



Functions:

- Running time in minutes and seconds. The last minute of the game will run down with tenth of seconds
- Intermission time can be displayed on the „Running time“ section of the scoreboard
- Programmable offence time (action time)
- Interval horn 0 to 9 seconds

Sports:

- Basketball
- Handball
- Volleyball
- Football (Soccer)
- Tennis

Technical Data:

| | | |
|-----------------------|---------------|--|
| Digit: | Running Time: | 99:59 minutes (up or down) – 100 mm - red |
| | Score: | 0 to 199 for each team – 100 mm – red |
| | Offence Time: | 0 to 99 – 100 mm - red |
| Digit Cluster: | Period: | 4 dot - each 10 mm diameter LED cluster |
| LED: | | Super bright LED numerals which last ever 100.000 hours in continual use |
| Dimensions: | | 1000 x 650 x 30 mm |
| Weight: | | 10 kg |
| Power supply: | | 220 VAC-50Hz |

Terminal:

CKL micro controller based command console with LED data display and built-in beeper for confirmation of key-contact. The Terminal will memory the data of the board in case of power failure (no batteries are necessary). The time of day can be shown on the Score Board when not used for games.

Option of wireless radio communication between Terminal and Score Board.