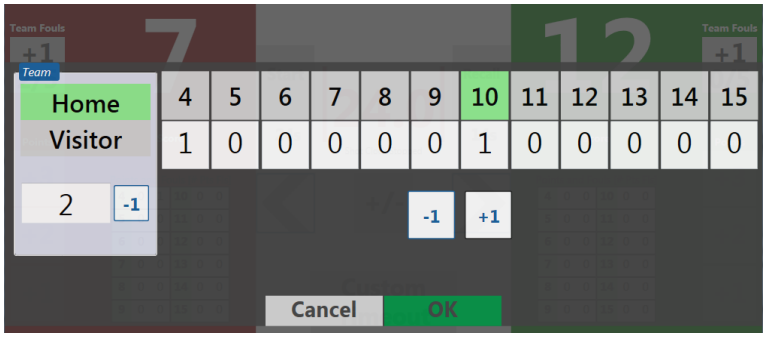


Figure 32 – Distributing a foul to a player

In any case, you have to confirm the distribution of a foul by tapping [OK]. This will close the dialog and bring you back to the game operation screen.

5.1.2 Correcting False Scores and Fouls

Basically, there are two options for editing or correcting false entered scores.

Option 1: Using the Correction Button

Tap the [+/-] button located just below the shot clock time indicator. The score buttons for both teams will turn red and you can subtract the indicated score points or team fouls (instead of adding them in normal scoring mode).

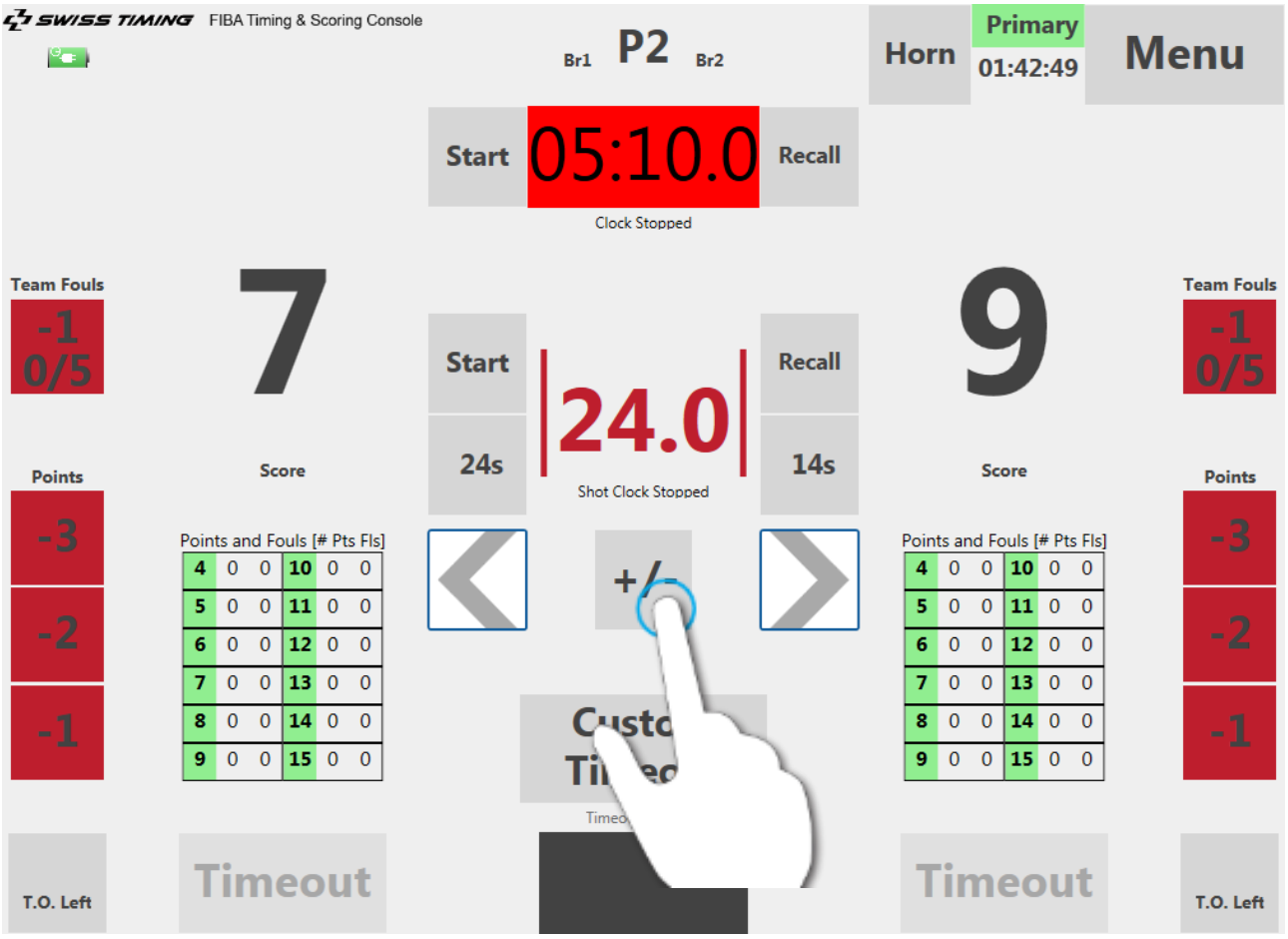


Figure 33 - Using the score correction button

After tapping a red button (i.e. subtracting a single value), the Entry Terminal will switch back to normal scoring mode.

Note: Correcting a foul always incorporates the foul dialog (see Figure 31) for confirmation.

Option 2: Using the Edit Teams Dialog

Tap [Menu] to access menu bar and then choose [Edit Teams]. On the "Edit Teams" dialog, you can change scores and timeouts individually for each team (see also section 4.3.2).

5.1.3 Correcting Times

Shot clock and game time can only be edited while the clock is stopped. After stopping the clock using the provided buttons, the time indicator turns red. In this state, you're allowed to tap on the corresponding time indicator to enter a new time (see screenshot below).

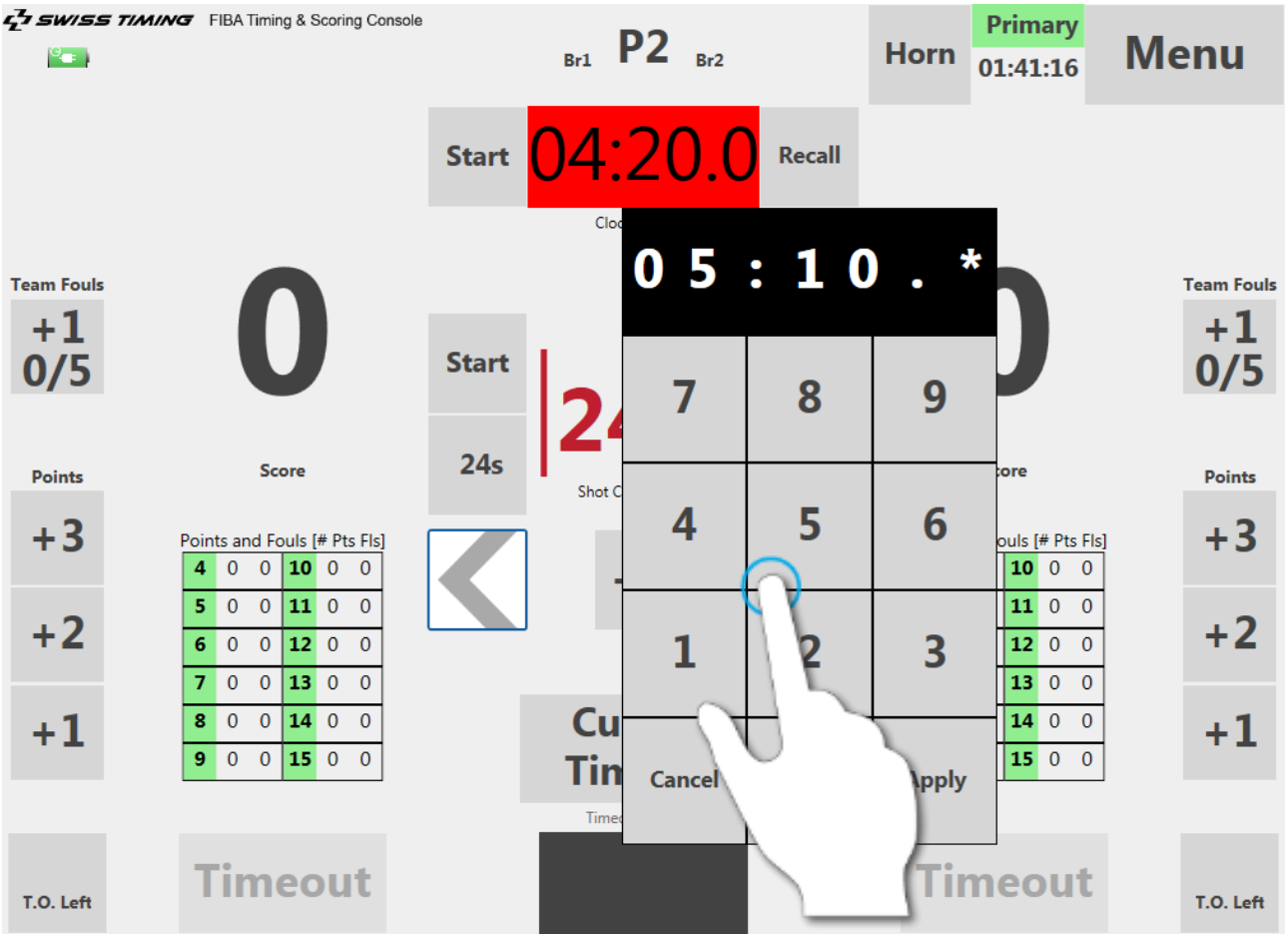


Figure 34 - Entering a new game time

Note: When entering a new time, any possible empty digits ('*') are automatically filled with a zero ('0') after confirming the new time.

Another option for editing times is using the "Edit Times" dialog, which is accessible via the menu.

5.2 Special Functions

5.2.1 Ball Possession Indicator

In order to visualize the current ball possession on a connected "Ball Possession Indicator" (hardware device), tap the possession arrow of the corresponding team (i.e. side) located at the top of the game screen (see screenshot below).

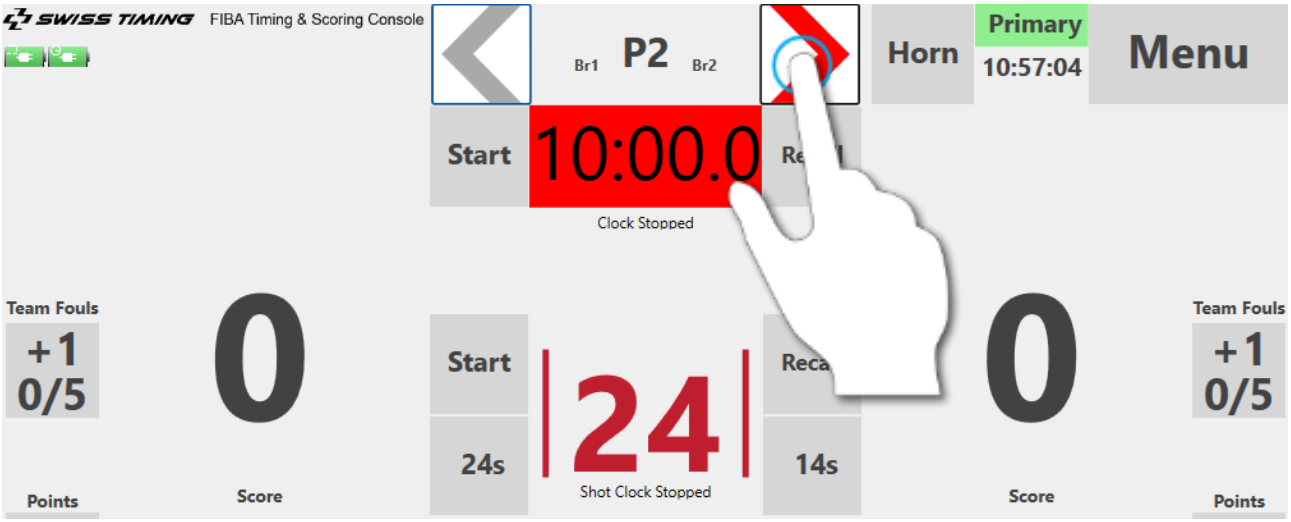


Figure 35 - Operating the ball possession indicator

5.2.2 Horn Button

The [Horn] button on the upper right side of the game screen is provided for manually triggering any connected buzzers, when required (see screenshot below).

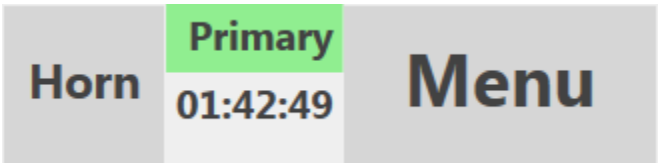


Figure 36 - Horn button

5.2.3 Recall Button

Shot Clock Recall Button

In case the Shot Clock has been reset incorrectly, you can press the [Recall] button located next to the shot clock indicator, in order to return to the time when the Shot Clock was improperly reset.

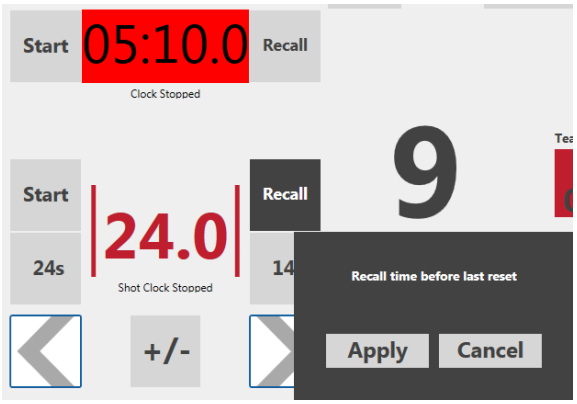


Figure 37 – Shot clock recall function

Game Time Recall Button

In case of a Shot Clock violation, you can press [Recall] located next to the game time indicator, in order to return to the specific game time that was indicated when the shot clock has expired.

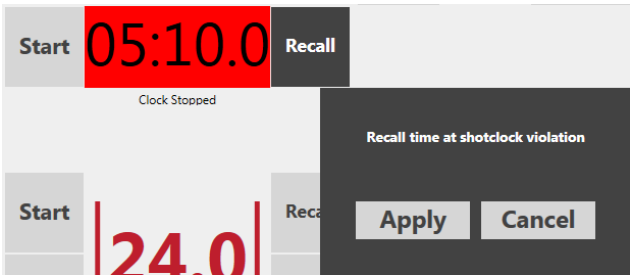


Figure 38 - Game time recall function

5.2.4 Using Timeouts

Team Timeouts

When a timeout is charged to a team, tap [Timeout] for the corresponding team and then select the appropriate timeout type. After selecting, the timeout will automatically start to count down without further confirmation. Additionally, the concerning team is automatically charged with the corresponding timeout type.

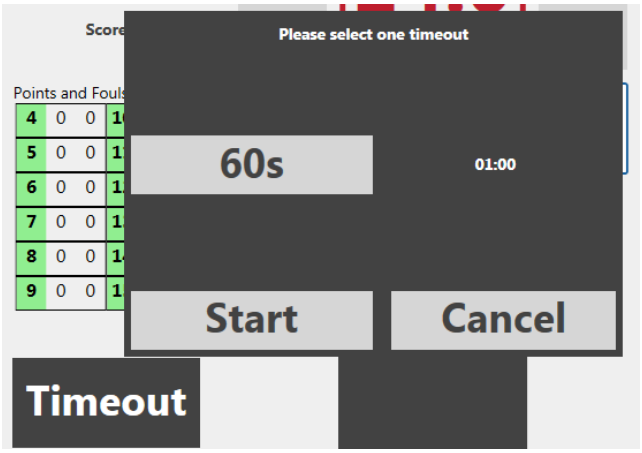


Figure 39 - Timeout type selection

Custom Timeouts

Tap [Custom Timeout] to perform a general timeout (i.e. a mandatory timeout which is not charged to a team). Use the provided controls on the dialog to set the time for the custom timeout. After confirming by tapping [Start Timeout], the timeout will automatically start to count down without further confirmation.

Edit Timeouts

Whenever a timeout is counting down, you can tap [Abort/Edit Timeout] in order to edit the current timeout on a dialog.

The dialog provides a time selector on the left side. Adjust the time (in M:SS) that you want to add, subtract or set for the current timeout and then tap the corresponding button on the right side (e.g. [Add M:SS].

You can also abort, pause or resume a paused timeout by tapping on the corresponding button on the right side of the dialog.

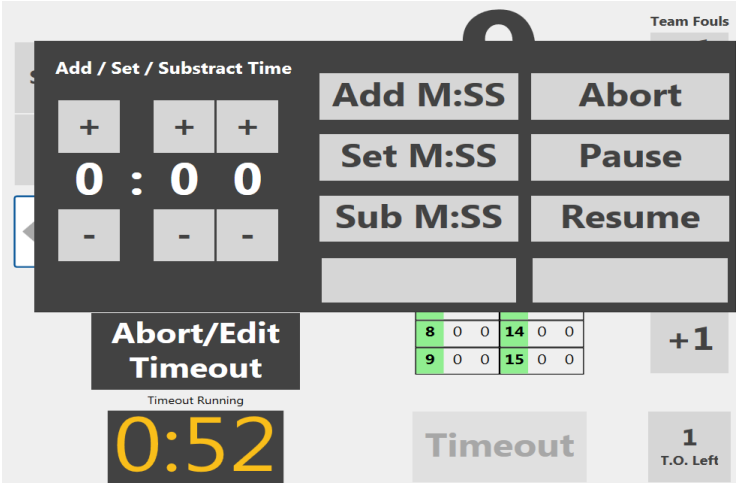


Figure 40 - Edit timeouts dialog

If the timeout shall be charged to the other team (e.g. because of an operator error), tap its short name on the dialog. The selected team is then highlighted in green and will be charged accordingly.

5.3 Finishing a Quarter

At the end of a quarter (i.e. when the game clock stops) the Entry Terminal and connected Shot Clocks keep on showing the respective scoring information until you manually switch to the subsequent break.

In contrast, at the end of a break or introduction period, the Entry Terminal automatically switches to the subsequent quarter, thereby resetting the Shot Clocks to the upcoming quarter time.

Note: When using a custom ruleset you can change behavior for automatic switching of periods in the settings.

Figure 41 - Period indicator

In any case, the game clock will be stopped and reset when the period is changed.

5.4 Finishing a Game

After finishing the last quarter or overtime, the final score is displayed until you choose [Exit] from the menu. You will then be directed back to the Home screen.

Figure 42 - Exiting the game

5.5 Operating the Secondary Entry Terminal

In case of a malfunctioning of the primary Entry Terminal during a game, you can easily continue operating the system on the secondary Entry Terminal.

To keep operating the current game on the secondary Entry Terminal, proceed as follows:

1. On the Home Screen of the secondary Entry Terminal, tap [Play].

2. On the Game Preparation screen, tap [Restore from Pry] (see screenshot below).

Figure 43 - Restoring a game on the secondary terminal

3. With the [Restore from Pry] button highlighted in green, confirm switching to the secondary Entry Terminal by tapping [OK].

This will open the game screen including all timing and scoring values on the Secondary Entry Terminal. You can now continue operating the game.

6 APPENDIX

6.1 Index of Figures

Figure 1 - Application icon 2
Figure 2 - Touch operations 3
Figure 3 - Home screen 4
Figure 4 - Status indicator 4
Figure 5 - Rule set indicator (middle) 6
Figure 6 - Rule set selection 7
Figure 7 - Time line screen 8
Figure 8 - Starting a game 9
Figure 9 - Manual team entry 10
Figure 10 - Choosing a team color 11
Figure 11 - Selecting the visitor team 12
Figure 12 - Confirming the team selection 12
Figure 13 - Disable horns option 13
Figure 14 - Horns warning indicator 13
Figure 15 - Adjusting the start time 14
Figure 16 - Starting a period 15
Figure 17 - Test inputs button 16
Figure 18 - Test input dialog 16
Figure 19 - Opening the period selection 17
Figure 20 - Selecting a period 17
Figure 21 - Period indicator 18
Figure 22 - Accessing the menu 18
Figure 23 - Menu bar 18
Figure 24 - Edit players dialog 19
Figure 25 - Editing a foul 19
Figure 26 - Edit teams dialog 20
Figure 27 - Edit times dialog 21
Figure 28 - Scoreboards warning indicator 22
Figure 29 - Scoreboard content selection 22
Figure 30 - Distributing points 23
Figure 31 - Foul confirmation dialog 24
Figure 32 – Distributing a foul to a player 24
Figure 33 - Using the score correction button 25
Figure 34 - Entering a new game time 26
Figure 35 - Operating the ball possession indicator 27
Figure 36 - Horn button 27

Figure 37 – Shot clock recall function 28
Figure 38 - Game time recall function 28
Figure 39 - Timeout type selection 29
Figure 40 - Edit timeouts dialog 30
Figure 41 - Period indicator 30
Figure 42 - Exiting the game 31
Figure 43 - Restoring a game on the secondary terminal 32

6.2 Version history

Version	Modifications since last version
1.0	Initial Version
1.1	Second Version
1.2	Third Version

NOTES

Swiss Timing LTD
P.O. Box 138, Rue de l'Envers 1
CH-2606 Corgémont - Switzerland

Phone +41 32 488 36 11
info@swisstiming.com
www.swisstiming.com

A COMPANY OF THE SWATCH GROUP