

An Armed Combat Interactive System Based on High Frequency Wireless Scoring

ABSTRACT

5 An armed combat interactive system based on high frequency
wireless scoring, comprising a moving device, a combat device,
a protecting device, a wireless identification control device
and a scoring disposing device. When a first conductive part
of one combat device touches a second conductive part of the
10 protecting device corresponding to the other combat device,
the wireless identification control device corresponding to
one combat device sends a high frequency impulse signal with
an ID identification code, and the wireless identification
control device corresponding to the other combat device
15 receives the high frequency impulse signal with the ID
identification code and sends a scoring signal to the scoring
disposing device. The scoring disposing device records the
score.

[FIG.1]