





OWNER'S MANUAL



Contents

How to Power On / Off Your Swimmer	3
Connecting Your Swimmer via Bluetooth	3
Stereo Linking 2 Swimmer Duos (for the Swimmer Duo only)	3
Using Your Line In / AUX Input (for the Swimmer Duo only)	3
Controlling the Audio on Your Swimmer	3
Taking Calls and Using Your Swimmer's Speakerphone	3
Charging Your Swimmer	3
Maintaining Your Waterproof Seal	4
Locking the Tail Into Place	4
Factory Reset	4

Polk BOOM - Ready for Anything™

Enjoying music anywhere demands a product that's ready for anything. And Polk BOOM has that concept on lockdown and then some. Born on original motives with Southern California roots that run deep, Polk BOOM pushes the limits to deliver great sound for whenever you're on the go from an all-in-one speaker that's water-, dirt-, and shock-proof. Designed with the adventurer in mind. Engineered to withstand the harshest elements. And built for durability over the long haul. It's these unique principles that propel your experience of sound to new levels. It's what inspires you to go big and move forward on the journey with your favorite music in tow—no matter what gets in the way.



Swimmer Duo-Surround Yourself in Sound

The Polk BOOM Swimmer Duo enters a new stage of evolution, letting you double down on great sound and ultimate portability no matter where adventure leads. Sticking with its original look and rugged features, little may have changed on the outside—but what's inside tells a new story. The Swimmer Duo now includes stereo linking, giving you a more robust sound and better sonic range from all of the tunes you love via a Bluetooth® or Analog connection. Add a pair of Swimmer Duo's to your arsenal, easily link them together, and listen to each one as true left and right speakers. Its new built-in mic is speakerphone-ready for those moments when you're listening to music but want to take incoming calls and keep communication hands-free. Plus, its already awesome flexible tail is now 1-inch longer, giving you endless opportunities to loop, twist, grip and set it however you see fit.



Swimmer Jr.-Little Just Got Louder

We took everything you love about the original Swimmer and scaled it down ever-so-slightly with the entry-level Swimmer Jr. Smaller and more budget-friendly, this unique Bluetooth speaker still delivers high-quality audio with plenty of punch and rugged waterproof styling to match. It's the go-to choice for awesome sound from a super-compact, wireless device that's as versatile and durable as you are. The Swimmer Jr. boasts a waterproof hard shell and silicone bumper. So, it's shock-resistant against those drops and spills that are part of any great adventure. It also has a built-in mic that's speakerphone-ready.

2

www.boommovement.com



How to Power On/Off Your Swimmer

Press and hold the power button until an audible cue is heard and a blue LED will begin to flash every two seconds to indicate that it's powered on and searching for a device to pair with.



and hold the power button until an audible cue is heard. The Swimmer will power off.

To turn off the Swimmer, press

Note: If the Swimmer is powered on, whether connected or not with no music playing, it will automatically turn off after eight minutes if the Bluetooth connection isn't paired with a device.

Connecting Your Swimmer via Bluetooth

If you have not connected to a device before, the Swimmer will automatically go into pairing mode as soon as it powers on. Go into your phone's Bluetooth settings (make sure to enable Bluetooth as well) in order to connect the Swimmer to your device.

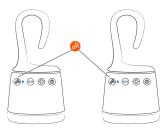
Next, locate the Swimmer on your Bluetooth device list and select "Polk Boom Swimmer Duo" or "Polk Boom Swimmer Jr." You will hear an audible cue that it has paired and the blue light will begin flashing every five seconds on your Swimmer.

Note: A battery icon also appears next to the Bluetooth icon at the top of your phone's screen (if your OS supports this feature), indicating the Swimmer's battery level.

Stereo Linking 2 Swimmer Duos (for the Swimmer Duo only)

On both Swimmer Duo's press and hold the "Link" buttons simultaneously until an audible cue is heard from one or both Swimmer Duo's (if one of the Swimmers is already connected to a BT source device, that Swimmer will not make an audible cue). They will sound separately to indicate that you've initiated linking mode. Another audible cue follows within 15 seconds from both speakers to indicate that your Swimmer Duo's have linked together.

Your parent speaker (left audio signal) is indicated by the blue light flashing every five seconds. Your child speaker (right audio signal) is indicated by the red/blue light flashing every five seconds. Together they work as true left and right stereo speakers, splitting the audio signal and doubling down on great sound wherever you go.



Note: When stereo linked, you will still only pair to one speaker. As before, select Polk BOOM Swimmer Duo from your Bluetooth device list. This will connect you with the master speaker which will wirelessly broadcast the right signal to the child speaker.

Note: If you press and hold the "Link" button on either speaker for three seconds, your Swimmer Duos will unlink and music will only play through the parent speaker.

Note: If you power off one of your paired Swimmer Duo's, they both turn off. If you power them back on within eight seconds of each other, they will automatically reconnect to your phone and remain in stereo linking mode. However, after eight seconds of one speaker being powered on while the other is off, stereo linking ends and you will have to re-link your Swimmer's together.

Note: If you were previously stereo linked and by chance grabbed the child speaker for use as a mono speaker (on its own), you will need to go back into your Bluetooth settings to pair to that Swimmer.

Using Your Line In/AUX Input (for the Swimmer Duo only)

If you own a device that is not equipped with Bluetooth technology and you want to play sound from it, simply connect the included auxiliary cable from your device to the Line In input at the base of the Swimmer.

Note: If you've previously stereo linked your Swimmer Duo and then use the Line In to the parent speaker, music will automatically play from both speakers in true left / right stereo with the child speaker connected wirelessly.

Controlling the Audio on Your Swimmer

Play / Pause	Tap +/- buttons at same time
Volume Up / Down	Tap + or - buttons (audible cue sounds at max volume; mutes at lowest volume)
Forward Track	Hold + button for two seconds
Backward Track	Hold – button for two seconds. On some apps, this will first go to the beginning of a track. To go to the previous track, hold – button for two seconds when the track first begins to play.

Note: All settings can be adjusted through your phone, too.

Note: If stereo linked, all of the above controls on one Swimmer apply to both (for Swimmer Duo only).

Taking Calls and Using Your Swimmer's Speakerphone

If your Swimmer is paired to your phone and there's an incoming call, your music will pause and a ringer will sound through the Swimmer. To answer a call, tap the + button.

To end a call, press the - button. Remember, you can still adjust the volume on the Swimmer while you talk.

Note: For best speakerphone performance, ensure the Swimmer is within arm's length and that its mic opening (next to the Link button) faces you.



Charging Your Swimmer

While charging your Swimmer the LED will turn red. The red LED will then turn off when your battery is fully charged.

It takes about two hours to fully charge your Swimmer, giving you six to eight hours of uninterrupted music playing at full volume.

Maintaining Your Waterproof Seal

Swimmer Duo: Ensure that that the attachment (suction cup or tail) is fully screwed into place until it's tight. If your attachment is not fully screwed into place, your Swimmer only will be water-resistant—not waterproof.

Swimmer Jr.: Ensure the rubber flap covering the micro USB port is fully pushed in and flush with the body of your Swimmer Jr.

Locking the Tail Into Place

To lock your Swimmer's flex tail into place after you've looped it around the object of your choice, loop the end of the tail through the open slot at the tail's base and twist the tail's tip to the right or left.



Factory Reset

If you're having any connectivity issues, you may need to perform a factory reset of your Swimmer. To do that, press the +/- buttons at the same time for about eight seconds. An audible cue will be heard after three seconds, followed by the LEDs flashing blue and red after about eight seconds. You will notice the LED indicator flashing every two seconds and waiting to be discovered and paired in Bluetooth mode afterwards.



Polk Audio 1 Viper Way Vista, California USA 92081

www.boommovement.com

The Bluetooth word mark and logos are registered trademarks owned by Bluetooth SIG, Inc. and any use of such marks by BOOM is under license. Other trademarks or trade names are those of their respective owners.