

LED Game Result Displays/Scoreboards, indoor with foul displays for basketball



LED game result displays single-sided indoor

Type series
676



“resistant to thrown balls”
to acc. to VDE 0710/DIN 18032



24.676.551 shown

Game result displays/scoreboards, in 7-Segment LED display technology, composed of a main scoreboard and two 12-line foul displays. As a stand-alone-unit, the main scoreboard is suited for most kinds of indoor sports. For basketball, the two augmenting displays show player numbers and the number of their personal fouls.

Sturdy metal case, enamelled black, for on-wall mounting, polycarbonate front glass treated for low reflectivity, resistant to thrown balls in accordance with German standards VDE 0710, part 13:1981-05 and DIN 18032, part 3.

Game result display board with LED text display for team names



24.676.552 shown

Combined game result display board with penalty time displays for handball or hockey and foul displays for basketball.
Item Numbers and prices on request



■ Scoreboard 24.676.551:

- **Time display** (250 mm), 4-digit, white, showing minutes and seconds of game time, time elapsed or time-to-go.
- **Real time clock** (250 mm), showing current time in hours and minutes when no game is going on (instead of game time), quartz-based, optionally DCF77 radio controlled (including receiving aerial) or connected to a PEWETA Master Clock by means of a *DCFport24* interface (accessories)
- **Score** (250 mm), 3 digits (0..199) per team, red, showing score/final result
- **Period** (200 mm), 1 digit, green, showing current period of game
- **Penalty time** (200 mm), 3 digits per team, amber, showing penalty time counting down
- **Team fouls** (200 mm), 1 digit per team, amber, showing total fouls per team during basketball games (instead of penalty time)
- **Time-out**, 3 symbols per team (green dots), showing time-out periods taken
- **Service**, 1 symbol per team (red arrow), showing service or ball possession
- **Personal fouls** (90 mm), 12 lines per team, each line showing a 2-digit player number (white) as well as 4 amber dots (number of fouls) and 1 red dot (5th foul)
- **Acoustic signal** (horn), built-in, indicates time-out, end of period or game over, may be triggered either automatically or manually (116 dB at 1 m)
- Permanent **HOME/GUEST** marking by self-adhesive film, available in various languages.
- **Advertising panel**, cir. 1900x850x90 mm, for application of sponsors' or advertisers' logos.

Control panel and software

Modes for 13 different kinds of sports plus an additional, freely programmable mode and a training mode (cycles and breaks adjustable) are stored in the control panel. Various parameters, like the duration of a game, extra time, time out, etc., can be adjusted as required, e.g. for youth teams. Up to 10 individual configurations with individual names such as "handball juniors" can be saved. Software updates can be loaded by flash drive using the built-in USB interface, e.g. in case of rule changes.

Scope of delivery

- **2 control panels**, multi-lingual, data transfer by radio, frequency 868..869 MHz (standard), or wire-based (option or accessory), with LCD display and keyboard. 13 kinds of sports stored. Additional freely programmable mode or training mode
- **1 wall plug adapter** for charging the rechargeable batteries of the control panel
- **1 hand-held control unit** to send start, stop, and time-out commands and to trigger the horn, incl. 2 m wire for hook-up with the control panel (if required)
- **2 transport cases** (cir. 355x255x86 mm) to safely store control panels, control unit, and plug adapter.

■ Scoreboard 24.676.552:

- exactly as Scoreboard 24.676.551, however, additionally with
- **LED text display** (120 mm), amber, alphanumeric, to indicate the teams' names (instead of "HOME", "GUEST"), up to 9 characters per team, or to display information/advertisements with up to 20 characters in moving-script-method (up to 1,000 characters programmable). PC keyboard with connection wire to the control panel is included.

Further models

with an additional penalty time display below the main scoreboard and/or with different cipher heights are available on request.

Technical data	
Data transmission	wireless 868..869 MHz (standard) or wire-based (as an option or as an accessory)
Case dimensions (WHD)	cir. 3200x2000x90 mm
Front cover	polycarbonate treated for low reflectivity
Character heights	250 mm, 200 mm, and 90 mm, respectively
Reading distance	cir. 110 m, view angle cir. 160°
Weight	cir. 120 kg
Operating voltage	mains 220..230 V AC/50..60 Hz

Type	Item No.	€ each
Scoreboard with HOME/GUEST marking by self-adhesive film	24.676.551	11,990.-
Scoreboard with LED text display	24.676.552	13,490.-

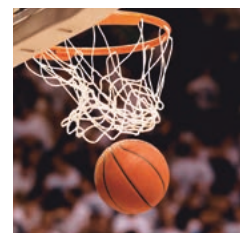
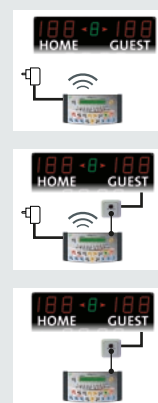
Option	Suffix	Surcharge € each
Wire-based data transfer (instead of wireless data transfer), 1 plug, 1 socket A4, and 10 m of wire included	-64	none

Accessories	Item No.	€ each
DCF77 receiving aerial (IP65) for precise local time and fully automatic change-over of summer/winter time	03.925.185	290.-
Time display interface to import the <i>DCFport24</i> pulse telegram from a PEWETA type series 920 master clock	04.676.000	95.-
Set of wires for wire-based or wireless data transfer from control panel to scoreboard, 10 m of wire, plug, and socket included	04.676.001	120.-
Additional plug and socket A3 to control the panel from a further location (for wireless operation using set of wires 04.676.001)	04.676.101	90.-
Additional plug and socket A4 to control the panel from a further location (for wire-based data transfer using option -64)	04.676.102	90.-

Data transfer

There are 3 possible methods to transfer data from the control unit to the scoreboard:

- 1 Wireless data transfer 868..869 MHz (standard)**
Data transfer by radio transmission only.
A built-in rechargeable battery provides for operating power of the control unit (periodic charging required).
- 2 Wireless data transfer and set of wires Item. No. 04.676.001**
Choice of wireless or wire-based data transfer (wire type J-Y(ST)Y 4x2x0,8 mm²).
A built-in rechargeable battery provides for operating power of the control unit (periodic charging required).
- 3 Wire-based data transfer, suffix -64**
Wire-based data transfer only (wire type J-Y(ST)Y 4x2x0,8 mm²).
The control unit receives its operating voltage from the scoreboard by wire (no battery charging required).



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