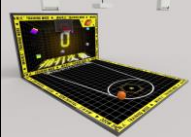


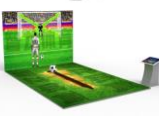
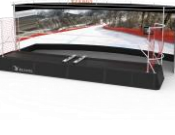
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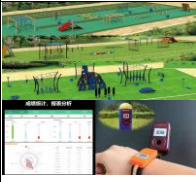
AI Smart Sports Series Equipment

Order Numbe	Product Name	Product Picture	Functional Parameters	Application Place	Market Price (RMB)	Channel Price (RMB)
1	asr - Sports Situational Teaching and Interactive Training System		The asr Sports Space is an intelligent sports teaching venue. The real-time interactive sports methods, sports competitive games and educational animations mainly include six major sections: fun sports meetings, basic sports skills, special sports skills, sports health knowledge, professional physical fitness interactive competitions, and live teaching demonstrations. The basic sports skills include explanations and trainings of more than 20 items such as running, rolling, sliding, jumping, climbing, striding, catching, passing, kicking, throwing, slapping, swinging the racket, grasping, heading, standing, sitting, rotating, twisting, stretching, pushing, etc. The special sports skills include explanations and trainings of long-distance running, rope skipping, standing long jump, vertical jump and touching high, throwing a solid ball, forward flexion in sitting position, sit-ups, pull-ups, etc. The fun sports meetings include a large number of sports competitions such as basketball, football, boxing, tennis, archery, eliminating bacteria, whac-a-mole, fighting monsters, intelligent blocks, grabbing apples, speed duels, high jump and patting balloons, memory card flipping, number sequencing, finding the differences, etc. The professional physical fitness training includes 46 physical fitness interactive trainings such as physical fitness training, cannon barrel training, battle rope training, abdominal curl training, sweeping away the army, quick numbers, high knees training, burpees, superman planks, etc. The sports health knowledge includes the teaching and Q&A of common sports knowledge, sports ability, sports health behaviors, sports moral qualities, etc. The live demonstration teaching includes no less than 58 items, including demonstration teaching of growing taller, losing weight, enhancing physical fitness, comprehensive dance, core training, yoga stretching, jazz and Latin dance, etc.	It occupies a width of 5 meters on the wall and the wall height is 3 meters. (The screen size is 4.3 meters in width and 2.3 meters in height.) Applicable to indoor sports classrooms, indoor physical exercise areas, smart sports corners, sports break activities, indoor playgrounds, renovation, upgrading of the overhead floor. Suitable for primary and secondary schools, kindergartens, special education institutions, and physical training institutions.	78000	38000
2	asr - Ground Sports Training System		The asr - Ground Sports Training System is a sports and entertainment space integrating devices such as projectors, 3D radar sensors, and main unit speakers. It integrates over 50 high-quality interactive sports training contents and motion capture algorithms. With three major sections including physical training, intelligent brain training, and entertainment games, it meets the needs of competitive competitions, fun entertainment, audio-visual lighting effects, and social interaction. It can accommodate 1 to 6 people exercising simultaneously, creating a sports space suitable for all ages. The intelligent brain training section contains a wealth of educational games, such as Chinese, mathematics, English, graphics, card flipping, mahjong matching, rock-paper-scissors competitions, color judgment, gem hunter, mathematical operations, etc., enabling learning through play and playing while learning. The physical training section includes planks, obstacle running, high-speed movement, shuttle runs, circular running, lunge training, meditation, hopscotch, HIT, running, meditation, high-intensity exercises, etc. The entertainment game section includes bouncy ball, agile evasion, animal dash, rhythmic movement, food battle, ball stepping, attack-defense battles, football battles, etc.	It covers an area of 4 meters by 6 meters. Applicable to indoor sports classrooms, indoor physical exercise areas, smart sports corners, sports break activities, indoor playgrounds, renovation and upgrading of the overhead floor. Suitable for primary schools, kindergartens, special education institutions, and physical training institutions.	89800	48800
3	3D Holographic Physical Fitness Sports Space Wall and Ground		Create a holographic interactive space with walls and floors, equipped with interactive sensors. It offers a variety of cool training methods and courses, such as lunge squats, relay races, balance training, squat jumps, arm-toning exercises, coordinated sprinting, waist-twisting training, in-place quick small steps (in-place rapid short runs), and instant reaction training. The content is constantly upgraded and updated. The fitness action sports space also provides sports enthusiasts with a sports and entertainment venue centered around fun sports. It exercises the strength, speed, endurance, coordination, agility, flexibility, explosiveness, and thinking of sports enthusiasts from multiple angles, allowing them to immerse themselves in a fun, competitive, and social gaming environment that combines colors, lights, sensations, and sounds, so that the human senses can be comprehensively exercised and enjoyed. Users can switch between different training modes using a tablet, enabling sports enthusiasts to immerse themselves in a game-like fun sports atmosphere.	It is 3 meters high, 4.5 meters wide and 3 meters long. Applicable to indoor sports classrooms, indoor physical exercise areas, smart sports corners, sports break activities, indoor playgrounds, renovation and upgrading of the overhead floor. Suitable for all age groups.	130000	68000
4	3D Interactive Simulated Football System Single-sided Wall		It is a great helper for enlivening the physical education atmosphere during breaks. With just one wall in a limited space, it can simulate the real football match scenes, providing students with an immersive training environment and unleashing students' vitality to the maximum extent. Students can not only compete with virtual opponents but also form teams with their classmates for training and compete with each other, which increases the fun and motivation of training. Regular training can effectively improve students' coordination, agility, adaptability and decision-making ability, and cultivate team awareness and communication skills. It is no longer restricted by the venue, manpower and equipment, solving the limitations of traditional football fields. The product includes multiple gameplay modes such as football shooting, football goalkeeping, football passing and football bowling.	with a length of 6 meters, a width of 4 meters and a height of 3 meters. Applicable to indoor sports classrooms, indoor physical exercise areas, smart sports corners, sports break activities, indoor playgrounds, renovation and upgrading of the overhead floor. Suitable for people of all age groups.	58000	28000
5	3D Basketball Teaching and Training System Dynamic Basketball 2077		The intelligent basketball teaching system encompasses a series of basketball learning and training methods, competitions, and entertainment modes. It is mainly applied to basketball training and sports fitness. While being cool, fun, and enjoyable, it creates an immersive interactive experience and leads the new trend of sports. Through projection and induction technology, it enables students to be immersed in a holographic, cool, and interesting sports space. It guides students who have little exposure to basketball to practice basketball more comprehensively and avoids unnecessary physical injuries caused by incorrect practice methods. It includes modes such as dribbling teaching and training, ball-patting teaching and training, layup teaching and training, shooting teaching and training, one-minute fixed-point shooting, red-blue competitive mode, 8 immersive cool scenes mode, and fun entertainment mode. It also has features like luminous induction baskets and rankings, etc. It encourages students who rarely play basketball to try and learn how to play basketball.	It is 4 meters high, 4 meters wide and 6 meters long. Applicable to indoor sports classrooms, indoor physical exercise areas, smart sports corners, sports break activities, indoor playgrounds, renovation and upgrading of the overhead floor.	118000	78000

6	3D Football Teaching and Training System Dynamic Football 2077		The intelligent football teaching system includes a series of football learning and training methods, competition and entertainment modes. It is mainly used for football training and sports fitness. While being cool, fun and enjoyable, it creates an immersive interactive experience and leads the new trend of sports. Through projection and induction technology, students are immersed in a holographic, cool and interesting sports space. It guides students who have little exposure to football to practice football more comprehensively, popularizes football knowledge and skills, and contains multiple gameplay modes such as football dribbling training, football evasion training, football shooting training, underwater football, zombie football, and shooting football.	It is 3.3 meters high, 4 meters wide and 6 meters long. Applicable to indoor sports classrooms, indoor physical exercise areas, smart sports corners, sports break activities, indoor playgrounds, renovation and upgrading of the overhead floor. Suitable for all age groups.	118000	78000
7	3D Boxing Stress Relief and Catharsis System Upper Limb and Core Strength		The Dynamic Boxing System is a boxing interactive product that makes people love sports, fall in love with fitness, bring a brand-new sports experience, relieve stress, and help with weight loss. Players need to run and strike the three induction boxing targets corresponding to the game characters to engage in duels and competitions, which greatly increases the amount of exercise during fitness and exercises the muscle cells throughout the body! In terms of expression form, the product enhances the fun of sports, optimizes the interactive experience of participants, cultivates a love for sports, and guides students who rarely participate in sports activities to engage in this sport. Participants can consume up to 1000 calories by exercising for one hour in the Dynamic Boxing System. It can enhance the strength of the hands, arms, waist, and legs, and promote the training of chest, abdomen, and back muscles. Regularly playing the dynamic boxing game can significantly improve physical qualities such as reaction, strength, speed, and endurance. At the same time, it can exercise people's willpower and concentration, and cultivate the will qualities of being tenacious, decisive, and courageous in overcoming difficulties.	With a length of 3.5 meters, a width of 4 meters and a height of 3 meters. Applicable to indoor sports classrooms, indoor physical exercise areas, smart sports corners, sports break activities, indoor playgrounds, renovation and upgrading of the overhead floor. Suitable for all age groups.	68000	35000
8	Simulated Skiing Sports System Recreation Edition Balance Ability, Ice and Snow Project Experience		Ski Training System: It has 6 ski resort tracks built-in and supports two-device online competitions. 1. Players are required to reach the finish line within the specified time to complete the task. The faster they reach, the fewer collisions they have, and the higher their scores will be. 2. On the ski machine, players can freely slide left and right to control the forward direction and avoid obstacles. 3. The higher the frequency of sliding left and right, the faster the acceleration. Collisions will result in score deductions and deceleration. 4. During the experience, players can observe in real time the distance to the finish line, the current sliding speed, and the remaining time available to reach the destination. 5. After the experience, it will display the skiing score, the time spent, the number of collisions, and the simulated calorie consumption of the exercise. 6. Title mechanism: Players with a score below 50 will be awarded the title of "Junior Skier", those with a score between 50 and 80 will be "Skiing Pioneers", and those with a score above 80 will be "Skiing Masters". 7. When settling the scores, it will also show the scores and completion times of players who have performed excellently in the past. 8. After the settlement, players can continue to challenge again.	With a length of 2.5 meters, a width of 2 meters, and a height of 2.5 meters. Applicable to indoor sports classrooms, indoor physical exercise areas, smart sports corners, sports break activities, indoor playgrounds, renovation and upgrading of overhead floors. Suitable for all age groups.	78000	38000
9	Medium - sized 3D Simulated Skiing Training System Recreation Edition Balance Ability, Core Ability, Ice and Snow Project Learning and Experience		Ski Training System: With 6 ski resort tracks built-in, it supports two-device online competitions. 1. Players need to reach the finish line within the specified time to complete the task. The faster they reach, the fewer collisions they have, and the higher their scores will be. 2. On the ski machine, players can freely slide left and right to control the forward direction and avoid obstacles. 3. The higher the frequency of sliding left and right, the faster the acceleration speed. Collisions will lead to score deductions and deceleration. 4. During the experience, players can observe the current distance to the finish line, the current sliding speed, and the remaining time available to reach the destination in real time. 5. After the experience, it will display the skiing results, the time spent, the number of collisions, and the simulated calorie consumption of the exercise. 6. Title mechanism: Players with a score of less than 50 can obtain the title of "Little Skier", those with a score between 50 and 80 are "Ski Pioneers", and those with a score of more than 80 are "Ski Masters". 7. The settlement will also show the scores and completion times of players who have achieved excellent results in the past. 8. After the settlement, players can continue to challenge again.	Its height is 3.2 meters, width is 5 meters, and length is 4 meters.	138000	78000
10	Medium-sized 3D Simulated Skiing Training System Professional Training Version Data Recording and Analysis Balance Ability, Core Ability, Learning and Experience of Ice and Snow Projects		Unlimited Track (Practice Mode) - The classic track has no time limit, and it is equipped with obstacles, slalom gates, a scoring and settlement interface, etc. It also provides basic skiing knowledge and teaching. It has functions such as player user login, personal center management, player historical data recording and analysis reports, as well as a mobile app (mini-program). It supports the selection of 6 famous ski resorts, including the French Alps, the eastern part of the Rocky Mountains, St. Moritz, Whistler and other renowned skiing locations. Skiing entertainment modes include surfing scenes and street skateboarding. The base of the skiing induction track is 5.5 meters wide and 0.55 meters high (the guardrail is 2.2 meters high). It supports the switching between single and double snowboards. It supports pressure sensing, angle sensing, position sensing, and has dual electronic fall safety protection. The total power reaches 5KW, and the torque is 100N·M. The motor uses a planetary gear reducer and an imported SCM steel core	It is 3.2 meters in height, 5.5 meters in width and 4 meters in length.	258000	138000
11	Large - sized 3D Simulated Skiing Training System Surround - screen Professional Training Version Data Recording and Analysis		Software: Unlimited Track (Practice Mode) - The classic track has no time limit and is equipped with obstacles, gates, a scoring and settlement interface, etc. It also includes basic skiing knowledge and teaching. There are player user login, personal center management, player historical data recording and analysis reports, and a mobile app (mini - program). It supports the selection of 6 famous ski resorts, such as the French Alps, the east of the Rocky Mountains, St. Moritz, Whistler and other well - known ski places. Ski entertainment modes: surfing scenes, street skateboarding. The induction ski track is 7 meters long, with a dual - motor power of 7KW and a torque of up to 200N * m. It supports the switching between single - board and double - board induction skateboards, and has an immersive surround - screen system.	It is 3.2 meters high, 7.5 meters wide and 5 meters long.	358000	218000

12	Red - Blue Agility Battle Trainer		1. The product system features simple and user-friendly interaction. It can be connected to outdoor areas of gymnasiums, creating a healthy and joyful childhood. 2. With over 50 novel and refreshing game contents, it won't make people feel bored even after playing for a long time. 3. It supports both single-player and multiplayer gameplay, and offers a rich variety of games, ensuring diversified choices. 4. The novel entertainment content immerses teenagers in it and relieves their study pressure. 5. It has 360° panoramic sound effects, dual-core powerful bass, and intelligent sound field calibration. 6. It provides functions such as stress relief, interactive socializing, weight loss and fat reduction, game entertainment, and is novel and fun. 7. It enhances physical fitness, improves body sensitivity and quick reaction ability. 8. It makes children happy, teachers worry-free, and parents assured. 9. It is a full-body exercise that releases stress and promotes physical and mental health development. 10. It creates a smart break-time sports space integrating sports, games, social interaction, and technology.	It is 1.8 meters high, 3 meters long and 0.5 meters wide. Applicable to indoor sports classrooms, indoor physical exercise areas, smart sports corners. Suitable for those over 6 years old, and can be used both indoors and outdoors.	16800	8500
13	Double-person Intelligent Interactive Rock Climbing Area		It can exercise reaction ability, upper limb strength, grip strength, balance, core strength, etc. It supports both individual training and two-person battles. It provides multiple basic rock climbing teaching courses and various game scenarios. It enables continuous training, with themed exercise gameplay such as traversing the jungle and mountains, crossing the suspension bridge, simulating the Long March of the Red Army, and the scene of thunder and lightning. There is a student management background for data recording and analysis. It is equipped with a high-definition short-focus laser projector. It is equipped with a 30-centimeter sponge mat.	It occupies a 5 - meter - wide section of the wall, with a wall height of 3 meters.	125000	55000
14	Intelligent Cycling Competition System Lower Limb and Endurance Training		Race mode: 11 race tracks; Team cycling: 11 race tracks; Cool cycling: 14 scenes; Real-scene roaming: 40 scenes; Five bicycles (up to thirty bicycles); The track experience with the strongest sense of technology! Cool cycling, immersive simulation scenes, competitive races, stimulating the passion for sports! The induction bicycle is equipped with a self-generating system, 32 levels of intelligent adjustment, and dynamic halos.	With a length of 7 meters, a width of 3 meters and a height of 3 meters. Applicable to indoor sports classrooms, indoor physical exercise areas, smart sports corners, sports break activities, indoor playgrounds, and renovation and upgrading of the overhead floor. Suitable for those over 6 years old.	68000 It includes five bicycles. An additional 1,500 yuan will be charged for each additional bicycle.	45000
15	Intelligent Photoelectric Physical Training System The well-known PRAMA model in New York, the United States		1. Using materials such as cool photoelectric floors as a medium, it creates an interesting sports learning scenario. The immersive classroom experience enables students to receive comprehensive training during sports and games. 2. It can bring a brand-new teaching mode and functional classrooms to the school, and create a new type of teaching curriculum. 3. It increases the fun of the class and can more specifically train students' physical functions and psychological cognition. 4. Cutting-edge technology empowers traditional campus physical education with the latest intelligent sports technology products. 5. The modular firmware allows for customized design of functional floors with different specifications, styles and aesthetic appeal. 6. Equipped with a SaaS platform and iPad software, it can collect students' sports data in real time and generate analysis reports. 7. It is matched with a series of courses for children at the primary, intermediate and advanced levels. At the same time, by using course stickers, it can enhance children's memory, rhythm perception, spatial perception, logical thinking, mathematical sorting, digital perception and attention.	It is recommended that the area be between 20 square meters and 100 square meters. For the specific size and layout of the plan, please communicate with the staff. Applicable to indoor sports classrooms, indoor physical exercise areas, smart sports corners, Suitable for all age groups.	6-60W If the area of the project is larger than 30 square meters; The average cost is between 2,500 and 3,000 yuan per square meter; The on-site installation fee is not included; Apple iPads are not included.	
16	Intelligent Photoelectric Agility Training Ball (Portable)		1. Using the photoelectric ball as the medium, the flexible and portable hardware is suitable for various training and learning scenarios. The diversified professional courses meet various needs. It is an essential tool for agility training, physical fitness training, and sports skill training. Selecting the courses can enhance children's strength, balance, sensitivity, flexibility, and coordination. It can be used for the training of indoor and outdoor physical education courses such as football, basketball, skating, and ice hockey. 2. Coordination of hands/eyes/feet/body/brain; agility and reaction ability, acceleration and deceleration, explosive force and endurance training; memory and judgment processing ability training; breakthrough in special training, sports data analysis, which is intuitive and visible; physical fitness and brain fitness. 3. Individual training, group training and competition. 4. Relevant courses are provided for download. 5. It is convenient to carry and can be used on walls, floors, indoors and outdoors. 6. It supports the free creation of courses, with seven kinds of light colors, and the time can be set freely. 7. Student management, course management, team management, and sports data management. 8. Equipped with a SaaS platform and iPad software, it can collect students' sports data in real time and generate analysis reports.	Arrange flexibly according to the needs of the courses, either indoors or outdoors. Applicable to indoor sports classrooms, indoor physical exercise areas, smart sports corners, indoor playgrounds, sports break activities, as well as various sports venues such as basketball courts, football fields and track and field stadiums. Suitable for all age groups.	48000	22000 Tablets are not included.
17	Intelligent Running Training System (Portable)		20 intelligent marking poles, 1 charging device with 10 channels, 20 charging cables, 1 main unit, 1 data management background, 20 marking pole accessories, 1 suitcase. The intelligent marking poles are applicable to special training breakthroughs, physical fitness training, football, basketball, skating, ice hockey, sports rehabilitation, children's physical fitness and other fields. They can effectively conduct sports assessment and detection, agility and reaction ability, acceleration and deceleration, physical fitness and brain fitness, explosive force and strength, endurance and speed, visual cognition and decision-making ability, cognition-oriented and sensory integration training, memory and processing ability training, as well as coordination training of hands/eyes/feet, body and brain for primary and secondary school students' physical fitness.	Arrange flexibly according to the needs of the courses, either indoors or outdoors. Suitable for all age groups.	62000	30000

18	Intelligent Running Training System (Portable)		50 intelligent skipping ropes Speaker + main unit APP for Android platform Primary school curriculum package, secondary school curriculum package, test Parameter instructions Control method: Bluetooth control, use a mobile phone to control the main unit Working voltage: 5V Battery capacity of the skipping rope: 300Mah Working duration of the skipping rope: 20 hours Specification of the skipping rope: 155mm22mm22mm Communication distance between the main unit and the skipping rope: within 100 meters Working temperature: -15°C~55°C Main uses Vital capacity / one-minute skipping rope / real-time training for multiple people / multiple training modes / PK battles for multiple people / ranking of battle results / intelligent analysis of the process / comprehensive result query	Arrange flexibly according to the needs of the courses, either indoors or outdoors. Applicable to indoor sports classrooms, indoor physical exercise areas, smart sports corners, indoor playgrounds, sports break activities, as well as various sports venues such as basketball courts, football fields and track and field stadiums. Suitable for all age	38000	15000
19	Intelligent Skipping Rope (Portable)		30 intelligent tensioners, 30 elastic ropes, 1 main unit speaker, 1 APP, 1 data management background, 1 suitcase, 1 charger with 10 channels, 30 charging cables. The intelligent tensioners are suitable for special training breakthroughs, physical fitness training, starting training, high knees training and other fields. They can effectively conduct sports assessment and detection, agility and reaction ability, balance and coordination ability, acceleration and deceleration training.	Arrange flexibly according to the needs of the courses, either indoors or outdoors. For those aged 6 and above.	62000	30000
20	Intelligent Football Training System (Portable)		20 intelligent marking cones, 20 marking cone accessories, 20 charging cables, 1 charging device with 10 channels, 1 APP, 1 main unit, 1 data background, 1 suitcase. The intelligent marking cones are suitable for special training breakthroughs, physical fitness training, football, basketball, skating, ice hockey, sports rehabilitation, children's physical fitness and other fields. They can effectively conduct sports assessment and detection, agility and reaction ability, acceleration and deceleration, physical fitness and brain fitness, explosive force and strength, endurance and speed, visual cognition and decision-making ability, cognition-oriented and sensory integration training, memory and processing ability training, and coordination training of hands/eyes/feet, body and brain.	Arrange flexibly according to the needs of the courses, either indoors or outdoors. Suitable for all age groups.	58000	26000
21	Intelligent Lower Limb Strength Training System (Movable)		1 main unit, 20 first-level jump boxes, 4 second-level jump boxes, 4 third-level jump boxes, 1 10-interface charger, 1 mobile phone APP, 1 data background, 20 charging cables. The intelligent jump box is composed of a main unit and jump boxes, and can be used in many courses such as weighted knee lift and stride, accelerating running and horizontal jumping, full squat and straight-foot jump box, elastic ball sit-ups, two-segment jump, etc. The course can control the color, sequence and quantity of the lights of the intelligent jump box. When the lights of the intelligent jump box are on, the intelligent jump box can quickly sense the stepping of the human body. The intelligent jump box can be divided into multiple groups, and each group is independent of each other, which can greatly improve the efficiency of the class and provide teachers with fast and effective data statistics, making it convenient for teachers to teach students in accordance with their aptitudes.	Arrange flexibly according to the needs of the courses, either indoors or outdoors. Suitable for all age groups.	62000	30000
22	Heart Rate Bracelet of Exercise Load Detection System		45 campus heart rate wristbands 1 data base station 1 data collection and analysis system 1 computer-side software system 2 charging boards Portable case	Arrange flexibly according to the needs of the courses, either indoors or outdoors. For those aged 6 and above.	39800	19500
23	The latest version of the heart rate bracelet of the exercise load detection system With screen display		56 intelligent campus heart rate wristbands 1 intelligent main unit 1 data collection and analysis system 1 computer-side software system Charging cable Portable case	Arrange flexibly according to the needs of the courses, either indoors or outdoors. For those aged 6 and above.	59800	28000 A tablet needs to be equipped.
24	Zhilong AI Sports Bar (Standard Edition)		1. Indoor fixed exercise space deployment is mainly applied to physical education classes, breaks, and after-class self-service exercises and tests such as rope skipping, long jump, sit-ups, jumping jacks, etc. The product is composed of an "AI algorithm box + multi-person wide-angle camera", with an embedded intelligent sports exercise analysis engine. AI automatically collects and identifies exercise data through video, and provides 1-year software and hardware maintenance. 2. A single product can support testing items: rope skipping (1-5 people), jumping jacks (1-5 people), high knees (1-5 people), squats (1-5 people), squat jumps (1-5 people), side-to-side jumps (1-5 people). It supports 5 people to take the test at any time. It is 无感 (non-intrusive) throughout the process, with face recognition, and the test can be started by raising the hand. 3. It supports students to conduct exercise competitions for items such as rope skipping, long jump, and sit-ups, and outputs scores and corresponding grades in real time. It supports the analysis and ranking of sports exercise data, and a weekly sports ranking list. 4. It can support the docking with the intelligent sports data cloud platform, support the integration of students' daily exercise data, and realize the multi-dimensional analysis and display of individual, class, and grade sports exercise data. 5. It is equipped with a 55-inch high-definition display screen.	The activity covers an area of 4 meters by 5 meters. Positions for hanging cameras and televisions are required. Indoor sports classroom Indoor physical exercise area Smart sports corner Sports break Indoor playground Renovation and upgrading of the overhead floor For primary schools, kindergartens, special education institutions, etc.	49800 It depends on the specific plan.	22000 It depends on the specific plan.
25	AI - intelligent Sports Playground (400 - meter)		A single device supports 50 meters or 100 meters. It includes an outdoor intelligent high-definition sprint screen kit. A single device supports the 800-meter or 1000-meter event. It includes an outdoor intelligent high-definition long-distance running screen kit. A 65-inch outdoor running track screen analyzes and displays real-time data of the Sunshine Run (running on the track). The accessory package for the Sunshine Run event detects 3 lanes. It includes 2 AI intelligent cameras for running track analysis and a running track detection expansion software package. It is matched with the outdoor running screen and the outdoor running track exercise screen. It is installed at the finish line of the sprint, the finish line of the long-distance running and the running track check-in point. The length of the horizontal bar is determined by the covered lanes, with no discounts.	Carry out intelligent upgrading of the entire playground	298000 It depends on the specific plan.	160000 It depends on the specific plan.

26	AI - intelligent Infant Physical Fitness Test (Portable Type)	 	Ten-meter shuttle run tester, continuous double-leg jump tester, Sit-and-reach tester, balance beam tester, Long jump tester, long jump mat, tennis throwing distance tester; System host, teacher-side software, mini-program for parents to view; Data background with 1 account permission, equipment box, tennis balls, 80 wristbands; The whole set of products includes eight items such as height, weight, sit-and-reach, standing long jump, ten-meter shuttle run, tennis throwing distance, walking on the balance beam, and continuous double-leg jump, which can quickly test children's height, physical fitness, upper limb strength, lower limb strength, coordination, sensitivity, balance, and flexibility. The products are portable, easy to store and manage, and convenient for fast and efficient physical fitness testing. The physical fitness test results are automatically uploaded, and historical results can be previewed in real time, and it supports exporting or printing reports. Students wear the assigned wristband tag number, and after punching in and testing on each device, the data will be automatically uploaded to the APP. It is possible to preview the data analysis reports of the park, grade, class, and individual in multiple dimensions in real time. Teachers logging in with different accounts will see different classes, while the principal can view the data of all classes. Parents can query their children's reports through their mobile phone numbers. The reports include the performance evaluation of each individual item and overall analysis, and finally include videos	For physical fitness test activities, place it in open areas indoors and outdoors. Kindergarten Physical training (for children aged 3 - 6)	37000 The service fee charged by kindergartens or institutions to parents is 30 or 40 yuan per person per year for two physical fitness tests. In some places, the fee is 80 yuan, and in Shanghai, some institutions charge 300 yuan.	18000 It has a 5-year quality guarantee. The balance beam is not included.
27	Intelligent Rock - climbing Teaching and Sports System Cliff Battle Unique		The brand-new climbing system of Zhilong is the world's first. It supports six people to participate in the climbing competition at the same time. With cool and interesting features, the moving icons are not fixed, which increases the fun and tests the flexibility. It enables continuous climbing training, and is equipped with theme scenes such as Overcoming the Jungle and Mountains and Seas, the Long March of the Red Army, Thunder and Lightning, etc. It is equipped with a high-definition and high-lumen projector, combined with sound effects, presenting a gorgeous and realistic effect, making it exciting and fun. It can exercise the ability of sports coordination, strengthen the body, and enhance the willpower.	It is 3 meters high and 15 meters long, and can be bent. Indoor sports classroom Indoor physical exercise area Smart sports corner For those over 6 years old	Project customization	Project customization
28	Zhilong AI Physical Fitness Challenge System		The Zhilong Physical Fitness Challenge System B30-D34m - Based on traditional sports methods such as "Warrior Sprint", "Spartan Race" and "Mighty Mald", it is deployed in campus scenarios through modern technical means. It comprehensively trains and expands students' strength, agility, endurance, and the coordination ability of the upper and lower limbs. It also trains and enhances students' physical stability and other aspects that are suitable for primary and secondary school students. By using the new generation of Internet of Things sensing technology, it can accurately evaluate the efficiency limits of students on various equipment and specifically improve the weak aspects of their inherent abilities. The interesting and technologically appealing interactive devices make the daily basic teaching and independent expansion activities more meaningful for creating a student space. It ultimately achieves the goal of enhancing students' comprehensive physical fitness, makes the daily special physical education training more interesting, and helps cultivate good sports habits. It also builds a characteristic campus physical education cultural name card.	Playground sports corner	Project customization	Project customization+F7:G34