



PRESS RELEASE

Minnesota Vikings use HyperSpike AHDs for Crowd & Noise Simulations

Columbia City, IN (May 2, 2012): In another example of innovative usage of powerful acoustics, HyperSpike systems have been chosen by the Minnesota Vikings for crowd noise simulation. The HyperSpike HS-16, combined with a custom stadium crowd noise track, is being used in practice to simulate crowds during critical downs.

The HyperSpike HS-16 was chosen for its cost-effectiveness, acoustic power, portability, and usability. The speaker is deployed on the Vikings' outdoor practice field and reduces noise pollution compared to conventional systems. With the standard 3.5mm MP3 input, the units' tone can be changed in an instant, giving coaches, players and staff incredible practice flexibility.

"More NFL and college sports teams are looking for that 'edge,'" stated Patrick Allison, Director of Audio Products. "HyperSpike technology allows teams to do just that, for significantly less cost than purpose-built designs out on the market."

HyperSpike continues to be deployed in innovative ways around the world. From basic long range communication to networked wide-area mass notification, HyperSpike's crystal-clear acoustics make for intelligible messages under demanding conditions. HyperSpike is also deployed to protect wildlife and critical infrastructure.

Wattre Corporation - Founded in 2002, Wattre Corporation focuses on creating custom solutions for real world applications. They consist of a customer focused team with 40+ years of combined experience designing both mass produced and innovative custom technology solutions within the audio and acoustics fields. The key to their success is the ability to identify market needs quickly and provide rapid response to custom solutions. Wattre develops products to match clients needs and budgets. In house research and development, engineering, prototyping and manufacturing has paved the way for their unique, patented technologies and proven track record.