



"The reason I work with Sentry Security Systems Inc. is because of the high level of service and support I always receive from the sales and technical support staff. Our account representative worked with us to create the best solution possible for the application at hand, and left all parties extremely impressed with the results."

- Kenneth Stewart, Integrated Security Consultants Inc.

Challenge: Integrated Security Consultants Inc. required a high resolution surveillance solution that would be used to monitor several different "ticket rooms" for the 2012 Super Bowl in Indianapolis, IN. These rooms would require high resolution recording and real-time video that will be monitored by several security organizations at all times (24hrs/day).

Solution: As a Sentry Dealer, Kenneth Stewart asked Sentry Security Systems Inc. to help him design a surveillance solution for the Super Bowl ticket rooms. A Sentry Representative suggested he use the Sentry V Series NVR paired with several high resolution GeoVision Fisheye cameras. The ability to view 360 degrees of a room with one real time, high resolution camera while connected to a powerful, feature-rich network video recorder made it an excellent choice for the application. Having tried other companies for past Super Bowl events, Kenneth decided to work with Sentry Security Systems Inc. as the level of knowledge and support paired with the high quality cameras and system were simply incomparable to other companies.

Conclusion: The GeoVision Fisheye cameras had a dramatic effect on the efficiency at which the security guards could monitor the rooms. "Rather than installing several cameras to cover one room, one Fisheye camera was able to view the entire 360° field, making it easier to monitor and avoid blind spots that a traditional camera would have created," says Kenneth Stewart, "the system is exactly what we were looking for and is sure to be a success during the busy Super Bowl weekend."



Some of the Products Used:



Sentry V Series NVR



GV 1.3MP Fisheye Camera