

## **Premium Bluetooth Helmet Communication Systems**

looking for Dealers and Distributors!



Bluetooth 5. O First Headsets with latest Bluetooth V5.0 technology.
Compatible with all other Bluetooth versions/devices



First Headsets with DYNAMESH intercom AND standard Bluetooth intercom, Seamless and simultaneous use with simple E-Z Button 1-Touch Group pairing



First Headset with Crash Detection Sensor & Contact Alert. USAFE sends alerts up to 3 contacts with your GPS location after hard impact (Infinity models)



First Headset with buttonless Gesture Control with simple hand movements. Control your music with thick Winter gloves? - No problem!

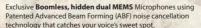
Large Group Intercom: Infinite riders with Motion Infinity or 6-rider pairing with Motion 6, Add Standard Bluetooth headsets and foreign headsets too!



ADVANCED A

by up to 1.2 Km with every rider added to the group!

U-PAIR Universal Intercom Pairing with all other manufacturers' Bluetooth headsets independent of brand. Works even with headsets without Intercom capabilities!



U-COMMAND Voice Commands can be customized to your own voice, Control Siri, Google & Bixby with your voice. Headset answers inputs with Voice Prompt confirmations.

Music Sharing with your fellow rider. Share the music from your smartphone via the headsets and enjoy music overlay while talking to your buddy



Built-In U-MOVE Motion Sensor switches the headset on if moved and off if not in use to save battery power



Wireless Firmware Updates using the smartphone CLEARLink App, or Update via USB on Win, PC or MAC







3 Helmet mounts included: Fits any motorcycle helmet Full, Modular, Off-Road, 34, Half helmets. Additional mounts and earbuds available for Ski, Bicycle, Hard Hat Helmets



CLEARLink Advanced Mobile App, adjustable preference settings, Manuals and animated user guide, live tutorial, battery monitoring and more



WEATHER PROOF Ruggedized and fully WEATHER PROOF: UCLEAR headsets are fully sealed when the Speaker/Microphone set is connected to the USB-C port