

# CATCH GAME APPLICATION MANUAL FOR BALANCE SD AND PORTABLE BIOSWAY

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950-447



## BIODEX

Biodex Medical Systems, Inc.

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**This manual covers operation procedures for the following product:**

950-477      CATCH Game

**This product can be used with the following products:**

950-440      Balance System SD, 12" LCD, 115V  
950-441      Balance System SD, 12" LCD, 230V  
950-444      Balance System SD, 12" LCD, 100V  
950-460      BioSway Portable, 12" LCD with Tabletop Stand and Travel Case  
950-461      BioSway Portable, 12" LCD with Tabletop Stand

*CATCH* is an “other” application on the Biodex Balance System SD and Portable BioSway. *CATCH* provides the opportunity for the user to work on balance skills in a game-like interactive setting.

*CATCH* provides standardized training protocols similar to the traditional application for Limits of Stability, Maze and Random balance training as well as the ability to create custom protocols.

Patient performance for each training session can be saved and printed to document progress.



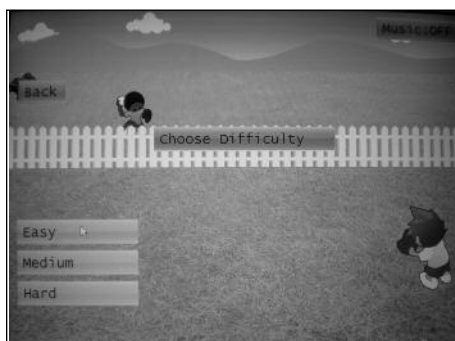
*CATCH Main Menu screen*

**HOW TO PLAY *CATCH***

1. Select **<Play Catch>** to skip directly to game.
2. Select **<Manage Patients>** to edit, delete or print information regarding patient tests.
3. Select **<Manage Protocols>** to edit, create or delete custom balance training protocols.
4. Select **<Quit>** to leave *CATCH* game and return to primary balance software application.

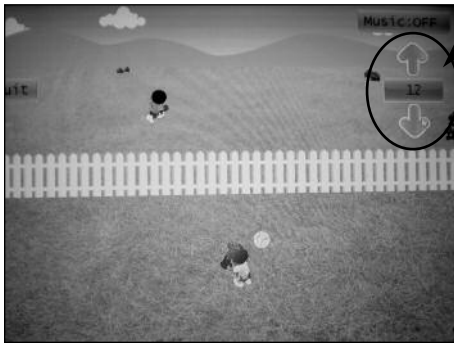


1. **Enter Session Time** in seconds. If a time is not entered, game will just continue until **<Quit >** is touched.
2. **Select <Protocol>**.  
Press **<down arrow>** for more protocols.



**Choose Difficulty**

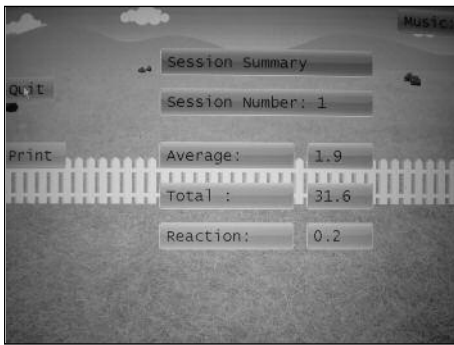
The level of difficulty pertains to how far the patient must extend their COG beyond their base of support (how far they have to lean) to reach the desired target to catch the ball.



Change platform stability from static to dynamic.  
**NOTE:** *BioSway* is static use only.

Next to platform stability is time left bar.

Ball is thrown to target and patient moves platform or leans to reach target. When patient reaches target, the ball is thrown back to the thrower. The thrower will return throw the ball back to the next target. The process continues for the either the time entered, or in the case of a pattern (LOS or Maze) until the pattern is completed.



### Performance Measurements

At the end of the training session, both **Average Time** and **Total Time** that it took to reach the target are recorded.

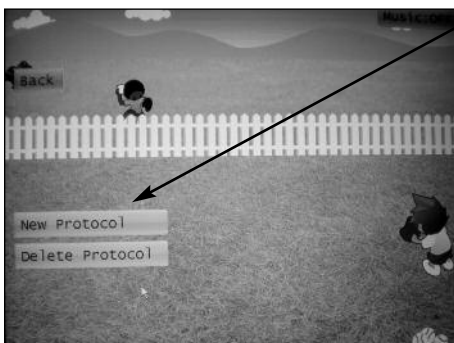
**Reaction Time** is also recorded, the time between when the target appears and the patient initiates movement.



### Select <Manage Protocols>

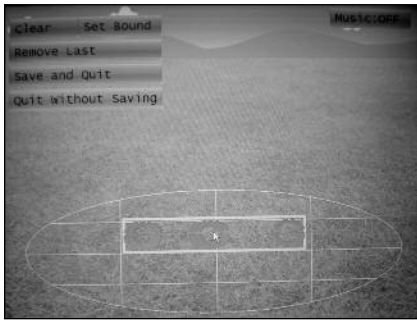
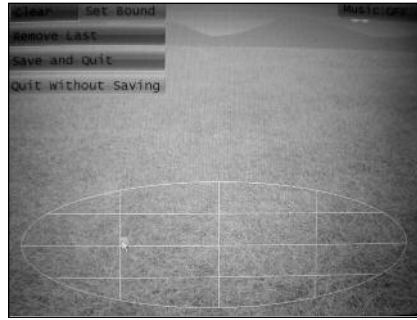
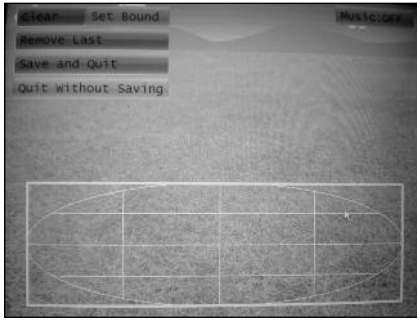
A custom protocol can be created which allows the therapist to use *CATCH* with specific training activities in mind.

Targets can be arranged in the field of play.



Select <**New Protocol**> or <**Delete**> to remove an existing protocol.

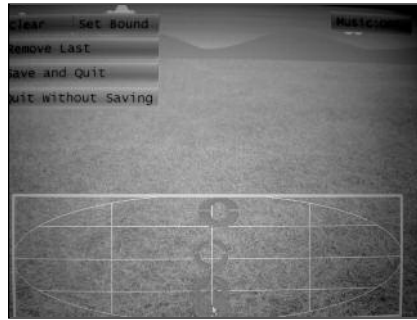
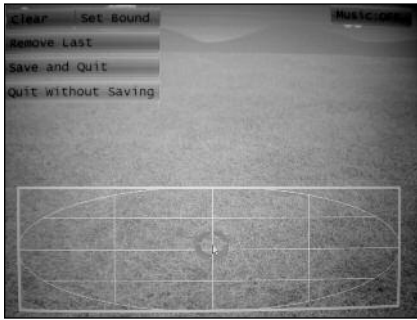
A BOUNDARY can be set to limit target placement, thereby limiting the patient's excursion. To set a BOUNDARY, select <Set Bound> and touch the grid in two places to establish a boundary limit.



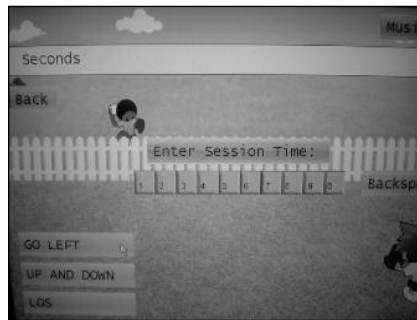
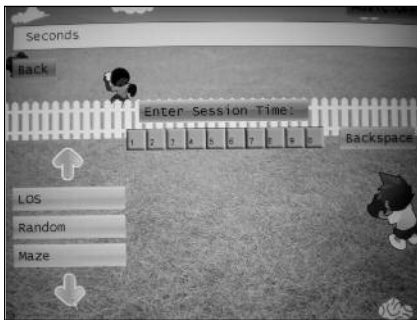
Place targets within BOUNDARY and Save Protocol. A prompt will follow to name protocol.

If no BOUNDARY is intended, place targets to create a desired balance training movement pattern.

*Example of a set boundary.*



<Save> and <Quit> will return you to CATCH Main Menu screen. The created protocol can be selected from <Manage Protocol>. Enter session time and scroll with the arrows to find protocol.



*Standard Protocols*

*Custom Protocol*

Follow screen prompts and play CATCH!

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