

June 2017

GETTING STARTED with the interactive psi-ko-hoop.

Note: There are separate larger Tutorials for the psi-ko-hoop, covering most functions in much greater detail, with lots of examples and exercises. The full tutorial set is intended as a reference and guide for exploring the deep potential of this new interactive instrument.

This “Getting Started” is to show you an easy way in, and give you enough info to have fun with your explorations.

You should then be able to play for hours with the hoop and discover many things. After that it will be necessary to read a bit more and look at some pics and videos.

You could then progress to the “Intermediate” tutorial which will be enough for hundreds of hours of interactive play and exploration with the psi-ko-hoop.

These pages will also be included with the hoop, and in a section at the end of the larger tutorial docs so you can download them easily:

- 1/Connecting and disconnecting the hoop, Care of hoop.
- 2/Turning the hoop on and off.....Charging the hoop
- 3/Simple instructions...turning the hoop ON in different orientations, flipping from one display to another, getting interactive with the hoop.
- 4/ Warning, Warranty and Disclaimer

The video that goes with this tutorial : http://youtu.be/PvWLXX-Xk_4

Also see : <http://youtu.be/UmjbaATfBYA>

And the first part of this video: <http://youtu.be/-q7fRE4vnF0>

And the first 25 or so of these 1 minute video tutorials:

<http://psihoops.com/tutorials/short-tutorial-series/>

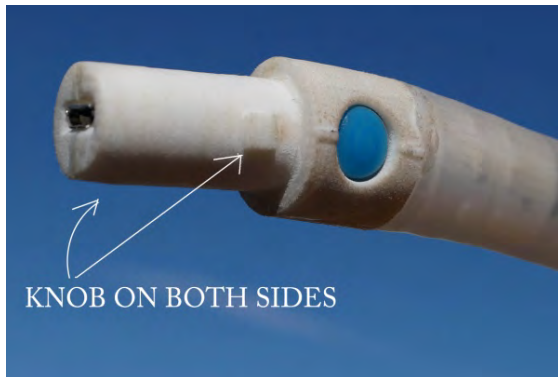
1/CONNECTING AND DISCONNECTING THE HOOP

The hoop will arrive curled up and not joined at the connector. Cut the tape that is holding the hoop curled and let it uncurl naturally. There is a wider piece of tubing taped over the switch area – this is to prevent the hoop from turning on during shipping, and to protect the switch and USB port area. It would be good to keep this small piece of tubing for when you travel with the hoop.



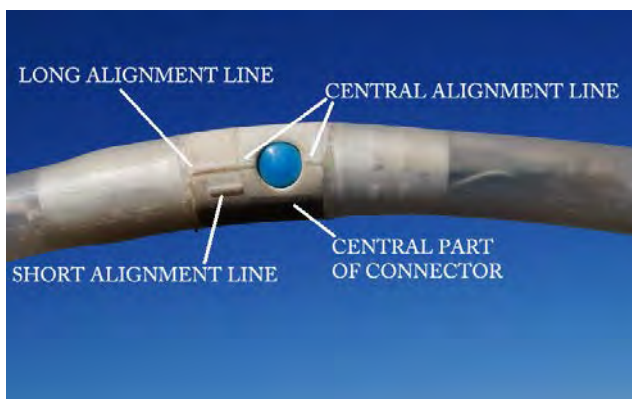
Now you will need to learn how to securely connect your psikohoop.

NO forcing it!



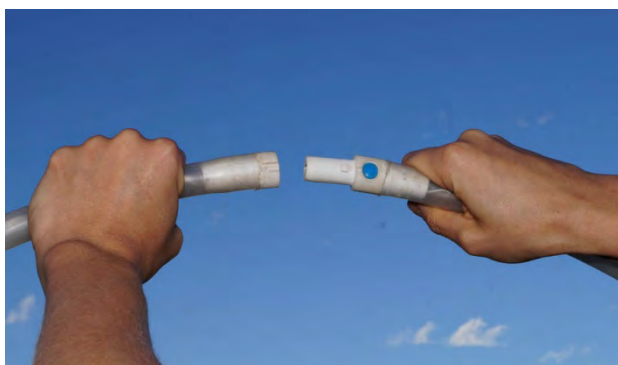
There are two tongues/knobs on the thinner connector part and these fit into two grooves on the other end of the tubing.

Look at and into the two ends of the hoop and check that out.

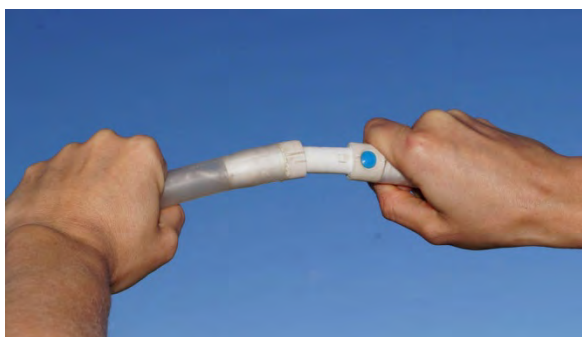


There is a thin raised line at the end of the tubing side and also in the middle part of the connector, and these lines need to align when the hoop is fully connected. There is another shorter line which marks the place where the tongue/knob needs to be orientated so that it inserts smoothly into the groove.

TO CONNECT: Have the switch pointing towards you. The easiest way to learn this move is to do it sitting down, with the bottom of the hoop in your lap or thighs. You may need to press downwards slightly on the connector area to make connection and disconnection easier. Hold the switch end of the hoop tubing in the right hand, and the other end of the hoop tubing in the left hand.

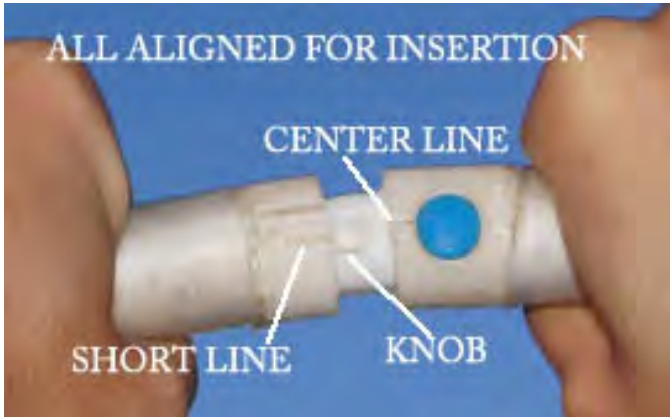


Slide the two hands together till the knob on the connector is right between and next to the two alignment lines on the left side.



Take a close look at the connector now. It isn't fully connected but it will show you how it should be aligned when properly connected. By looking at the inner edge of the left hand socket piece you should be able to see how much you will need to twist the tubing in order to insert the connector pieces together. The tongue or knob on the right hand side needs to slide into the groove in the left hand piece. The amount you need to twist the tubing is shown by the two raised lines on the left hand socket piece – it's the distance between those lines, around 1/8 inch. This is especially good to know when you try to disconnect the hoop so give it a good look-see while its still disconnected.

Twist the hoop tubing about a 1/8 inch to line up the tongue in one hand with the grooves in the other, and then slide the two together. The shorter line will show you the exact amount of twist needed. Twist the top of the right hand towards you and the top of the left hand away from you.



Once the shorter line on the left side of the tubing is aligned with the line on the switch part of the connector,



slide the two ends fully together, then let go.

When you let go of the tubing it will untwist and hold the hoop together. If necessary, you can help it to untwist by manually turning it so its aligned. There should be no force necessary to connect the hoop, provided you have the tubing held and aligned correctly.



It may require a firm hold and pressure, and a child may not be able to do this easily. Adult supervision/help may be necessary.

TO DISCONNECT:

To disconnect you need to reverse the procedure.



To learn this, sit in a chair with the hoop on your lap, the switch at the top and facing you. Look at the connector. With the hoop connected, the little raised line next to the switch should be aligned with the long line on the left side of the connector. Hold the hands as shown in the picture. (same position as

connecting the hoop). The fingers are hooked over the tubing, right next to the end of the hoop tubing on each side of the connector.

The thumbs are touching or near each other. The thumbs could actually be closer to each other than is shown, and touching.



The top of the right hand rotates towards you and the top of the left hand rotates away till until the shorter line next to the switch is exactly opposite the longer line on the middle of the connector, and then pull apart gently but firmly.

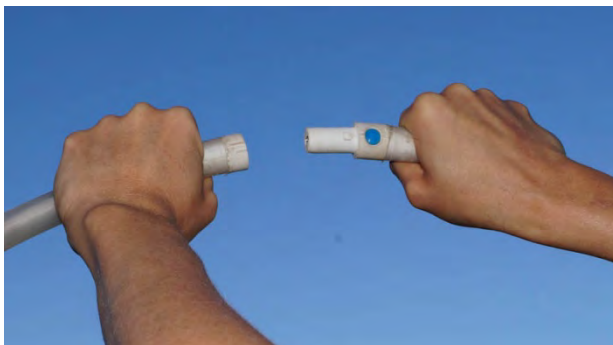
Refer back to the pictures above of the knobs and grooves – you want to make sure you have twisted the tube enough so that the knobs are in the grooves and then you can actually pull the two ends of the tube apart. Otherwise pulling will just result in strain to your hands and damage to the connector. You can actually snap the hoop with too much force.



If it feels really sticky or very difficult, after rotating the tube so that its ready to disconnect, make sure its rotated enough, and slightly vary the angle of your pull. (Easier to learn by example or experimentation or looking at pictures or video).

If you are positioned correctly with your hands close enough, and maintain a firm grip on the tubing in each hand, then you can press the left thumb tip against the right one and so get more leverage to push the two sides of the hoop tube apart.

Pressing down on the top of the hoop tubing at the same time may also make it easier to disconnect, as it releases the outward/upward pressure inside the connector. You are looking to flatten out the natural curve of the hoop till the area on both sides of the connector is more like a straight line than a curve.



Learn which way you need to twist the hoop to connect it and disconnect it. Use your view of the switch for orientation, and do this move holding the hoop in the same way each time and it will soon become second nature.

After a while you will be able to connect and disconnect the hoop with the button facing you or away, or in any orientation, without even looking at the hoop, but please practice the suggested way above for a while so you don't hurt your hands or the hoop by trying to twist the wrong way or too far.... or not having things aligned before pulling or pushing. At first this move may seem to require a lot of strength and concentration, but after doing it a few times you should find it easy.

If the hoop is impossibly difficult to connect and disconnect and you have been over these descriptions and the videos and had a strong handed person try it, then please contact us at merlin@psihoops.com to work out a solution.

1b/ CARE OF HOOP

The psi-ko-hoop is somewhat weatherproof. We are still testing to see exactly how waterproof it is. Once it is properly closed, you should be able to leave it lying in the wet grass, or hoop with it in the rain and snow, or have it get muddy at a festival, or survive the dust at burning man, etc. Until the waterproofing is further developed, the hoop will NOT survive falling into water (unless its just for an instant).

If the hoop does get wet, dry the area around the switch and connector, and then open the hoop up and dry the open end of the USB port and the inside of the coupler piece that the USB port fits into. Use a cloth or paper towel and/or cotton swabs. Leave the hoop open in a dry and safe place to let the water evaporate completely and make sure the insides of the hoop are dry. If you look inside the coupler piece you will see a black circular piece of rubber foam, and this is for the USB port to press up against and to keep the water out of the insides of the hoop.

When the hoop is disconnected or not fully connected it will definitely not be waterproof, and if water gets inside the hoop that may be the end of it. Sea water especially is the enemy of electronic parts.

If your hoop is made from PP (slightly more responsive, clearer tubing) then it will be more prone to cracking when its cold, below 50 Fahrenheit, so don't bang it or stress it when cold. Also the sunlight will gradually stiffen the plastic and make it more brittle, so don't leave it out in the sun. If the hoop is HDPE it wont crack and wont degrade in sunlight as much, but it will kink if hit hard against a sharp edge (like the shin bone) or stepped on.

Apart from that, the hoop should need no special care.

2a/TURNING THE HOOP ON AND OFF

A short push on the button switch will turn the hoop on. The push may need to be quite firm but don't force anything. The hoop will go through a couple quick confirmation patterns/colors (which will be explained later) and then into a display.

To turn the hoop off requires a longer push (so that there is less possibility of turning the hoop off accidentally). The "OFF" function has various steps. To fully turn the hoop off requires a lengthy hold on the button, around 2 to 3 seconds, which can seem like a long time. (Slowly count 1001, 1002, 1003). While you are holding the button switch down the display will change several times and then finally go dark. At this point release the button switch. After a second the hoop will flash white and then stay dark and will be in power save OFF mode. The hoop can stay like that for weeks without using any appreciable loss of charge, but will start right up at the touch of the button. For shipping and transport it is a good idea to cover the switch area with a bit of tubing or something similar so the hoop doesn't accidentally turn on.

By holding down the switch for between 1 and 2 seconds you access the "Change orientation" function which will be explained below in the section "Turning the hoop on in different orientations". Also you will see the green display that indicates by the number of LEDs lit how much charge remains in the hoop.

If you are in the middle of hooping and you see this kind of green display, (a steady set of green LEDs going partway or all the way around the hoop) it means you are pushing down the button-switch, so immediately release/change your grip on the hoop before the hoop shuts off. Learn to hold the hoop on one side or the other of the switch and avoid pushing down on the switch itself while you are hooping. You will soon become sensitive to where the switch is, and the green display will help you to keep the hoop from turning off unexpectedly.

If the hoop is without any movement for several seconds, it gradually dims down a bit to save power. Any movement will then wake it up.

2b/CHARGING THE HOOP

When you first receive the hoop it may require charging. A charge takes a couple hours.

Each time you turn the hoop off, by holding down the button switch, the display will turn green for a second to indicate how much charge is left. When that green indicator covers only a small segment of the hoop, its time to charge. The length of lit time will vary greatly with the settings you use, so its hard to predict exactly, but you will soon get the feel of it. The least amount of lit time you should get, with the hoop set to max brightness (covered in intermediate level) and

with an all-white static display (which consumes the most power) should be over half an hour. With some settings you will get more than 4 hours. For varied settings, and hooping in a variety of different displays, 2 hours lit time would be an average.

You first need to disconnect the hoop by twisting it around 1/8 inch in the correct direction (one way will feel easier than the other, and do it that way...see the instructions above) and then slide apart.



On one end of the connector you will see a small rectangular port which is the USB port. This is used for charging the hoop and for installing/upgrading/sharing programs and settings. The connection is a micro-USB which is currently used by most smart phones. You could use the charger that comes with your phone, if the plug fits into the USB port.

Make sure you have the plug the correct way up, notice that it has a wider flat side and a more curved side and those need to be oriented correctly. Don't force the USB plug into the port, you will ruin the hoop. To charge the hoop you need to connect one end of the USB cable to the hoop and the other end to a power source such as a computer or wall socket. When the hoop is plugged into the USB cable, protect the cable from being tripped over or yanked, because that could also destroy your ability to charge the hoop. Its an expensive repair. Could be almost the price of a new hoop.

To help with this we have provided a Velcro strip glued to the USB cable. Once the hoop is disconnected, put both pieces of tubing together with the ends about one or two inches overlapping and then secure them with the Velcro strip from the USB cable. Make it really tight so that the hoop doesn't spring apart, and the slightly thicker ends of the tubing where the connector is will hold the Velcro in place. Then connect the USB cable to the port on the hoop and then connect to a power source.

Disconnect the hoop from the power source when it's charged, it will be fully charged within 3 hours but you can leave it overnight if you like. Reconnect the hoop immediately to protect the delicate USB port connection and to reduce the risk of dust and moisture getting into the hoop, or of someone tripping on the opened hoop, or trying to use it without knowing how to connect ituu etc.

It's a quirk of lithium batteries that they can get stressed if left on charge too long. They keep discharging slightly and charging again, and this will lower the overall life of the batteries. So get to know roughly how long it takes to fully charge your hoop and stop the charging then. A good starting time to try would be 2 hours. Its very unlikely that you will get a significant charge after 3 hours unless you have a low Amp charger through an old computer or similar.

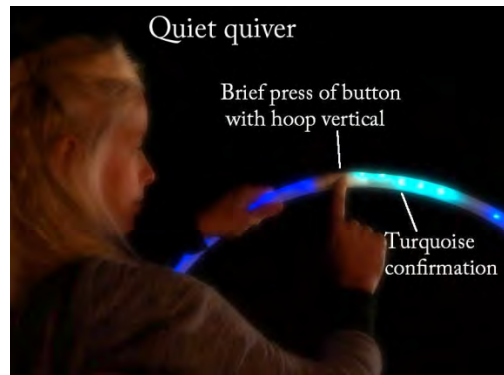
If you press the button while the hoop is charging it will always show a solid green indicator all the way around the hoop. In order to see what the actual charge status is you will have to disconnect the power, and push the button again.

3a/TURNING ON IN DIFFERENT ORIENTATIONS.

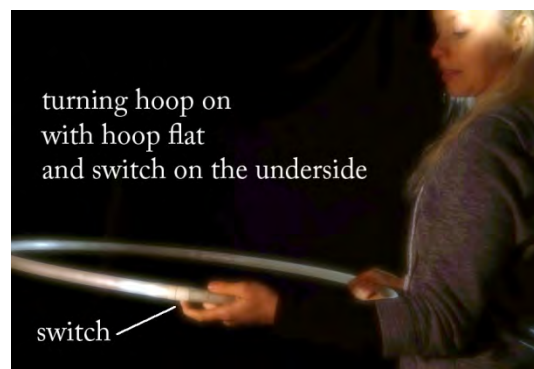
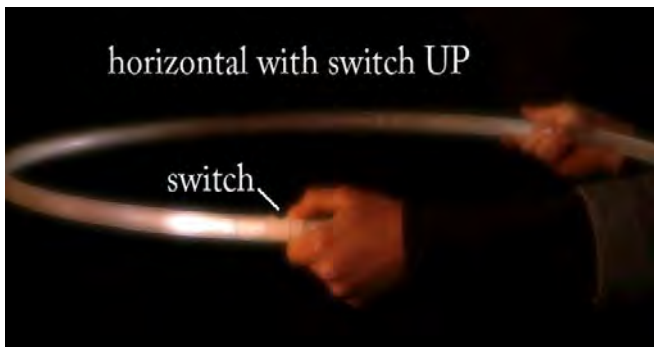
Depending on how the hoop and switch are oriented when you turn the hoop ON, you will see different sets of displays.

The orientations are:

1/ Hoop upright/vertical with switch at the top.



2/Horizontal (like the hoop was lying on the ground) with switch UP

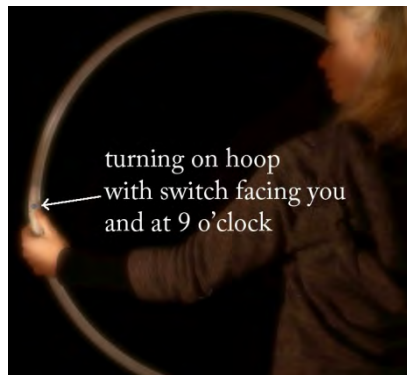


3/ Horizontal with the switch DOWN.

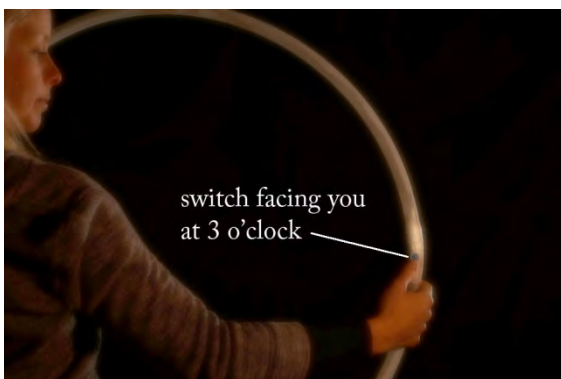


left (9 o'clock)

4/ Hoop upright/vertical with the switch to the



5/ Hoop upright/vertical with switch to the right (3 o'clock).



These are called the "top 5 orientations".

There is also: 6/ Hoop upright/vertical with switch at bottom, but this puts you in a different mode with slightly different controls than the others.



MORE FUNCTIONS OF THE ON AND OFF SWITCH

A short push turns the hoop on. You will see the whole hoop go a solid color to let you know what orientation you are in.

SIMPLE FAST LOCK MOVE

Press the button 3 times rapidly. The presses should be as short as can be, provided they are distinct and all 3 occur within about a second.

Doesn't matter where the button is at the time, how the hoop is oriented or what mode you are in.

When the hoop has recognized the signal the whole hoop will briefly flash a dark blue.

To UNLOCK the hoop display and allow flips, wheel turns and signal moves to work again, do 2 quick button pushes, and the whole hoop will briefly flash white to confirm UNLOCK.

It will take a moment to recognize the signal. Or to UNLOCK and immediately advance to the next hoop, do 3 short fast button presses and the next hoop appears, unlocked.

If you can't make the hoop respond to your moves, then check to see whether that orientation is LOCKED. (Either by doing the 2 or 3 presses or doing a half-off- changing orientations to see if flip moves now work).

Locking one orientation will not affect the other 5 orientations. But you can have 4 LOCKED hoops waiting for you, each in a different orientation.

NOTE: in the saved quivers the green battery indicator doesn't appear when you are doing the LOCK or UNLOCK presses – this is to reduce distraction during a performance.

LOCK = 3 SHORT FAST BUTTON PRESSES = BLUE CONFIRMATION

UNLOCK = 2 SHORT FAST BUTTON PRESSES = WHITE CONFIRMATION

UNLOCK AND ADVANCE = 3 SHORT FAST PRESSES = NEXT HOOP

So now you can LOCK and UNLOCK a hoop. Maybe you only need one hoop for a whole performance, and so best that it is locked into place. Note that it is the “hoop” and not the display that is locked, so if the hoop has a display that is constantly varying or cycling or responding to movement in a certain way, it will still do all that when its locked. It just wont change into another hoop until unlocked.

Here is a list of the quivers with their turn-on orientations and confirmation signals:

Quiet quiver.....switch UP (12 o'clock) and facing you. Flashes turquoise.
Saved quiver/3 pack quiver...switch to the right/3 o'clock and facing you. Flashes yellow.
9 PACK quiver.....switch on the left (9 o'clock) and facing you. Flashes pink.
KIX (Quixotic) quiver....switch UP with hoop horizontal. Flashes purple.
Random quiver.....switch DOWN and hoop horizontal. Flashes blue.
Compose quiver.....switch at bottom (6 o'clock) and facing you. Flashes red.

After the hoop flashes its confirmation color it then displays one of the “hoops” in the quiver of that orientation. Default will always start with the same display except in the random quiver, which starts randomly.

If you want to change quivers there is no need to turn the hoop fully off. First put the hoop in the orientation that you now want to be in, for example the saved pack with the switch facing you on your right at 3 o'clock. Then press the switch and hold for one second. You will see a solid green indicator covering some or all of the arc of the hoop. That indicator tells you how much charge is left in the hoop. Green all the way around means a fully charged hoop.

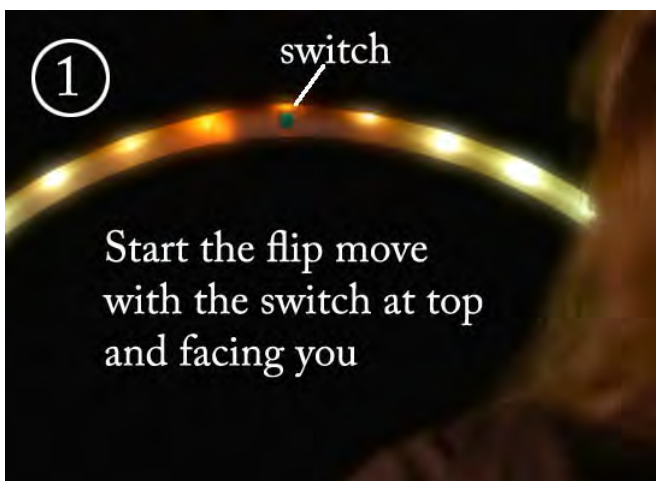
After the green indicator appears, it will be replaced by the color signal of the new orientation. Once you see the color signal for an orientation, release the button. You will then be in the new quiver. If you wait too long after seeing the orientation color signal the hoop will power off completely, which is fine but will add time to the action and result in a dark hoop for a couple seconds and more seemingly random color flashes, which might not be what you want in your dance, communication or performance.

The psi-ko-hoop remembers whatever display you are in when you turn the hoop off. If you turn the hoop back on in that same orientation, you will be back in that same display. (This does not apply to the compose mode quiver which always starts with the same rainbow display, and the random mode quiver which always starts with a random display.)

3b/CHANGING THE DISPLAY IN ANY OF THE TOP 5 ORIENTATIONS

Note: An introduction to the functions of the other orientation - “compose” mode (switch at the bottom and facing you) can be found in the intermediate level psikohoop tutorial: “INTERMEDIATE LEVEL FUNCTIONS AND SKILLS WITH THE PSIKOHOOP”.

To change the display after you have turned the hoop on, do the flip move.



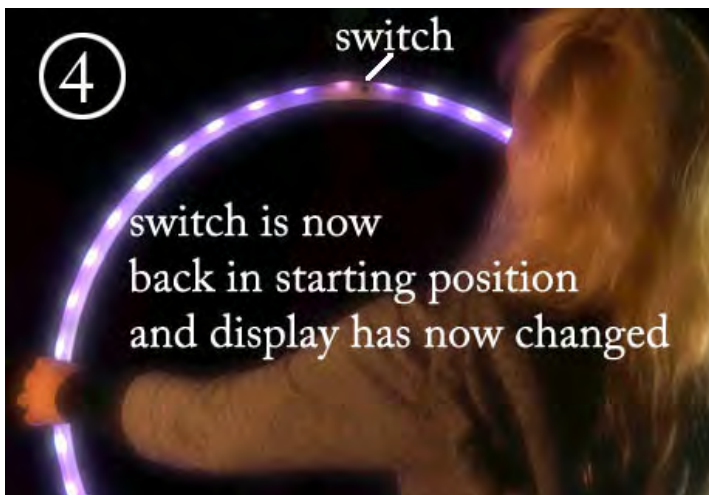
The flip move: Hold the hoop in both hands, your hands to the left and right side of the hoop, with the switch facing you and at the top of the hoop,



and slowly and evenly rotate the hoop away from you.



the hoop is now halfway through the flip, with the switch now facing away from you at the bottom of the hoop



Make a complete revolution, (360 degrees) going smoothly and slowly, taking around 2 seconds to complete one revolution.

You should see the display change when you do this move correctly. Its called a front flip.

Remember the switch has to be at the top or bottom of the hoop when you start a flip, and best when you are going through the learning curve to have the switch at the top and facing you, because you will then have a much easier time navigating through menus and controlling the displays of the hoop.

Starting with the switch on top and facing you, if instead of the top of the hoop going away from your face, you rotate the top of the hoop towards you, and complete that flip, you will navigate to the previous display. That is called a back flip.

You will find that you can flip back and forth between a set of displays without doing the complete flip moves, but start off with slow, even, complete flips, and then take it from there.

With just the flip move, timing it to the beat, weaving in a flip with your dance, using the different displays to punctuate the movement, you already have a visual/kinesthetic instrument.

In 4 of the orientations, the psi-ko-hoop remembers whatever display you are in when you turn the hoop off. If you turn the hoop back on in that same orientation, you will be back in that same display. This does not apply to the compose mode and random mode orientations, but you can also save the displays that you like in those modes, and this will be covered in the intermediate level tutorial.

FLIPS in the RANDOM quiver.

The front flip in random quiver also changes the display, but the next display will be a random selection from the quivers of the psi-ko-hoop. You cannot get back to the last display with a back flip in this quiver.

Since the hoop-displays in the random quiver are changing automatically, the flips in this quiver serve a different function - they act to speed up or slow down the rate of change. The default setting is about 5 seconds. By doing front flips you can speed up the rate to a maximum of around once every $\frac{3}{4}$ second or about 90 beats a minute. For example, 7 front flips (keep them steady and even) will get you to about 60 BPM. You don't have to do all the front flips at one time, but they do add up. Each time you do a front flip correctly you will see the display change.

Back flips in the auto random quiver will slow the rate of change. Down from the default of about 5 seconds to over 20 seconds with around a dozen flips. The display isn't supposed to change when you are doing a backflip but depending on the speed of your flip and the current rate of change of the displays, it just might.

We will jump ahead a bit into the intermediate level instructions and introduce another kind of flip which is useful in the random quiver – the SIDE FLIP. It's exactly the same as the front and back flip but starts with the switch facing you at 9 o'clock or on your left side. You could do the side flip backwards or forwards, it doesn't matter here. The side flip gives a red confirmation signal when you do it correctly and it locks the current display...so if you are in random mode and you see a hoop you really like, do a side flip and then you can play with that hoop as long as you like. (as long as you don't do another front flip which will then take you to another display).

Regular hooping moves should not trigger a shift of hoops, but in the intermediate level tutorial you will learn a move to lock a hoop so it doesn't flip out. Meanwhile just know that if you

really like any of the hoops you will run into them again in your explorations and by then you will know how to lock them or save them, or change them and also create them.

For now, doing a side flip in the random quiver (red confirmation signal) allows you to stop the automatic changes and go to manual – so if you want to manually change displays, after doing a side flip and getting the red confirmation signal, you can just do front flips whenever you like, and be surprised with each new hoop you get. You can time these changes to the music or your movement to add accent and character to the hoop dance.

When the hoop is on manual in the random quiver (you have done a side flip and gotten a red confirmation) then a back flip also changes the display but it selects from a truly random set of hoops that include many more strange and wondrous hoops in hidden quivers of the psi-ko-hoop and others that are generated on the spot, hopefully influenced by the energy around! So this quiver has thousands of hoops in it. (virtual reality and the imagination –w-hoop-ee)

To go back into automatic changes in the random quiver, do another side flip in either direction and see the green confirmation that you are in auto.

THE BITMAP QUIVER

Since we jumped ahead and gave you the side flip move, lets explore a use for that in the 9 pack quiver (the orientation that is at 9 O'clock and at one point had 9 quivers in it, but now may have more)

You will need a large mirror and some distance from it (10 feet or more) to fully appreciate this quiver. If you don't have a mirror, a large window at night with no lights outside would work, or something similar.

Turn the hoop on in the 9 o'clock orientation and you should see strobe stroby/flashy display. Wave this up and down fast while looking in the mirror, or spin the hoop fast like a coin on the ground, or wave the hoop fast from your left side with open arm all the way to your extended arm on right side (or similar moves). The first display says PSI just to let you know you have a psi-hoop! Flips will take you through these hoops. There are some 18 of these kinds of displays in that quiver, and they are worth exploring not just for novelty but also because they call for different kinds of moves than you might normally do.

Now do three even steady forward side flips and you will see a new hoop. You are in the second quiver of the 9 pack. If you immediately continue to do a 4th side flip you will be in the next quiver, and so forth. But if you pause for a couple seconds you will have to again do 3 side flips to navigate to the next quiver. Each of the quivers in this orientation has a bunch of somewhat similar hoops, arranged around some theme. Definitely worth a visit. In the last

couple quivers you may get all kinds of strange things happening in the displays, and at this point best to just accept whatever you get and move on if you like. In the following tutorials you will learn more about these hoops and some of their applications.

Expression and VARIETY of displays.

Variety is great, but to use this psi-ko-hoop as an instrument is the real art. And you can fully do that with just a few different displays and your control over them and the hoop itself. The psikohoop can be a light show, a game center, a communication and entertainment device, etc. But this hoop was created mainly with the idea of enhancing your expression and awareness through movement and dance, through interactivity with your whole being.

Stay with your hooping skills, your body awareness, your feelings and flow of the dance, and let the mechanics of the hoop be in the background. It will take a long while to master all the possibilities of the psi-ko-hoop but the journey is also intended to be the destination...a long, fun, transformative learning curve. Which as a side-effect, will evolve the revolution.

With just these instructions above, you should be able to get dozens of displays, or hundreds/thousands if you include the random quiver. Even outside the random quiver, some of the “hoops” are automatically changing through a known set of displays, and others are changing randomly, so you actually have many, many, more displays available with just the two signal moves you already learned – 1/ the ON in different orientations to go into different hooping environments, and 2/the flip move.

Some of the displays will also change based on the type of movement you are doing. At this point in the learning curve it's best not to worry about precisely controlling the displays - just enjoy whatever you get, play with it, how does it affect you and how do you affect it.... Explore....At any level of access the psi-ko-hoop offers an instrument for authentic expression.

Vary your approach until you can relax into the intuitive, responsive nature of this instrument. You will get loads of feedback from the displays themselves, and should be able to learn a lot from a large mirror set at least 10 feet away. If you don't have a mirror then you could use a window at night.

There is a huge variety of possible displays in the psi-ko-hoop. There are many ways to control the displays, to navigate between them, to change all their parameters and to increase your interactivity with the psi-ko-hoop, and these will be outlined in the main tutorials. However, just following the above simple instructions might be all you ever need.

Your hooping skills, fluidity, repertoire and self expression, as well as your dance and dexterity will all be improved through the play of the psi-ko-hoop!

Remember that this is an instrument for expression, a dance toy if you like, a partner in movement...so don't just get frozen into producing displays that seem to look cool – use the interactive capabilities of this hoop to learn and play and practice. The aim is to create a coherence of image, movement and feeling. That will have artistic value.

What we are trying to say here is “don't forget to actually hoop with this crazy lit tube!”.

4a/WARNING:

The displays and the interactions with this hoop can be addictive. The psi-ko-hoop can probably drive you nuts. Flashing lights at close quarters may not be everyone's cup of tea, so be sensitive to people, mood and setting. As with a regular psihoop, hurting yourself or others with this instrument is counter to the intention of whirled peace! Take it easy...

CHILDREN:

Some adult supervision is necessary. Make sure that they can twist the tubing well enough to securely fix the hoop together at the connector. Or the adult can be responsible for connecting and charging the hoop.

With younger children, we advise keeping them in the quiet quiver, the still quiver in 9 pack (see later) or a mellow hoop you have saved into the save quiver, so that the displays are easier on the eyes and nervous system. For children, limit the time playing with the hoop, perhaps to 10 to 20 minutes. Try to give them a mirror so that they don't have to stare at the displays from close up. Set the brightness to DIM. Supervise them until you are sure they are safe and responsible for themselves, others around, and the environment.

There is a specific brightness control move that allows you to make the hoop dimmer in all its displays, and this can be useful for practice or for making sure kids don't zap their eyes too much, or for making an intro in a performance, where you can then make the whole hoop brighter for the finale, and so forth. This move is not the easiest to do, so it will be covered later in the intermediate tutorial, but you could learn it early if you need.

Hopefully none of these displays will trigger any bad reactions. However, as with any flashing lights, there is always a chance that an individual may have a bad reaction, so monitor this in yourself and others, until you are sure. Be especially cautious if you or anyone in the close vicinity is prone to any epileptic events. We have tried to keep the displays safe, but because of the flexibility of the user programming and interactivity between the user and display,

especially when there are many hoops involved at the same time, it is impossible to completely control.

4b/DISCLAIMER

The user recognizes that there are certain inherent risks in exercising and playing with a hoop. Please consult with your doctor before engaging in strenuous physical activity.

A hoop is by nature an object that is whirled around, and can also be thrown or spun in the air or on the ground, and if the user loses control of the hoop it can do physical damage to both the user, other people and objects in its path. The user agrees to be completely responsible for any damage incurred as a result of using the psihoop.

A psihoop, psi-ko-hoop or any other LED hoop could possibly trigger an epileptic event, and due caution is necessary. The closer to the light source the more likely a light pattern is to trigger an epileptic event....but usually the person has to be staring at the light source in order to have this happen. Many light sources, and for example LED hoops, in sync with each other, could also contribute to such an epileptic seizure. Even though one psihoop will not have any settings that should trigger any epileptic event, it is conceivable that there could be a combination of patterns from different sources.

Please be aware of these possibilities and act responsibly. Read, for example http://www.birket.com/technical-library/144#_edn1 and http://en.wikipedia.org/wiki/Strobe_light and the references from those and warn people in your audience appropriately.

Psihoops and any of its affiliates cannot take responsibility for any physical, emotional or mental damage that may be attributed to its use. Use at your own risk. Be aware of others around, and the effects of the hoop on them.

4c/ WARRANTY

I am offering a 6 month warranty on the psi-ko-hoop from the date of purchase. The hoops are tested thoroughly before shipping. If there is obvious damage to the hoop when it arrives please notify me immediately at merlin@psihoops.com or 619 921 3544 and we will sort it out with the mail carrier. For other problems, you should keep your receipt and it will be easier if you have the original box.

The warranty is supposed to cover defects in workmanship, materials and design, and not extreme or inappropriate use. Not following the instructions in terms of weatherproofing, care of the hoop, opening and closing the hoop, charging the hoop, and so forth, voids the warranty.

Cracks in the tubing will not be covered, unless they are present at the time of receiving the hoop. To crack this PP tubing usually requires cold weather and a lot of force. If you do forceful pinch reversals when the tubing is cold (below around 50 degrees), or drop the hoop onto concrete when its cold, or step on the hoop with shoes, etc... you can put minute stress fractures in the tubing, and then at a later time when you are just hooping normally, the hoop can crack. But in warm conditions and without extreme force, the tubing will last for years. Sunlight will also degrade the tubing and make it more brittle, so if you leave the hoop outside for long periods, the tubing will crack easier and not be so responsive to your movement and touch.

I will replace tubing for \$45.

If the connector area of the hoop is damaged, it may have damaged the sensors, master board, connections to the switch and USB and that could be an expensive repair, could amount to \$150.

You will have to pay the shipping back to me, but I will repair the hoop for free provided that you:

a/ haven't obviously abused the hoop by bending it too far, twisting it in half or squashing it with something, stepping on it with shoes, immersing it in water, leaving it in a sun-baked car and so forth

b/ haven't removed the connector at either end of the tubing.

c/ haven't broken the USB port by tripping on the wires or yanking them or forcing the USB port in some way.

i.e I will repair or replace it for six months if it fails under "normal use", which certainly includes fast and extreme hooping, if done with awareness and sensitivity.

After the six month period I will look at it and give you an estimate for repairs.

Please be advised that I have a patent pending on these hoops.