

DRAFT

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1. INTRODUCTION

Congratulations, and thank you for choosing the **scala rider G4 Bluetooth®** Headset for motorcycle helmets.

This manual will help you operate the headset, but you should first familiarize yourself with the *Bluetooth* functionality of your mobile phone and/or GPS device before using the scala rider G4.

The retail box of the G4 contains one headset unit. When paired with another **scala rider G4**, the headsets can be used as an Intercom at a **range of up to one mile or 1.6 km** (subject to terrain).

The **scala rider G4** is an immensely versatile communication and entertainment tool with a wide range of connectivity options. The headset may be used as follows:

1. as a *Bluetooth* headset for mobile phone communication (supporting *Bluetooth Headset*, *Handsfree** and *A2DP* profiles at a 10 m / 33 ft. range)
2. as a *Bluetooth* stereo headset for wireless music streaming (supporting the *Bluetooth A2DP* profile, compatible with a variety of MP3 Players, adapters and other audio devices**)
3. as a 3-Way Bike-to-Bike Intercom for conference calls with up to two other **scala rider G4** or *Q2* headsets (up to 1 mile / 1.6 km. range between two G4 headsets and in Full Duplex*** mode)
4. as a 4-Way Intercom for conference calls between up to four *G4* headsets on two motorcycles (i.e. between two drivers and their passengers up to 1 mile / 1.6 km. range and in Full Duplex*** mode)
5. as a Driver-to-Passenger Intercom (backwards compatible with earlier **scala rider** headsets)
6. as a *Bluetooth* headset for receiving GPS Navigation instructions and Streaming Audio from compatible *Bluetooth* devices
7. as a stereo headset for listening to the built-in FM Radio
8. as a stereo headset for listening to cable-connected audio devices, (such as non-*Bluetooth* MP3 Players, iPods™ and iPhones™)

ADDITIONAL SPECIAL FEATURES:

- Your headset is equipped with AGC technology (*Automatic Gain Control*), allowing your **scala rider G4** to automatically increase or reduce its volume according to ambient noise and driving speed. You can also control the volume level manually.
- The G4 also offers VOX technology for safe and hands-free operation of some key functions: For incoming calls, just pronounce loudly any word (e.g. "*hello*"). To reject an incoming call, you need only to remain silent for about 15 seconds.
- The G4 contains advanced software which you may update through any Windows XP based PC.
- The G4 offers spoken status instructions, so that you always know to whom or what you are connected to at any given time.

We wish you a great **scala rider** experience and remain available for any inquiries you may have. Just write us at **help@cardosystems.com**

* Mobile phones that do not support the *Bluetooth Handsfree* profile may prevent you from using certain advanced features

** Future downloadable firmware updates will also provide you with the AVRCP Profile to allow operation of external *Bluetooth* sources directly from the headset.

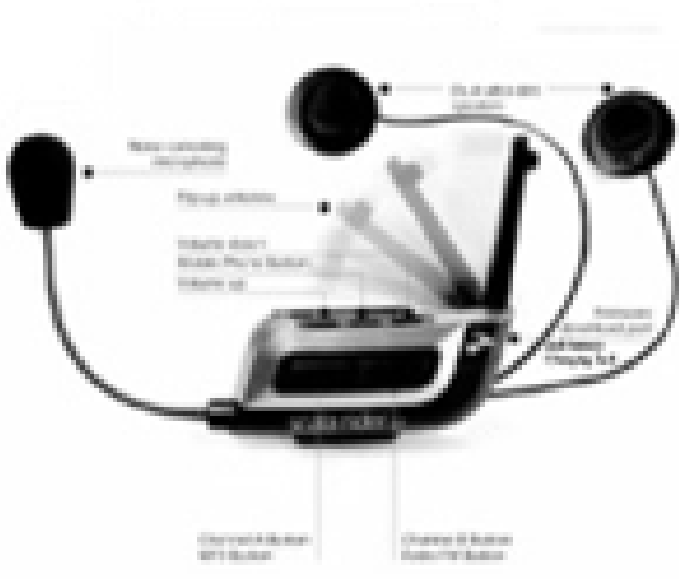
*** "Full Duplex" lets you to speak and hear the other party simultaneously, similar to mobile or landline phone conversations and unlike walkie-talkie communications

2. CONTENTS OF THE RETAIL BOX

- **scala rider G4** headset
-
- Helmet clamp (subject to the version purchased: Boom-Mounted or Cable-Mounted Microphone)
- Wall charger
-
- Allen wrench
- Velcro pads
- MP3 cable
- Glue plate
- Pre-moistened towlette
- Carry pouch
- Microphone sponges
- User Guide, stickers, Warranty and Registration form

NOTE: The use of two speakers may be illegal in certain jurisdictions.
Please check the local regulations and act accordingly.

< *Insert images of both audio kits and label all buttons/sections* >
*Please not that the **scala rider G4** is also available with a corded microphone version for Full-Faced helmets.*



Two ultra-slim speakers
Noise canceling microphone
Flexible Boom
Flip-up antenna
Volume up
Mobile Phone
Volume down
Firmware download port & charging Jack

Connect to Rider A
MP3 Button

Connect to Rider B

IMPORTANT:

The **scala rider G4** is a water-resistant device, designed for use under moderate rain or snow conditions. However, the headset is not rated waterproof and should not be used under severe weather conditions. **The cover lid protecting the Charging Jack should be kept tightly closed at all times to prevent moisture from entering the device.**



3. CHARGING THE HEADSET

Make sure that your headset is fully charged for at least four hours before initial use.

Insert the USB cable to the wall charger (see image below) and insert the other end of the cable to the headset's Charging Jack. While charging, the Red Light turns on. When charging is complete, the Red Light will turn off.

Your wall charger and USB Dock Connector cable serve two purposes:

- 1 Charging your headset from any A/C wall socket or from any USB port of your computer (*charging time takes longer*)
- 2 Downloading software upgrades from any Windows XP based computer (*see section 5d for details*).





Please note - the headset can also be charged via wall chargers with a micro-USB connector that has the same specifications. However, using any third party charger is entirely at your own risk and may void the product warranty.



Diagram of charging / downloading

5. BASIC SETUP AND CONFIGURATION

a. GENERAL FUNCTIONS

DESIRED RESULT:	REQUIRED ACTION:
Turn on the headset	Press the <i>Mobile Button</i>  steadily for at least three seconds Led indication: three blue flashes. Audio feedback: Ascending tone (low-high).
Turn off the headset	Press the <i>Mobile Button</i>  steadily for at least three seconds Led indication: three red flashes. Audio feedback: Descending tone (high-low).
Increase the volume	Tap the <i>Volume Up</i> Button
Decrease the volume	Tap the <i>Volume Down</i> Button
Mute	Short press simultaneously <i>Volume Up</i> and <i>Volume Down</i> while any audio is on
Voice Dial	Tap the Mobile button 
Redial	Tap the Mobile button twice 
Battery Level Indicator	Press and hold the <i>Volume Up</i> button for 3 seconds: <ul style="list-style-type: none"> - Blue light = Battery is fully charged - Red/blue light = Battery is half empty - Red light = Battery is almost empty

b. VOICE FEEDBACK

You **scala rider G4** headset offers various audio status messages sent through your speakers. Among others, it will announce your connection state, e.g. whether you are in mobile phone or on intercom mode, it will confirm changes of such modes and more. The default mode of the Voice Feedback is ON, allowing you to disable and enable it as you wish.

The Voice menu can be set at one of five available language options (English, French, German, Italian and Spanish). In the future, more languages will be offered that can be downloaded from our website (see section 5d for firmware upgrade).

To Disable/Enable Voice feedback: Press the *Volume Down* button down for 6 seconds.

ON: Led indication: Solid blue + Audio feedback: One short beep

OFF: Led indication: Solid red + Audio feedback: Two short beeps

Entering the Voice Menu: Press and hold the CHANNEL A button and CHANNEL B button simultaneously for 3 seconds while the headset is on standby.

c. AUDIO SOURCES AND PRIORITIES

The different audio sources connected to the G4 are prioritized as shown below, i.e. the higher priority source will always override and interrupt the lower one.

For example, incoming mobile phone calls will interrupt ongoing Intercom calls, while incoming intercom calls will interrupt the audio from the built-in FM Radio etc.

- | | |
|---------|---|
| Highest | 1. GPS device (GPS audio and navigation instructions) |
| | 2. Mobile phone audio (incoming/outgoing calls) / A2DP audio source |
| | 3. Intercom |
| | 4. FM Radio |
| Lowest | 5. Auxiliary Line-In Port - Corded Connection |

d. FIRMWARE UPGRADE OPTION

In the future you will be able to install firmware upgrades and program patches to keep the software of your G4 up-to-date. Other firmware upgrades include additional audio status messages in even more languages to be available for your convenience. To make sure that you don't miss out on the latest versions, please register online at www.cardosystems.com/upgrade and make sure to have your serial number ready.

Use the enclosed USB cable to get your upgrades (free of charge).



6. GETTING STARTED

a. MOUNTING THE HEADSET ON THE HELMET

The Helmet clamp that includes your microphone and speakers must first be mounted on the helmet. Once mounted, the headset unit can be attached or detached from the clamp at any time.

There are two methods that can be used in order to attach the clamp onto the helmet:

- **Standard Method:** Recommended for most helmet types.

- **Glue Plate Method:** Recommended for helmets to which the standard method cannot be applied, using the Glue Plate included in the box.

Pic showing both methods

Standard Method: Fastening the Clamp to the Helmet

1. Use the enclosed Allen Wrench to loosen the two screws on the Back Plate.
2. Slide the Back Plate between the internal padding and the external shell of the helmet.
3. Adjust the clamp's location so that the microphone is located in front of the center of your mouth, and then tighten the screws. You may need to reposition the Clamp repeatedly until you identify the best spot.

If you have purchased the special version helmet clamp with corded microphone please refer to the section " ATTACHING THE CORDED MICROPHONE CLAMP ON A FULL-FACED HELMET"

Glue Plate Method: Attaching the Clamp by way of glue

You have the option to glue the Helmet Clamp onto your helmet, when the above standard method cannot be used, or in case you prefer to secure the Helmet Clamp with adhesive glue. This option has been successfully used for a range of high end helmets.

Caution: This process can be done only once!

NOTE: While we have no reason to believe that the gluing option might negatively affect any helmet, Cardo does not assume any responsibility to that affect, irrespective of its nature and circumstances. The Glue Plate is offered as a free option that you may choose to use at your own risk and subject to renouncement of any future claims.

1. Use the enclosed Allen Wrench to remove both Allen screws and release the Helmet Clamp's back plate.
2. Determine the location on the helmet where the Helmet Clamp must be attached.
3. Adjust the Helmet Clamp's location on the Helmet so that the microphone is located opposite the center of your mouth. You may need to reposition the Clamp repeatedly until you identify the best spot. (Be sure to clean the selected area prior to the gluing process as described in # 4 below).
4. Use the pre-moistened Towelette to clean the helmet area where you want to install the Glue Plate. Allow to dry thoroughly.
5. Peel the foil cover from the Glue Plates' adhesive pad.
6. Place the Glue Plate into position according to #3. Press firmly 15 seconds on all 3 parts of the Glue Plate.
7. The adhesive pad bonds to full strength over the next 24 hours. Therefore it is recommended to not use the headset during this 24 hour period.
8. Fasten the Clamp to the Glue Plate using the Allen screws that were previously removed.

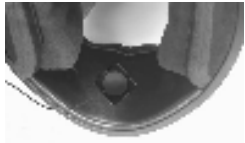
If you have purchased the special version helmet clamp with corded microphone please refer to the section " ATTACHING THE CORDED MICROPHONE CLAMP ON A FULL-FACED HELMET"

ATTACHING THE CORDED MICROPHONE CLAMP ON A FULL-FACED HELMET

The instructions below are for installing a helmet clamp with a corded microphone for users who have purchased the special helmet clamp version for Full-Faced helmets. Once the clamp is attached to your helmet, in either standard or Glue method as described previously in the user guide, please follow the instructions below in order to install the corded microphone.

- a. Use the pre-moistened towelette to clean the exact spot on the internal padding of the helmet, opposite your mouth, where the microphone will be placed.

- b. Peel the foil cover from the adhesive Velcro pad and place the Velcro pad on the chosen location opposite your mouth.
- c. Attach the microphone on the Velcro, as in photo.

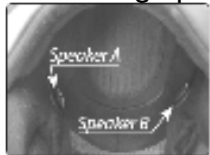


- d. Tighten the screws of the Clamp.

b. POSITIONING THE MICROPHONE & SPEAKERS

The microphone is to be positioned in front of the center of your mouth as detailed previously. Only once you attach the helmet clamp with microphone on your helmet, you may proceed with attaching the speakers.

Attach the speakers to the Velcro inside your helmet, opposite your ears (short speaker cord for left ear & long speaker cord for right ear), or use the supplied Velcro pads.



If the internal padding of your helmet has cavities opposite your ears, i.e. on those spots where you need to place the speakers, you may want to consider some improvement ideas to achieve better audio quality. Please visit www.cardosystems.com/files/audio.pdf

c. ATTACHING AND REMOVING THE HEADSET FROM THE HELMET CLAMP

ATTACHING:

Slide the headset sideways (i.e. in a horizontal way) along the sliding panel until a clicking sound indicates that the headset is locked in place.

REMOVING:

Your headset can be removed for charging or for storage by sliding the headset sideways. Ideally, when pushing the headset unit with your thumb you should embrace it between thumb and index finger in order to avoid it from falling off.

ATTACHING:

Slide the headset downwards along the sliding panel until a clicking sound indicates that the headset is locked in place.

REMOVING:

Press here to remove

Your headset can be removed for charging and storage by pressing your finger gently against the tab and sliding the headset up with the other hand.

We recommend that you remove the headset from the helmet when not in use

d. USING THE FLIP-UP ANTENNA

The flip-up antenna allows you to achieve the maximum intercom range between bikers. Simply press gently against the protruding tab (at the tip of the antenna) towards the direction of the helmet. The internal spring will then cause the antenna to flip up (see image above).

To close the antenna, just bend it backwards into its horizontal state until it's locked in place. *As the flip-up antenna sole purpose is to increase intercom range between bikers, there is no need to open it for when using your mobile phone, FM Radio or MP3 Player. No harm can be done to the headsets functionality by leaving the antenna*


open even when there is no use of Intercom. However, leaving the antenna open may result in increasing it's vulnerability, in case your helmet falls on the ground or if it is exposed to any accidental impact.

7. THE SOUND OF MUSIC:

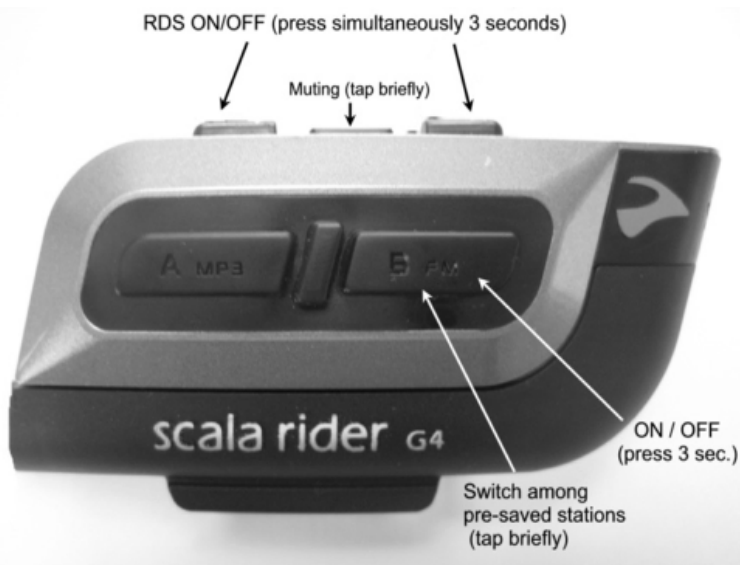
Built-In FM Radio and external MP3 Player (via cable)

a. FM RADIO

The **scala rider** G4 is equipped with a high-quality FM Radio receiver, allowing you to choose how and when you listen to your favorite stations.

Turn on Radio	While in Standby mode, press and hold CHANNEL <i>B</i> button for 3 seconds
Turn off Radio	While listening to the Radio, press and hold CHANNEL <i>B</i> button for 3 seconds
Switch to next preset station	Tap the CHANNEL <i>B</i> button to cycle through the 6 Preset FM Stations.
Mute	Tap the Mobile button twice  .
RDS ON/OFF (Default: OFF)	While the Radio is on, press and hold <i>Volume Up</i> and <i>Volume Down</i> buttons simultaneously for 3 seconds.

The headset's RDS feature (Radio Digital Search) assures that you are always listening to the best available FM radio frequency from your favorite radio station. This allows you to leave your hands on the handlebars at all times with no need to adjust the radio station frequency while you or in motion.



Searching for and setting new stations

1. While the Radio is on, press and hold the *Volume Up* or *Volume Down* Button for three seconds or until you hear the next station on your headset.
 - Pressing *Volume Up* will search upwards (higher frequency).
 - Pressing *Volume Down* will search downwards (lower frequency).
2. Once a station is found, searching stops and you can hear the station.
3. To save this station, refer to the following section.
4. To continue searching, press the *Volume Up* or *Volume Down* Button again for three seconds.

You may still continue to listen to the current unsaved station.

Saving a selected station

1. Select the station you wish to replace by tapping the CHANNEL B button until the desired station is found.
2. Search for a new station as described in the section above.
3. Tap the CHANNEL B button within 20 seconds of finding the station to save the current station.
4. If you don't save the station, the Radio will exit search mode without saving the current station. You can still continue to listen to the current unsaved station. Tapping the CHANNEL B Button in this case will move to the next saved station.

The FM Radio is equipped with a total memory capacity of six stations.

b. CABLE CONNECTING YOUR MP3 PLAYER OR OTHER EXTERNAL AUDIO SOURCES.

USING THE AUXILIARY LINE-IN PORT FOR CABLE CONNECTIVITY

Your **scala rider G4** headset has an Auxiliary jack which allows you to connect non-*Bluetooth* audio sources, such as MP3 players, with 3.5 mm - 1/8" stereo jacks, to the headset by using the enclosed cable.

1. Make sure the headset is on Standby mode, flashing slowly in Blue.
2. Connect the MP3 cable to your MP3 player/audio source's headset jack and insert the other end of the cable into the Auxiliary jack as shown in the image below.
3. Operate the MP3 Player device by using its own buttons as usual (FF/REW/ PLAY/PAUSE).
Volume can only be adjusted through the MP3 Player. Any other audio connection will automatically mute the MP3 Player. The audio signal will return only when headset is once again in Standby mode.


8. CONNECTING *BLUETOOTH* ENABLED MOBILE PHONES, GPS or MP3 (A2DP) DEVICES

All these external devices must be Bluetooth compatible

a. MOBILE PHONE


To use your mobile phone with the **scala rider G4**, you must first pair your headset to the mobile phone.

Pairing is a one time process. Once the headset is paired to a specific mobile phone, they will remain paired and automatically recognize each other whenever they are within range.


If the connection between the phone and headset is lost, tap the Mobile button  to reconnect the devices.

PAIRING THE HEADSET TO A MOBILE PHONE:






1. Turn on your phone and make sure its *Bluetooth* function is activated.

2. With the **scala rider** G4 headset turned ON, press and hold the Mobile Button  for at least six seconds until the Red and Blue Lights begin rapidly alternating.
 3. Search for *Bluetooth* devices on your phone by following the phone's instructions. Consult your phone's User Manual for more information.
 4. After a few seconds the phone will list "scala rider G4" as a discovered device. Select it and follow your phone's instructions to accept the pairing.
 5. When prompted enter 0000 (four zeros) as your PIN or passkey.
 6. Your phone will confirm that pairing has succeeded and the headset will begin flashing slowly in Blue.
- If the Pairing process is not completed within two minutes, the headset will return to Standby mode.

NOTE: Not all *Bluetooth* mobile phones can broadcast *Bluetooth* Stereo music (A2DP), even if the phone has an MP3 player application. Consult your mobile phone's User Manual for more information.

With some mobile phones, you may need to tap the Mobile Button  to connect the headset to the phone after pairing is complete. The **scala rider** G4 will automatically connect to the last phone connected to the headset.

MAKING AND RECEIVING MOBILE PHONE CALLS

<u>BASIC FUNCTIONS</u>	
Answer a call	Tap the Mobile Button  or speak loudly any word of your choice
Reject a call	Remain silent for 15 seconds, OR press and hold the Mobile Button  for 3 seconds
Terminate a call	Tap the Mobile Button 
Voice Dial	During Standby, tap the Mobile Button  and pronounce loudly the name of the person you wish to call. This feature is supported only by mobile phones that include the Voice Dial feature
Redial	Tap the Mobile Button  twice
<u>ADVANCED FUNCTIONS</u>	
3-way: Add/Remove CHANNEL A headset to/from phone call	Tap the CHANNEL A button while on a phone call
3-way: Add/Remove CHANNEL B headset to/from phone call	Tap the CHANNEL B button while on a phone call

When the headset is on an active phone call, any Intercom call request will be automatically rejected. Once the phone call is terminated, you can initiate and accept Intercom calls.

STATUS LIGHTS

LED Indication:


Status:

None	Headset is off
1 blue flash every 3 seconds	Standby - No call is in progress
2 blue flashes every 3 seconds	Call is in progress / FM Radio or MP3 Player ON
1 red flash every 3 seconds	Standby - Battery is low
2 red flashes every 3 seconds	Low battery while a call is in progress / MP3 Player ON / FM Radio
Solid red	Charging

b. **MP3 PLAYER**

Your headset is designed to receive wireless stereo music from MP3 players and Smartphones that support the *Bluetooth* A2DP profile. Please note: all MP3 Player's functions (e.g. FWD, PLAY etc.) must be operated from the MP3 Player itself. Future software upgrades will include the *Bluetooth* AVRCP profile that will allow you to operate the MP3 Player's functions directly from the headset. Refer to the User Manual of your audio device for further information.

The G4 can also receive audio via the enclosed cable from non-*Bluetooth* MP3 Players or audio sources.

While listening to the music, you do not have to worry about missing any mobile calls, as the headset automatically mutes the music and switches to *Bluetooth* headset operation when initiating or receiving calls. Once the conversation is over, the headset automatically switches back to the music you were listening to*. However, the music will not automatically stop for incoming intercom calls. Instead, you will hear a double-beep, indicating that an incoming intercom call is waiting. To accept the call just stop the MP3 Player and push the  Mobile button.

*Some mobile phones do not allow such automatic reconnection of the audio stream. In this case, please start the music manually.

SETTING UP YOUR MP3 PLAYER FOR *BLUETOOTH* STEREO A2DP TRANSMISSION

If you wish to use a *Bluetooth* Stereo (A2DP) enabled MP3 Player or Adapter to listen to stereo music, you must first pair them to your headset.

NOTE: When pairing two *Bluetooth* audio devices to the **scala rider** G4, please follow instructions below . *Bluetooth* Stereo device pairing will vary depending on the combination of *Bluetooth* devices you are using.

PAIRING THE HEADSET TO AN MP3 PLAYER OR ADAPTER

1. Turn on your MP3 Player or Adapter and if applicable, make sure that its *Bluetooth* function is activated.
2. Choose one of the two options below depending on which other devices you are using with the **scala rider** G4:

OPTION A:

You are only pairing the scala rider G4 to one audio device which is an MP3 Player or Adapter or

You are pairing the scala rider G4 to a GPS device and an MP3 Player or Adapter

- With the **scala rider** G4 headset turned ON, press and hold the Mobile Button  for at least six seconds until the Red and Blue Lights begin rapidly alternating.

OPTION B:

You are pairing the scala rider G4 to a mobile Phone and an MP3 Player or Adapter

With the **scala rider** G4 headset turned ON, press and hold the VOLUME UP button for at least six seconds until the Red and Blue Lights begin flashing simultaneously.

3. Search for *Bluetooth* headsets on your MP3 Player by following the device's instructions.

NOTE: If using a *Bluetooth* adapter, follow the device's instructions for Pairing to *Bluetooth* headsets. Please consult the device's User Manual for more information.

4. After a few seconds the MP3 Player will list "**scala rider G4**" as a discovered device. Select it and follow your MP3 Player's instructions to accept the pairing.

5. If your MP3 player prompts for a PIN or Passkey enter 0000 (four zeros).

6. Once pairing is complete, your MP3 Player or Adapter may confirm that pairing has succeeded, and the headset will begin flashing slowly in Blue.

NOTE: If the Pairing process is not completed within two minutes the headset will return to Standby mode.

c. GPS DEVICE

If you wish to use a *Bluetooth* enabled GPS device with the **scala rider G4**, you must first pair your headset to the GPS device. This will allow your GPS to transmit navigation instructions and audio to the speakers of your G4 headset.

NOTE: Not all *Bluetooth* enabled GPS devices allow connections to *Bluetooth* headsets. Please consult your GPS device's User Manual for more information.

PAIRING THE HEADSET TO A GPS DEVICE:

1. Turn on your GPS

2. With the **scala rider G4** headset turned ON, press and hold the VOLUME UP button for at least six seconds until the Red and Blue Lights begin flashing simultaneously.

3. Search for *Bluetooth* headsets on your GPS device by following the device's instructions. Consult your GPS device's User Manual for more information.

After a few seconds the GPS will list "**scala rider G4**" as a discovered device. Select it and follow your GPS's instructions to accept the pairing.

4. If your GPS device prompts for a PIN or Passkey enter 0000 (four zeros).

5. Your GPS device will confirm that pairing has succeeded. The headset will begin flashing slowly in Blue.

6. If you wish to use a *Bluetooth* mobile phone to make and receive calls through the headset, you can pair your mobile phone to your GPS device by following your GPS and/or mobile phone's instructions **or** pair the mobile phone to the **scala rider G4** as described in section 8a above

NOTE: If the pairing process is not completed within two minutes the headset will return to Standby mode

9. USING THE INTERCOM

9.1 Introduction

The **scala rider** G4 provides you with an impressive Bike-to-Bike Intercom range with an extended range option by simply flipping up the antenna. The Flip-up Antenna allows you to easily maximize intercom range with other bikers up to **1 mile / 1.6 km** (subject to terrain). **It can also be useful** when riding in a dense urban environment that may affect the transmission quality. You may keep the flip-up antenna open not just when using the intercom, even though there is no particular need to do so (see section 7d for more details).

Flip-Up Antenna for extended range



To set up an Intercom *Bluetooth* communication, you must first pair your G4 headset with the other G4 unit. The other G4 units will be referred to as **CHANNEL A** and **CHANNEL B**.

Pairing is a one time process and once completed, the headsets will remain paired and automatically recognize each other whenever they are within range.

For details on Intercom use with non-G4 headsets, please refer to section 9.3 below

Your headset has two Intercom channels available for headset-to-headset connections. Therefore, your G4 can communicate simultaneously with up to two other headsets.

INTERCOM CHANNEL	PAIRING / CONNECTION BUTTON	PAIRING MODE LED INDICATORS
CHANNEL A	CHANNEL "A" BUTTON	Rapid RED flashing
CHANNEL B	CHANNEL "B" BUTTON	Rapid BLUE flashing

Fig 1

Backwards compatibility

Your **scala rider** G4 can also conduct Intercom communications with earlier **scala rider** models in different configurations and you can always change your preferences.

There are four earlier **scala rider** models available that your G4 can connect to, and each of these connections comes with specific characteristics and / or limitations.

In terms of range, Intercom communications between your G4 and a non-G4 unit is limited to the distance of the lesser-range device. For example, connecting your G4 with a Q2 unit will enable intercom distances of up to 540 yards / 500 m, which is the maximum rated distance the Q2 can achieve.

Section 9.3 explains how to pair your G4 with earlier, *non-G4 scala rider* models, such as the "Q2™", "Solo™", the "FM™", or a "TeamSet™" Driver unit.

Initiate Intercom calls

There are two ways to start an **Intercom** call with your paired headsets while the headset is in Standby mode:

VOICE CONNECT:

Start talking loudly

Once you start talking loudly, an Intercom call will be established with both paired headsets, CHANNEL A and CHANNEL B (if both are available).

The Intercom call will stay on until all participants remain silent for 30 seconds.

CHANNEL BUTTON CONNECT:

Single tap the CHANNEL A Button to add or remove the CHANNEL A headset from an Intercom call.

Single tap the CHANNEL B Button to add or remove the CHANNEL B headset from an intercom call.

Receiving Intercom calls

Once another paired headset tries to initiate an Intercom call with your headset, the call will begin almost instantly.

NOTE: You cannot receive Intercom calls while you are receiving voice instructions from your GPS, listening to a *Bluetooth* Stereo A2DP source, or while you are on an active phone call. In such case the caller will hear a busy signal and you will hear two beeps, indicating that an intercom caller is trying to page you. (see section 5c for details on audio priorities of paired devices).


Enable/Disable Voice Connect feature

Press and hold the *Volume Up* and *Volume Down* Buttons simultaneously for three seconds until you hear a beep. The default status is Voice Connect enabled.

NOTE: The Enable/Disable Voice Connect feature affects only the Intercom functionality.

RESET PAIRING (restoring the original default configuration)

You can delete all of the headset's paired units at any time as follows:

1. With the **scala rider** G4 headset turned ON, press and hold the Mobile Button  for at least six seconds until the Red and Blue Lights begin rapidly alternating.
2. Press and hold the *Volume Up* button for three seconds.
3. The Red and Blue Lights will flash five times and then the headset will turn off, confirming that Reset was successfully completed.

NOTEWORTHY RULES AND EXCEPTIONS

1. Connecting your G4 to non-G4 units

To pair your G4 to earlier **scala rider** models, please refer to section 9.3 below.

2. **Busy Status** (When using a G4 headset)

When attempting an Intercom call with a headset that is already on a Phone/GPS/Intercom call, you will hear two beeps indicating the other headset is busy.

3. **Automatic Reconnection of the Intercom**

If the G4 and another paired headset go out of range and disconnect from each other, the G4 will immediately try to reconnect to the other headset.

4. **Manual Reconnection of the Intercom**

You can manually reconnect the intercom call while the headset is in Standby mode by pressing the CHANNEL A or the CHANNEL B button to connect to the respective lost connection.

TROUBLESHOOTING THE INTERCOM:

First, make sure your microphone is located properly in front of the center of your mouth.

The **scala rider** G4 is designed for use in loud environments.

Therefore, you should test the Intercom functionality only in a noisy environment, such as next to an idling motorcycle and not indoors. Please also verify that the headsets were paired together properly by following the instructions in the relevant Setup sections.


9.2 Using the G4 for INTERCOM with other G4 headsets

a. TWO-WAY INTERCOM

PAIRING OPTIONS BETWEEN TWO PARTICIPANTS



Using two scala rider G4 headsets

1. If either headset is turned OFF, turn it ON by pressing and holding the Mobile Button  until the Blue Light flashes three times.
2. Make sure that both headsets are now flashing slowly in Blue.
3. Choose an available CHANNEL you wish to use to pair the headset (CHANNEL A or CHANNEL B).

NOTE: Selecting a CHANNEL that is already in use will override the paired headset on that CHANNEL with the newly paired headset.

4. Pick up the **scala rider G4** headset, then press and hold the chosen CHANNEL BUTTON (A or B) for at least six seconds until the headset's BLUE or RED Light begins flashing rapidly, indicating it is in Intercom Pairing mode. (See **FIGURE 1** for Pairing LED indicators for each CHANNEL)
5. Repeat Step 3-4 for the second **scala rider G4** headset.
6. Within a few seconds, both headsets will show a solid light for two seconds, indicating that the two headsets are now paired, connected and ready for use.

NOTE: If the Pairing process is not completed within two minutes the headset will return to Standby mode.

Initiate Intercom calls

There are two ways to start an **Intercom** call with your paired headset while the headset is in Standby mode:

VOICE CONNECT:

Start talking loudly

Once you start talking loudly, an Intercom call will be established with the other paired headset.

The Intercom call will stay on until all participants remain silent for 30 seconds.

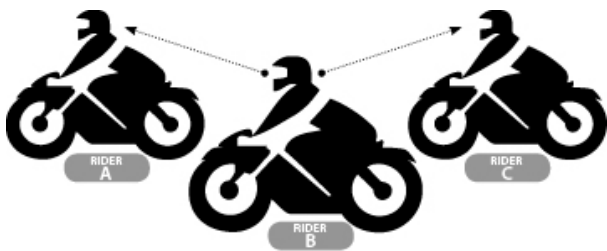
CHANNEL BUTTON CONNECT:

Single tap the correct CHANNEL Button to add or remove the other headset from an Intercom call.

b. THREE-WAY INTERCOM

The scala rider G4 offers three-way intercom conference connectivity as follows:

In this configuration Rider B is paired to Rider A *and* to Rider C.



IMPORTANT: Since Rider B uses two Bluetooth connections during the conference mode, Rider's headset will be disconnected from his mobile phone or GPS device until the conference mode is terminated. Upon termination, Rider B will automatically re-connect to his mobile phone or GPS.

Rider A and B remain connected to their mobile phones and GPS devices during the 3-way intercom call.

Set-up and configuration three-way intercom connectivity

PAIRING OPTIONS BETWEEN THREE PARTICIPANTS (*between scala rider G4 models only*)

Pairing three G4 headsets is achieved by simply repeating the procedure in the above section **TWO-WAY INTERCOM** with a second paired G4 headset (in a different CHANNEL).

Example:

For pairing your G4 with another two G4 headsets:

1. Pair your G4 with the second G4 as in **TWO-WAY INTERCOM** – (Using CHANNEL A).
2. Pair your G4 with the third G4 as in **TWO-WAY INTERCOM** – (Using CHANNEL B)

Initiate Intercom calls

There are two ways to start an **Intercom** call with your paired headsets while the headset is in Standby mode:

VOICE CONNECT:

Start talking loudly

Once you start talking loudly, an Intercom call will be established with both paired headsets, CHANNEL A and CHANNEL B (if both are available).

The Intercom call will stay on until all participants

CHANNEL BUTTON CONNECT:

Single tap the CHANNEL A Button to add or remove the CHANNEL A headset from an Intercom call.

Single tap the CHANNEL B Button to add or remove the CHANNEL B headset

remain silent for 30 seconds.

from an intercom call.

c. FOUR-WAY INTERCOM

When connected to three other **scala rider G4** units, your headset can also participate in a 4-way **Conference Intercom Call** (*full duplex*) as explained below.

4-Way Intercom between up to two couples on two motorcycles Two drivers (1 and 3) and two passengers (2 and 4)

In this configuration the two passengers (numbered 2 and 4) are each using two *Bluetooth* connections:

Passenger 2 is paired to Driver 1 and to Passenger 4

Passenger 4 is paired to Driver 3 and to Passenger 2

The 4-way conference mode here results with Passenger 2 and Passenger 4 disconnected from their mobile phones. Immediately upon termination of the intercom call, Passenger 2 and Passenger 4 will automatically re-connect to their mobile phones.

Both Drivers (1) and (3) remain connected to their mobile phones and GPS devices during the 4-way intercom call.

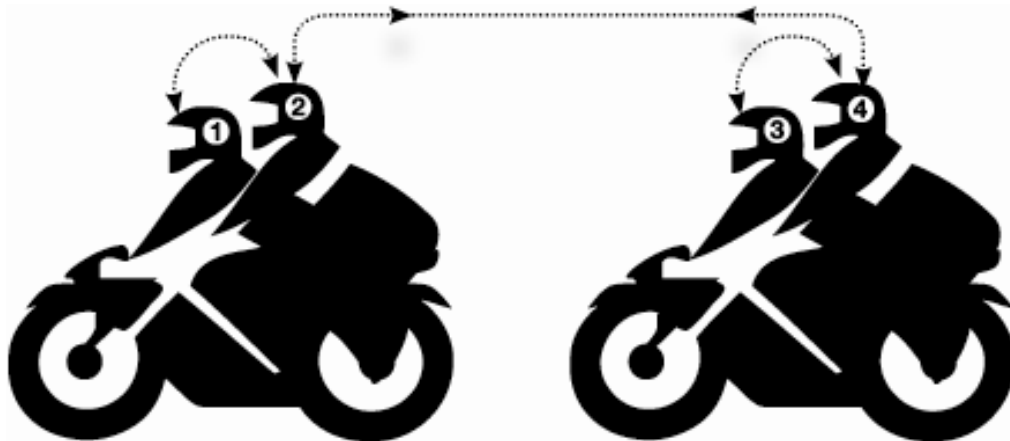


FIG 2

PAIRING FOUR scala rider G4 HEADSETS

To converse in the 4-Way **Intercom Conference mode**, the four G4 headsets must be paired as shown in FIG. 2. For the purposes of this procedure, each headset is given a name based on which person (bike and seat combination) uses that particular headset.

Step A: Pair Driver (1) to Passenger (2) as follows

1. If either headset is turned OFF, turn it ON by pressing and holding the Mobile Buttons until the Blue Light flashes three times.
2. Make sure that both headsets are now flashing slowly in Blue.
3. Choose a CHANNEL you wish to use to pair the headset (CHANNEL A or CHANNEL B).

NOTE: Selecting a CHANNEL that is already in use will replace the paired headset on that CHANNEL with the newly paired headset.

4. Press and hold the chosen CHANNEL BUTTON (A or B) for at least six seconds until the headset's BLUE **or** RED Light begins flashing rapidly, indicating it is in Intercom Pairing mode. (See **FIGURE 1** for Pairing Light descriptions for each CHANNEL)
5. Repeat Step 3-4 for the second G4 headset.
6. Within a few seconds, both headsets will show a solid light for two seconds, indicating that the two headsets are now paired for Intercom connections.

Step B: Pair Driver (3) to Passenger (4)

Repeat the above pairing procedure with both headsets

7. Using the above two **scala rider G4** headsets, follow the instructions below.

Step C: Pair Passenger (2) to Passenger (4)

Repeat the above pairing procedure with both headsets

8. Using the above two **scala rider G4** headsets, follow the instructions below.

Your 4-Way Conference Intercom Pairing is now complete and ready to use.

Making 4-Way Intercom calls

Once you have successfully paired the four headsets as described above, proceed as follows:

To start a 4-way Conference Intercom call:

1. Press *A* to connect CHANNEL A headset, Press *B* to connect CHANNEL B headset
2. The Conference Call is created by opening connections in a linear fashion, as shown in FIG. 2 above

For example:

1. Using Passenger 1 headset:
 - A. Connect Intercom to Driver 1 (Press CHANNEL button for Driver 1)
 - B. Connect Intercom to Passenger 2 (Press CHANNEL button for Passenger 2)
2. Using Passenger 2 headset:
 - A. Connect Intercom to Driver 2 (Press CHANNEL button for Driver 2)

Now all 4 headsets are on a 4-Way Intercom call.

NOTE:


A2DP *Bluetooth* music audio, GPS audio, and Mobile Phone audio all have higher priority than Intercom call, which means that they will interrupt an ongoing Intercom call.

If either Passenger headset's Intercom call is interrupted, the Driver headset they are paired to will not be able to communicate with the other bike's Driver or Passenger.

9.3 Using the G4 for INTERCOM with non-G4 scala rider headsets

a. **TWO-WAY INTERCOM with scala rider Q2**

Using your G4 with a **scala rider Q2** headset (*We recommend that you refer to your Q2 headset manual*)

1. If either headset is turned OFF, turn it ON by pressing and holding either the Mobile Button  for the G4 unit or the CTRL Button for the Q2 unit until the Blue Light flashes three times.
2. Make sure that both headsets are now flashing slowly in Blue.
3. The G4 user will select an available CHANNEL to pair the headset (CHANNEL A or CHANNEL B).


NOTE: Selecting a CHANNEL that is already in use will replace the paired headset on that CHANNEL with the newly paired headset.

4. On the **scala rider G4** headset, press and hold the chosen CHANNEL BUTTON (A or B) for at least six seconds until the headset's BLUE or RED Light begins flashing rapidly, indicating it is in Intercom Pairing mode. (See **FIG. 1** for Pairing Light descriptions for each CHANNEL)
5. On the Q2 headset, simultaneously press and hold the CTRL and MC Buttons until the headset's RED Light begins flashing rapidly, indicating it is in Intercom Pairing mode (see scala rider Q2 manual).
6. Within a few seconds, both headsets will show a solid light for two seconds, indicating that the two headsets are now paired, connected and ready for use.

b. **TWO-WAY INTERCOM with earlier scala rider models ("non-G4" headsets)**

Using your G4 with any earlier models of the **scala rider**, such as the "**Solo**", the "**FM**", or a "**TeamSet**" Driver unit. (*Make sure you have the manual of the non-G4 headset available*)

1. If either headsets is turned OFF, turn it ON by pressing and holding the Mobile Buttons until the Blue Light flashes three times.

1. While both headsets are turned OFF, turn the G4 headset ON by pressing and holding the Mobile Button  until the Blue Light flashes three times.
2. Turn the non-G4 headset ON by pressing and holding its CTRL Button until the Red/Blue lights begin rapidly alternating.
3. For the G4 headset, select an available CHANNEL to pair the headset (CHANNEL A or CHANNEL B).

NOTE: Selecting a CHANNEL that is already in use will replace the paired headset on that CHANNEL with the newly paired headset.

4. On the G4, press and hold the chosen CHANNEL BUTTON (A or B) for at least six seconds until the headset's BLUE or RED Light begins flashing rapidly, indicating it is in Intercom Pairing mode. (See FIGURE 1 for details)
5. Within a few seconds, the G4 headset will show a solid light for two seconds, indicating that the two headsets are now paired, connected and ready for use.

NOTE:

- If the Pairing process is not completed within two minutes the headset will return to Standby mode.
- When using non-G4 **scala rider** or scala-rider Q2 models to serve as the Passenger unit (e.g. a "Solo", "FM", or a "TeamSet" Driver unit), Voice Connect Intercom can only be initiated from the **scala rider** G4 headset. However, you can always initiate the Intercom manually also from the non-G4 unit by pressing the CTRL button.

Initiate Intercom calls from scala-rider G4

There are two ways to start an **Intercom** call with your paired headsets while the headset is in Standby mode:

VOICE CONNECT:

Start talking loudly

Once you start talking loudly, an Intercom call will be established with both paired headsets, CHANNEL A and CHANNEL B (if both are available).

The Intercom call will stay on until all participants remain silent for 30 seconds.

CHANNEL BUTTON CONNECT:

Single tap the CHANNEL A Button to add or remove the CHANNEL A headset from an Intercom call.

Single tap the CHANNEL B Button to add or remove the CHANNEL B headset from an intercom call.

Initiate Intercom calls from scala-rider Q2

MC Button Connect: Tap the scala-rider Q2 MC Button to open/close intercom call

Voice Connect: Once you talking loudly, an Intercom call will be established. The Intercom call will stay on until all participants remain silent for 30 seconds.

Initiate Intercom calls from earlier scala-rider headsets

CTRL Button Connect: Tap the headset CTRL Button to open/close intercom call

c. THREE WAY INTERCOM (with non-G4 headsets)

In terms of range, the 3-Way Intercom between your G4 and non-G4 units achieves distances of the lowest common denominator. For example, connecting your G4 with two Q2 units will enable intercom distances of maximum 500 yards / 500 m.

NOTE: When connected to earlier scala rider headsets (e.g. a "Solo", "FM", or a "TeamSet" Driver unit) only Rider-to-Passenger mode is available.

All options are in Full Duplex, meaning that all parties can speak and hear one another simultaneously, similar to mobile or landline phone conversations and unlike walkie-talkie communications

Using your G4 with two scala rider Q2 headsets:

Proceed with setup as in section 9.3a above and use either in Rider-to-Passenger or in Bike-to-Bike mode

Using your G4 with a combination of scala rider *Solo*, *FM*, or *TeamSet (Driver)* headsets:

Proceed with setup as in section 9.3b above but use only in Rider-to-Passenger mode

Example:

For pairing your G4 with a Q2 and an FM headset:

1. Pair your G4 with the Q2 as described in section 9.3a., using CHANNEL A.
2. Pair your G4 with the FM as described in section 9.3b., using CHANNEL B [For Rider-to-Passenger use only]

Using your G4 with another G4 and an earlier scala rider model (such as a *Solo*, *FM*, or *TeamSet (Driver)* headset)

1. Proceed with setup as in section 9.2b above for pairing the second G4.
2. Proceed with setup as in section 9.3a or 9.3 b above according to the headset you want to use.

Example:

For pairing your G4 with another G4 *and* a **scala rider FM** headset:

1. Pair your G4 with the second G4 as described in section 9.2a., using CHANNEL A.
2. Pair your G4 with the FM as described in section 9.3b., using CHANNEL B [For Rider-to-Passenger use only]

10. NOTICES

a Official Regulatory Notices

Federal Communications Commission (FCC) Statement

15.21

You are cautioned that changes or modifications not expressly approved by the part responsible for compliance could void the user's authority to operate the equipment.

15.105(b)

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. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, 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 into 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.

Operation is subject to the following two conditions:

- 1) this device may not cause interference and
- 2) this device must accept any interference, including interference that may cause undesired operation of the device.

FCC RF Radiation Exposure Statement:

This equipment complies with FCC radiation exposure limits set forth for an uncontrolled environment. End users must follow the specific operating instructions for satisfying RF exposure compliance. This transmitter must not be co-located or operating in conjunction with any other antenna or transmitter.

Industry Canada (IC) Statement

15.21

You are cautioned that changes or modifications not expressly approved by the part responsible for compliance could void the user's authority to operate the equipment.

15.105(b)

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- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into 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.

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- 1) this device may not cause interference and
- 2) this device must accept any interference, including interference that may cause undesired operation of the device.

IC RF Radiation Exposure Statement:

This equipment complies with IC radiation exposure limits set forth for an uncontrolled environment. End users must follow the specific operating instructions for satisfying RF exposure compliance. This transmitter must not be co-located or operating in conjunction with any other antenna or transmitter.

European CE Notice

The scala rider G4 headset (the "Product") is in conformity with the following essential requirements of Council Directive 1999/5/EC (referred to as R&TTE Directive): Articles 3.1a, 3.1.b and 3.2. The Product is manufactured in accordance with Annex II of the above directive.

Declaration of Conformity (DOC)

The scala rider G4 headset is compliant with and adopts the Bluetooth[®] Specification 2.1 and has successfully passed all interoperability tests that are specified in the Bluetooth(r) specification. However, interoperability between the device and other Bluetooth-enabled products is not guaranteed.

b Warranty

Subject to the limitation set forth in section 10 c below, Cardo Systems, Inc. hereby gives the following warranties: Cardo warrants that the scala rider G4 (the "Product") will be free from defects in materials, design, and workmanship for a period of two (2) years from the date of purchase. Customer must attach proof of purchase to any Product that is claimed to be defective. Cardo further warrants that the Product meets all required FCC, IC, CE, BQB requirements, and certifications

c. DISCLAIMER AND GENERAL RELEASE

By using the scala rider G4 you will waive substantial legal rights including the right to sue. Please read the following carefully before using the device. If you do not accept all terms of this agreement, you should immediately return the product for a full refund. By using the headset you agree to be bound to this agreement and forfeit the right to sue. Using a communication device while riding a motorcycle, scooter, moped, ATV, quad-bike or any other vehicle or equipment, whether on land, water or air (jointly referred to as "Vehicle") requires your complete and undivided attention. Cardo Systems, Inc., including its Officers, Directors, Affiliates, Parent Company, Representatives, Agents, Contractors, Sponsors, Employees, Suppliers and Resellers (jointly referred to as the "Company" or "Cardo") strongly advises you to take all necessary precautions and remain alert to the traffic, weather and road conditions if you chose to use the scala rider G4 headset, including all derivative models irrespective of its commercial name or branding (the "Device"), and stop your Vehicle on the roadside prior to initiating or receiving calls. Any publications, advertisements, announcements or similar notes that refer to using the Device while riding a Vehicle are solely intended to address its technical capabilities and should not be misconstrued as if encouraging users to operate the Device while actively involved in traffic.

By way of purchasing this Device and not returning it for a full refund (see below), you are irrevocably releasing, indemnifying from any liability, loss, claim and expense (including attorneys fees) and holding Cardo harmless for any bodily injuries, harm or death as well as losses or damages in goods, to any Vehicles including your own, or to any property or asset that belong to you or to third parties, any of which may result from using the Device under any circumstances or conditions and irrespective of jurisdiction. Cardo will not be responsible for any physical damages, irrespective of reasons, conditions or circumstances, including malfunctioning of the Device, and all risks associated with operating it rest solely and entirely with the user of this Device, irrespective of whether the Device is used by the original purchaser or any third party. Cardo hereby notifies you that using this Device may also be in contravention to local, federal, state or national laws or regulations, and that any use of the Device is entirely at your sole risk and responsibility.

1. You, your heirs, legal representatives, successors or assigns, hereby voluntarily and forever release, discharge, indemnify and hold harmless Cardo from any and all litigation, claims, debts, demands, actions and liability which may arise, directly or indirectly, from using the Device for any distress, pain, suffering, discomfort, loss, injury, death, damages to or in respect to any person or property however caused, WHETHER ARISING FROM THE NEGLIGENCE OR OTHERWISE, and which may hereafter accrue to you on some future date as a result of said use, to the fullest extent permitted by law.
2. You fully understand and assume the risks in using the Device, including risk of negligent acts or omissions by others.
3. You confirm that you are physically capable to use the Device and that you have no medical conditions or needs that may infringe upon your abilities to do so in a safe manner. You confirm that you are at least eighteen (18) years of age and that you have been advised of the risks associated with the use of the Device. You further confirm that you will not consume any alcohol that may affect your alertness or any mind-altering substance, and will not carry, use or consume these substances before or during the use of the Device.
4. You fully acknowledge our warnings and understand that: (a) risks and dangers exist in using the Device while in traffic, incl. but not limited to injury or illness, strains, fractures, partial and/or total paralysis, death or other ailments that could cause serious disability; (b) these risks and dangers may be caused by the negligence of the manufacturers or its agents or any third party involved in designing or manufacturing the Device; (c) these risks and dangers may arise from foreseeable or unforeseeable causes. You hereby assume all risks and dangers and all responsibility for any losses and/or damages, whether caused in whole or in part by the negligence or other conduct of others, including the Company.
5. You confirm that you have read this release of liability and fully understand its terms and that you have given up substantial rights by not returning the Device for a full refund (see refund option below).

Disclaimer of Warranty

CARDO DISCLAIMS ALL EXPRESS AND IMPLIED WARRANTIES WITH REGARD TO THE ENCLOSED DEVICE, INCLUDING WITHOUT LIMITATION ANY IMPLIED WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE, AND NON-INFRINGEMENT. THE DEVICE AND ITS ACCESSORIES ARE PROVIDED "AS IS" AND "AS AVAILABLE" WITHOUT WARRANTY OF ANY KIND BEYOND THOSE ASSUMED IN THIS MANUAL.

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IN NO EVENT SHALL CARDO BE LIABLE FOR ANY SPECIAL, INDIRECT, PUNITIVE, INCIDENTAL, EXEMPLARY OR CONSEQUENTIAL DAMAGES, OR ANY DAMAGES WHATSOEVER RESULTING FROM THE USE OF THE DEVICE, WHETHER BASED ON BREACH OF CONTRACT, TORT (INCLUDING NEGLIGENCE), PRODUCT LIABILITY OR OTHERWISE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. YOU ACKNOWLEDGE AND AGREE THAT THE LIMITATIONS SET FORTH ABOVE ARE FUNDAMENTAL ELEMENTS OF THIS AGREEMENT AND THE DEVICE WOULD NOT BE PROVIDED TO YOU ABSENT SUCH LIMITATIONS. SOME STATE STATUTES MIGHT APPLY REGARDING LIMITATION OF LIABILITY.

RETURN FOR FULL REFUND

IF YOU ARE UNWILLING TO ACCEPT AND AGREE TO THE ABOVE CONDITIONS, YOU MAY RETURN THIS DEVICE TO CARDO FOR A FULL REFUND, PROVIDED THAT YOU DO SO NO LATER THAN 7 BUSINESS DAYS FOLLOWING THE PURCHASE OF THE DEVICE (proof of purchase required) AND SUBJECT TO THE WRAPPING BEING INTACT. WHEN DOING SO, PLEASE REFER TO THIS SECTION. BY NOT RETURNING THE DEVICE FOR REFUND WITHIN THE PERIOD PROVIDED, YOU ARE EXPLICITLY IN AGREEMENT WITH THE ABOVE, AND RENOUNCE ALL RIGHTS TO FUTURE CLAIMS AND DEMANDS AGAINST CARDO AS DEFINED ABOVE.

d. **CONTACT & SUPPORT**

SUPPORT

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