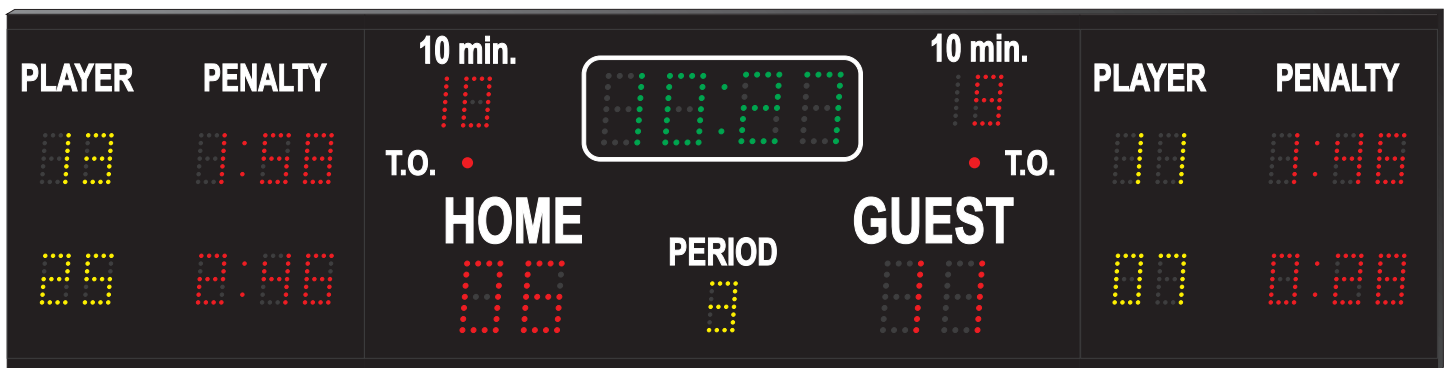
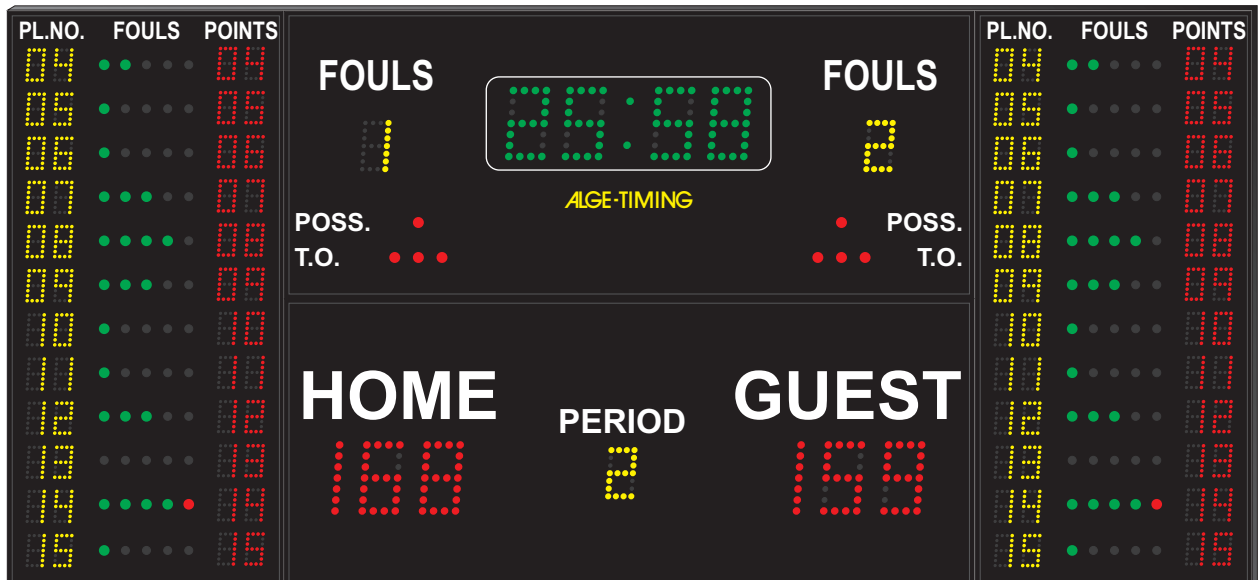


Multisport Score Boards



ALGE

TIMING

ALGE-TIMING offers a full range of multisport scoreboards. The standard range of scoreboards covers almost all ball games. All Multisport-Scoreboards are for universal use in several sports like basketball, handball, volleyball, tennis, badminton, table tennis, hockey, football (soccer), etc.

Further we offer special scoreboards made for e. g. judo, karate, teakwondo, wrestling, weightlifting, soccer, tennis.

All scoreboards work with cable but on request we can also offer radio controlled scoreboards.

For our Multisport-scoreboards we are also able to make customer-specific scoreboards. Also extras like text fields for information, team or player names are available. Please contact an ALGE-dealer to design your personal scoreboard!

Indoor or Outdoor Scoreboards:

All scoreboards of the D-S series are available for indoor use only. The other models are normally for indoor use (unless specified differently) but it is possible to also produce them for outdoor use. For outdoor use we can use only red LED (less expensive) or mixed digit colors.

Digits:

The scoreboard models have different digit heights. The 10 cm digit are solid LED 7-segment digits. They can be used only for indoor use. The digits with 14, 20 and 30 cm digit height are made of LED clusters.

Readability:

To select the ideal scoreboard you need to know which sports are important for the facility and the maximal reading distance. The scoreboard(s) should be easily readable for spectators from any spot of the sports facility.



Figure Height	maximal reading distance
10 cm	about 50 m
14 cm	about 70 m
20 cm	about 100 m
30 cm	about 150 m

Cable or Radio Data Transmission:

ALGE is able to offer both, cable and radio solutions. The standard solution always offers the cable solution, but only a short cable for test use is included.

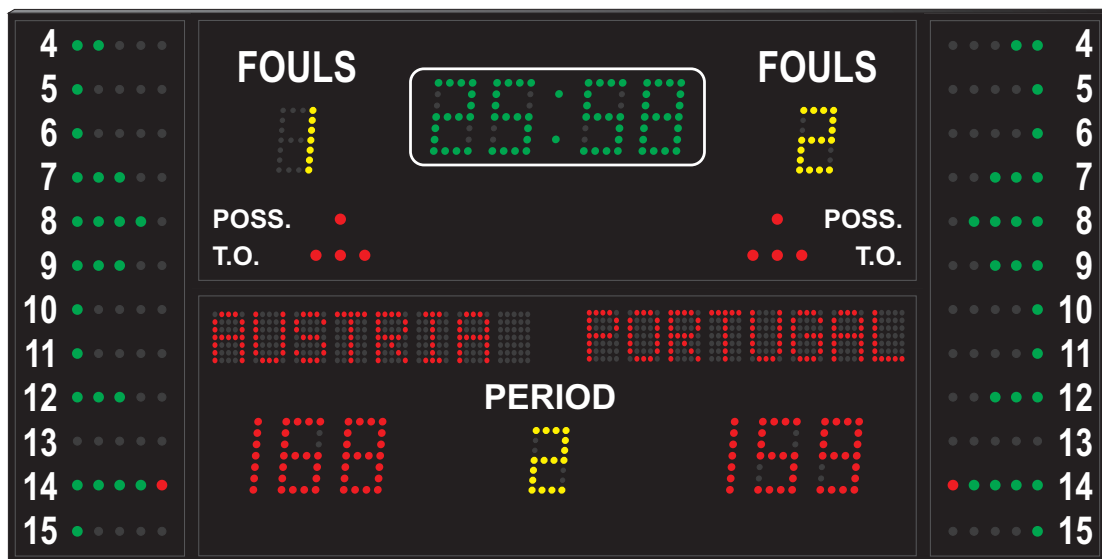
For new facilities we recommend to use cable. Cable is more reliable, since it is difficult to disturb a cable.

Radio is mainly selected for existing facilities, where it is difficult to install a cable from the operation console to the scoreboard. Please notice, that even for radio solutions you need mains for the operation console and for the scoreboard.

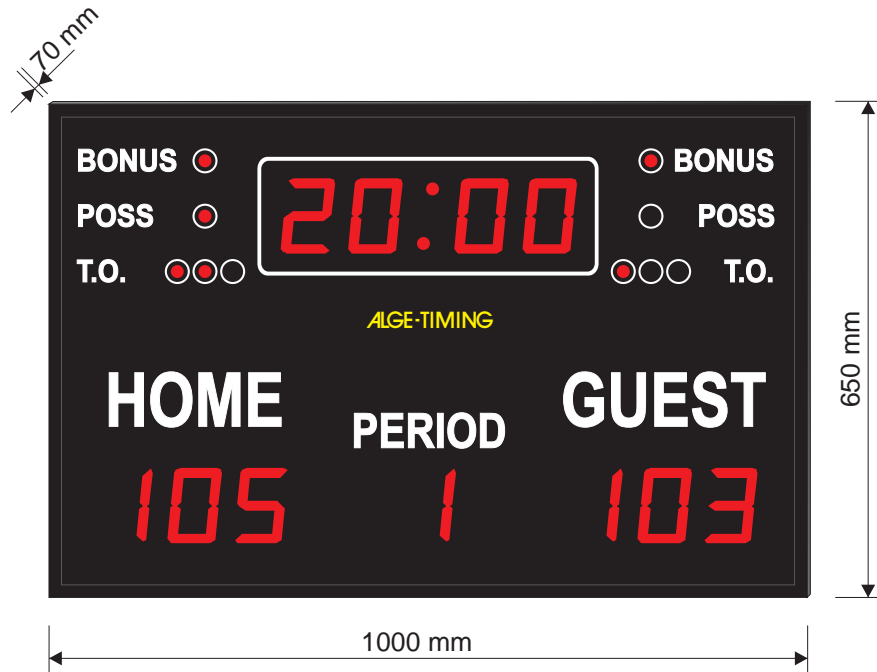
Team Name Modules:

We can offer these alphanumeric modules with 7 to 9 characters and different figure heights. Furthermore, we offer standard character fields with 7 x 5 dot or 8 x 5 dot (for special fonts).

Model	Size(cm)	Displays
TN7-7x5-15	2 boards 90 x 15	2 x 7 characters, 7 x 5 dots, dot 3 LEDs, character height 15 cm
TN8-7x5-15	2 boards 105 x 15	2 x 8 characters, 7 x 5 dots, dot 3 LEDs, character height 15 cm
TN9-7x5-15	2 boards 130 x 15	2 x 9 characters, 7 x 5 dots, dot 3 LEDs, character height 15 cm
TN7-7x5-25	2 boards 130 x 25	2 x 7 characters, 7 x 5 dots, dot 5 LEDs, character height 25 cm
TN8-7x5-25	2 boards 150 x 25	2 x 8 characters, 7 x 5 dots, dot 5 LEDs, character height 25 cm
TN9-7x5-25	2 boards 170 x 25	2 x 9 characters, 7 x 5 dots, dot 5 LEDs, character height 25 cm
TN7-8x5-17	2 boards 90 x 17	2 x 7 characters, 8 x 5 dots, dot 3 LEDs, character height 17 cm
TN8-8x5-17	2 boards 105 x 17	2 x 8 characters, 8 x 5 dots, dot 3 LEDs, character height 17 cm
TN9-8x5-17	2 boards 130 x 17	2 x 9 characters, 8 x 5 dots, dot 3 LEDs, character height 17 cm
TN7-8x5-28	2 boards 130 x 28	2 x 7 characters, 8 x 5 dots, dot 5 LEDs, character height 28 cm
TN8-8x5-28	2 boards 150 x 28	2 x 8 characters, 8 x 5 dots, dot 5 LEDs, character height 28 cm
TN9-8x5-28	2 boards 170 x 28	2 x 9 characters, 8 x 5 dots, dot 5 LEDs, character height 28 cm



Exemple: D-L3F+TN8-7x5-25



Score Board Facts:

- Small universal scoreboard for indoor use
- LEDs in red color with white captions enhance scoreboard's readability
- Running time in minutes and seconds. The last minute of the game will run down in 1/10 seconds
- Intermission time can be displayed on „running time“ section of the scoreboard
- Interval horn 0 to 9 seconds
- Horn

Sports:

- basketball
- handball
- volleyball
- football(soccer)
- tennis

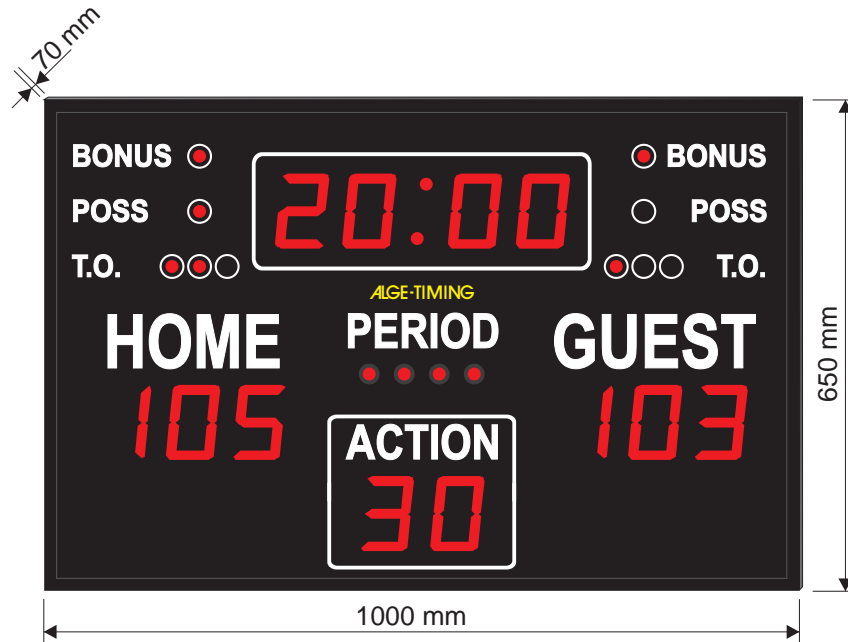
Technical Data:

Digits:	Running Time:	99:59 minutes (up or down) – 100 mm - red
	Score:	0 to 199 for each team – 100 mm – red
	Period:	0 to 9 – 100 mm - red
Digit Cluster:	Bonus:	1 dot per team - each 10 mm diameter LED cluster
	Ball possession:	1 dot per team - each 10 mm diameter LED cluster
	Timeout:	3 dot per team - each 10 mm diameter LED cluster
LED:	Super bright LED numerals, operation time of 100,000 hours in continual use	
Power supply:	110/220VAC-50/60Hz	
Dimensions:	1000 x 650 x 70 mm	
Weight:	about 10 kg	

Terminal:

D-KKN micro controller based command console with LCD data display, integrated keyboard and built-in beeper for confirmation of key-contact. The terminal will memorise 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 it is not in use for a game.





Score Board Facts:

- Small universal scoreboard for indoor use
- LEDs in red color with white captions enhance scoreboard's readability
- Running time in minutes and seconds. The last minute of the game will run down in 1/10 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
- Horn

Sports:

- basketball
- handball
- volleyball
- football (soccer)
- tennis

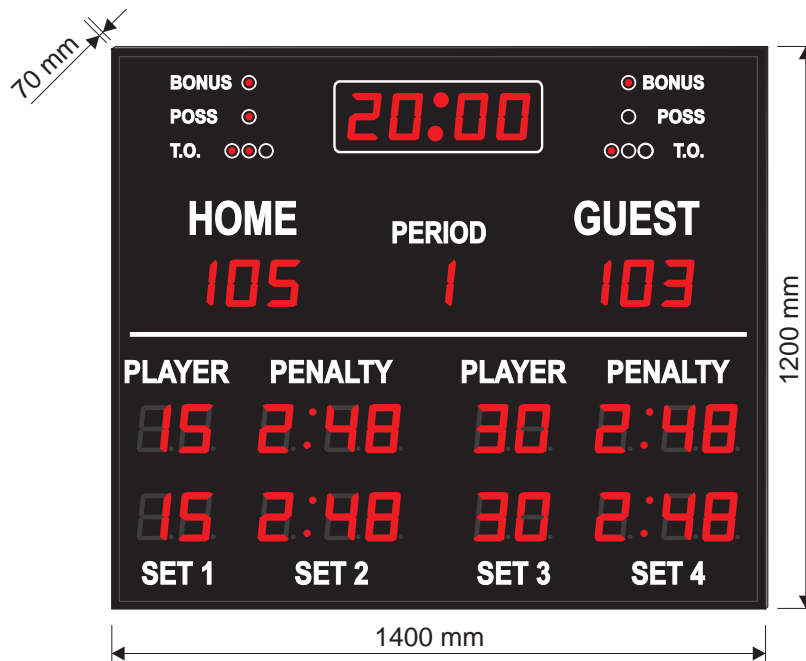
Technical Data:

Digits:	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; Operation time of 100,000 hours in continual use
Power supply:		110/220VAC-50/60Hz
Dimensions:		1000 x 650 x 70 mm
Weight:		about 10 kg

Terminal:

D-CKN micro controller based command console with LCD data display, integrated keyboard and built-in beeper for confirmation of key-contact. The terminal will memorise 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 it is not in use for a game.





Score Board Facts:

- Small universal scoreboard for indoor use
- LEDs in red color with white captions enhance scoreboard's readability
- Running time in minutes and seconds. The last minute of the game will run down in 1/10 seconds
- Intermission time can be displayed on the „running time“ section of the scoreboard

HOCKEY or HANDBALL:

- Penalties: Two running penalty timers per team: 0 - 9:59 minutes (red 10 cm digits)
- Player numbers for penalties: 0 to 99 (red 10 cm digits)

BASKETBALL:

- Team fouls: 0 to 99 (red 10 cm digits)
- Player number: 0 to 99 (red 10 cm digits)
- Player fouls: 0 to 99 (red 10 cm digits)

VOLLEYBALL:

- Score per sets (SET1-4): 2 x 0 to 99 (red 10 cm digits)

Sports:

- ice hockey
- indoor hockey
- handball
- volleyball
- basketball
- tennis
- football (soccer)

Technical Data:

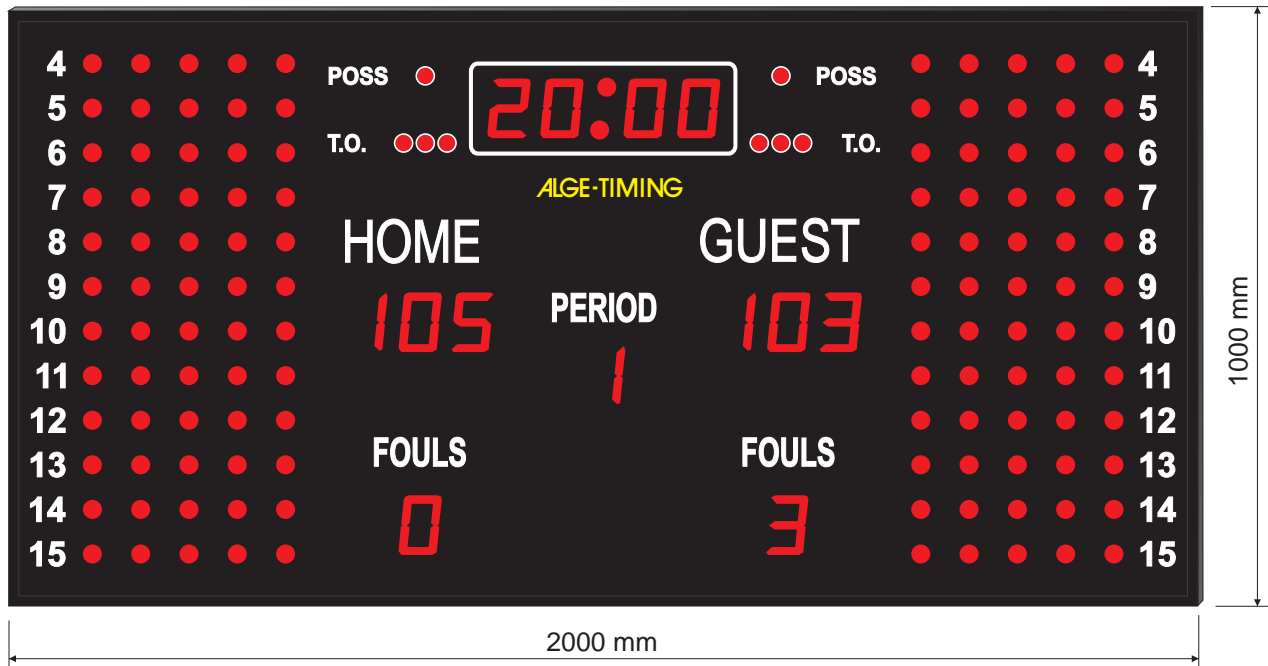
Digits:	Running Time:	99:59 minutes (up or down) – 100 mm - red
	Score:	0 to 199 for each team – 100 mm – red
	Offence Time:	0 to 99 – 100 mm - red
	Period:	0 to 9 - 100 mm - red
	Penalties:	2 x 0 to 9:59 minutes for each team - 100 mm - red
	Player Numbers:	2 x 0 to 99 for each team - 100 mm - red
Digit Cluster:	Ball Possession:	10 mm LED cluster on each side
	Bonus:	10 mm LED cluster on each side
	Time Out:	3 x 10 mm LED cluster on each side
LED:	Super bright LED numerals; Operation time of 100,000 hours in continual use	
Power supply:	220 VAC-50Hz	
Dimensions:	1400 x 1200 x 70 mm	
Weight:	about 25 kg	

Terminal:

D-CKN micro controller based command console with LCD data display, integrated keyboard and built-in beeper for confirmation of key-contact. The terminal will memorise 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 it is not in use for a game.



70 mm



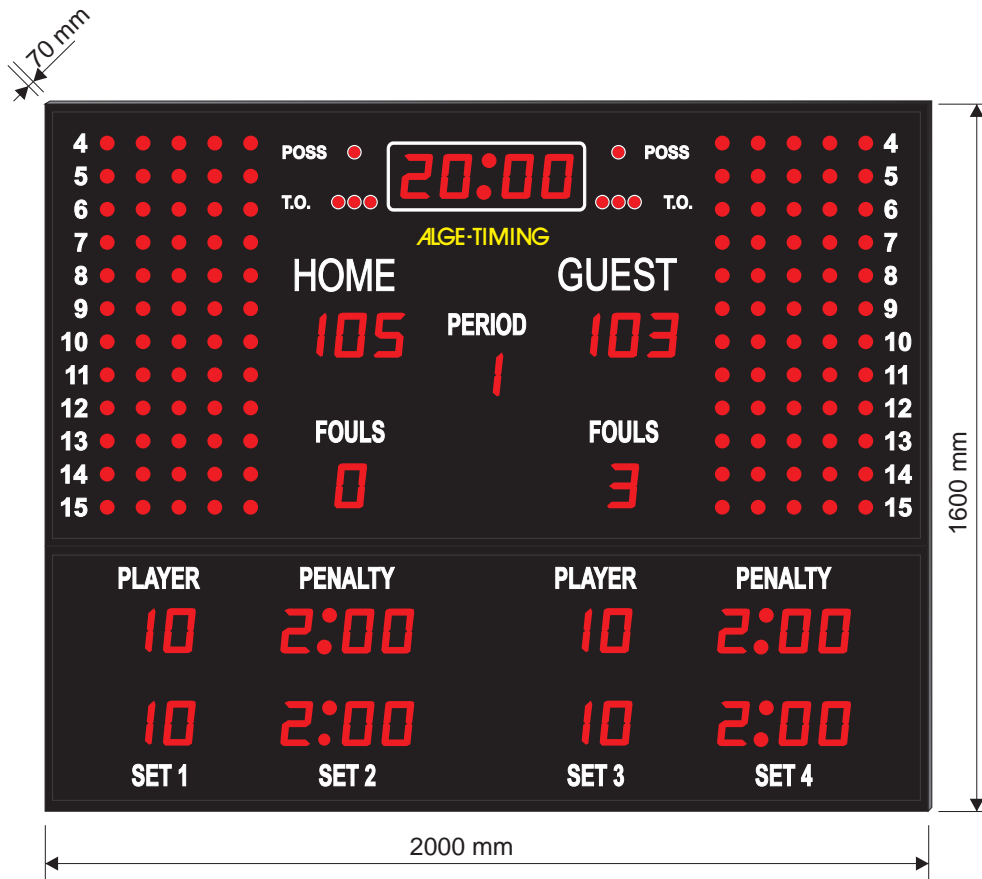
Score Board Facts:

- Small universal scoreboard for indoor use
- LEDs in red color with white captions
- Running time: 99:59 minutes up/down (10 cm red digits). Last minute of play will run down in 1/10 seconds
- Day time (real clock) can be displayed on the "running time" section of the scoreboard
- Score: 0 to 199 each side (10 cm red digits)
- Period: 0 to 9 (10 cm red digits)
- Ball possession: 1 cm diameter LED each side
- Time out: 3 x 1 cm diameter LED each side
- Team fouls: 0 to 9 (10 cm red digits)
- Personal fouls: 60 x 1 cm diameter LED each side
- Interval horn 0 to 9 seconds
- Horn
- Power supply: 110/220VAC-50/60Hz
- Dimensions: 2000 x 1000 x 70 mm
- Weight: about 35 kg

Terminal:

D-CKN micro controller based command console with LCD data display, integrated keyboard and built-in beeper for confirmation of key-contact. The terminal will memorise 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 it is not in use for a game.





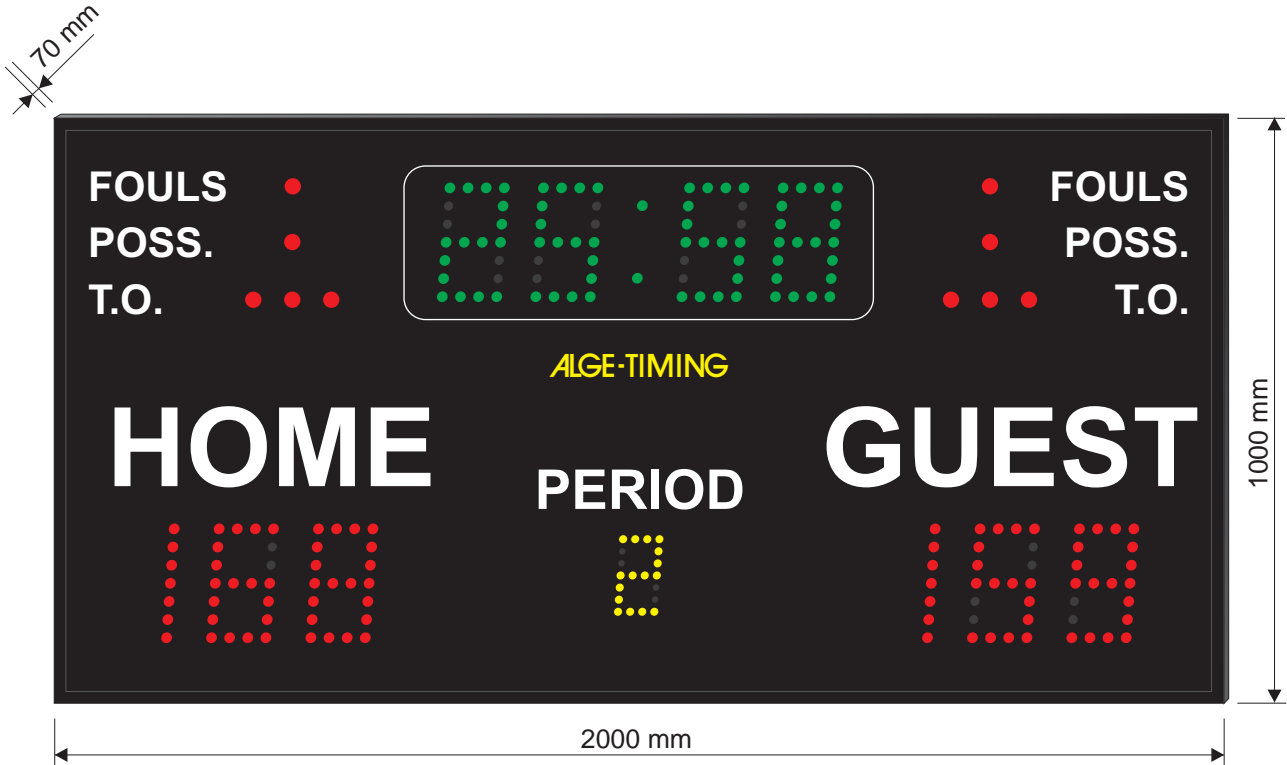
Score Board Facts:

- Small universal scoreboard for indoor use
- Consists of 2 modules which are mounted onto metal frame
- LEDs in red color with white captions
- Running time: 99:59 minutes up/down (10 cm red digits). Last minute of play will run down in 1/10 seconds
- Day time (real clock) can be displayed on the "running time" section of the scoreboard
- Score: 0 to 199 each side (10 cm red digits)
- Period: 0 to 9 (10 cm red digits)
- Ball possession: 1 cm diameter LED each side
- Time out: 3 x 1 cm diameter LED each side
- Interval horn 0 to 9 seconds
- Team fouls: 0 to 9 (10 cm red digits)
- Personal fouls: 60 x 1 cm diameter LED each side
- Penalties: Two running penalty timers per team: 0 - 9:59 minutes (10 cm red digits)
- Player numbers: 0 to 99 (10 cm red digits)
- Horn
- Power supply: 110/220VAC-50/60Hz
- Dimensions: 2000 x 1600 x 70 mm
- Weight: about 48 kg

Terminal:

D-CKN micro controller based command console with LCD data display, integrated keyboard and built-in beeper for confirmation of key-contact. The terminal will memorise 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 it is not in use for a game.



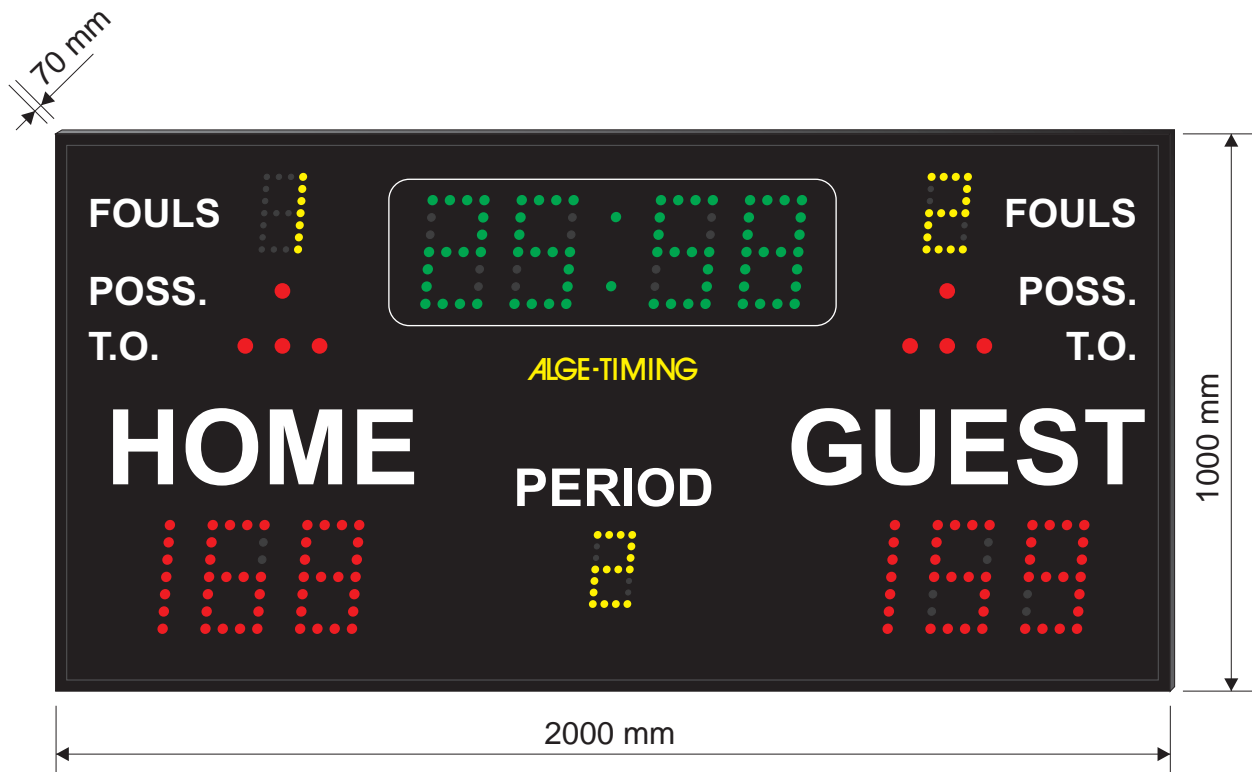

Score Board Facts:

- LEDs in three colors: red, green and yellow with white captions enhance scoreboard's readability.
- Running time: 99:59 minutes up/down (20 cm green digits). Last minute of play will run down in 1/10 seconds.
- Day time (real clock) can be displayed on the "running time" section of the scoreboard.
- Score: 0 to 199 each side (20 cm red digits)
- Period: 0 to 9 (14 cm yellow digit)
- Ball possession: 3 cm diameter LED cluster each side
- Bonus: 3 cm diameter LED cluster each side
- Time out: 3 x 3 cm diameter LED cluster each side
- Horn
- Power supply: 110/220VAC-50/60Hz
- Dimensions: 2000 x 1000 x 70 mm
- Weight: about 30 kg

Terminal:

D-CKN micro controller based command console with LCD data display, integrated keyboard and built-in beeper for confirmation of key-contact. The terminal will memorise 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 it is not in use for a game.



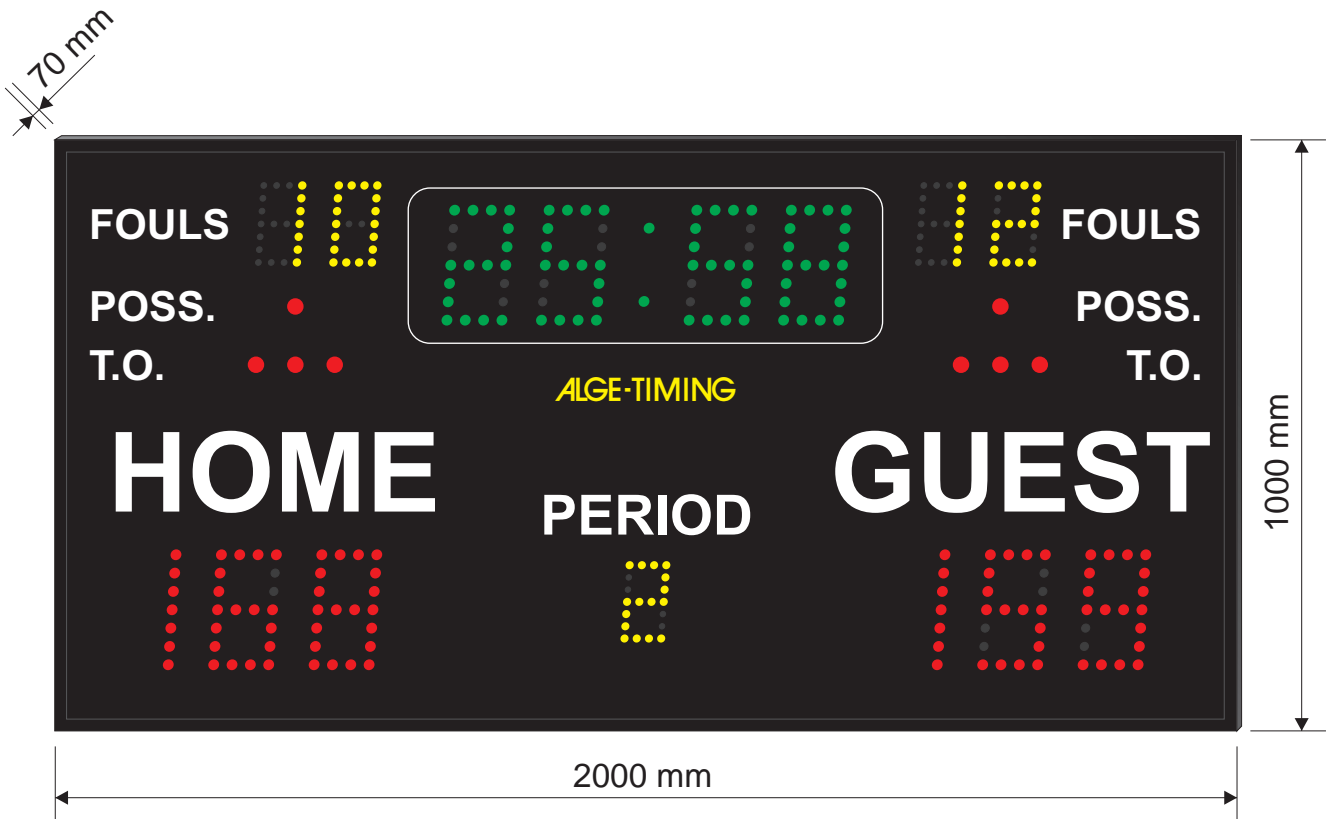

Score Board Facts:

- LEDs in three colors: red, green and yellow with white captions enhance scoreboard's readability.
- Running time: 99:59 minutes up/down (20 cm green digits) - last minute of game will run down in 1/10 seconds
- Day time (real clock) can be displayed on the "running time" section of the scoreboard.
- Score: 0 to 199 each side (20 cm red digits)
- Period: 0 to 9 (14 cm yellow digit)
- Fouls: 0 to 9 each side (14 cm yellow digits)
- Ball possession: 3 cm diameter LED cluster each side
- Time out: 3 x 3 cm diameter LED cluster each side
- Horn
- Power supply: 110/220VAC-50/60Hz
- Dimensions: 2000 x 1000 x 70 mm
- Weight: about 30 kg

Terminal:

D-CKN micro controller based command console with LCD data display, integrated keyboard and built-in beeper for confirmation of key-contact. The terminal will memorise 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 it is not in use for a game.



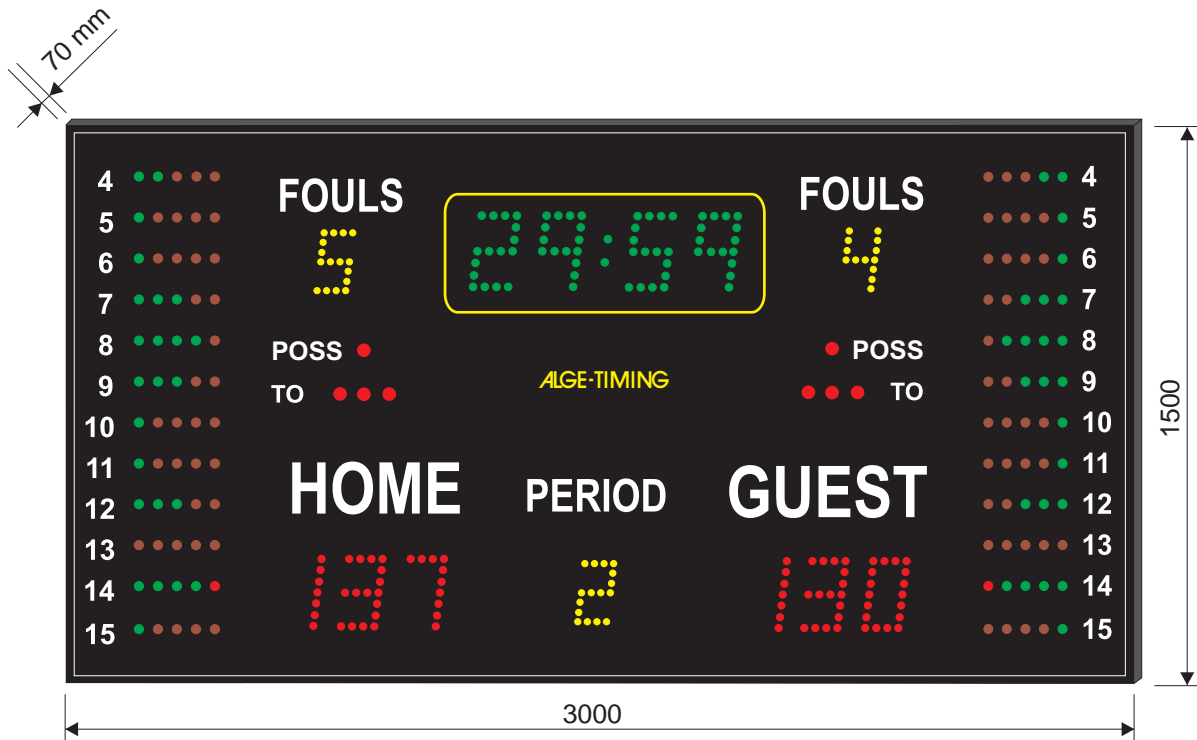

Score Board Facts:

- LEDs in three colors: red, green and yellow with white captions enhance scoreboard's readability.
- Running time: 99:59 minutes up/down (20 cm green digits) - last minute of game will run down in 1/10 seconds
- Day time (real clock) can be displayed on the "running time" section of the scoreboard.
- Score: 0 to 199 each side (20 cm red digits)
- Period: 0 to 9 (14 cm yellow digits)
- Fouls: 0 to 99 on each side (14 cm yellow digits)
- Ball possession: 3 cm diameter LED cluster each side
- Time out: 3 x 3 cm diameter LED cluster each side
- Horn
- Power supply: 110/220VAC-50/60Hz
- Dimensions: 2000 x 1000 x 70 mm
- Weight: about 30 kg

Terminal:

D-CKN micro controller based command console with LCD data display, integrated keyboard and built-in beeper for confirmation of key-contact. The terminal will memorise 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 it is not in use for a game.





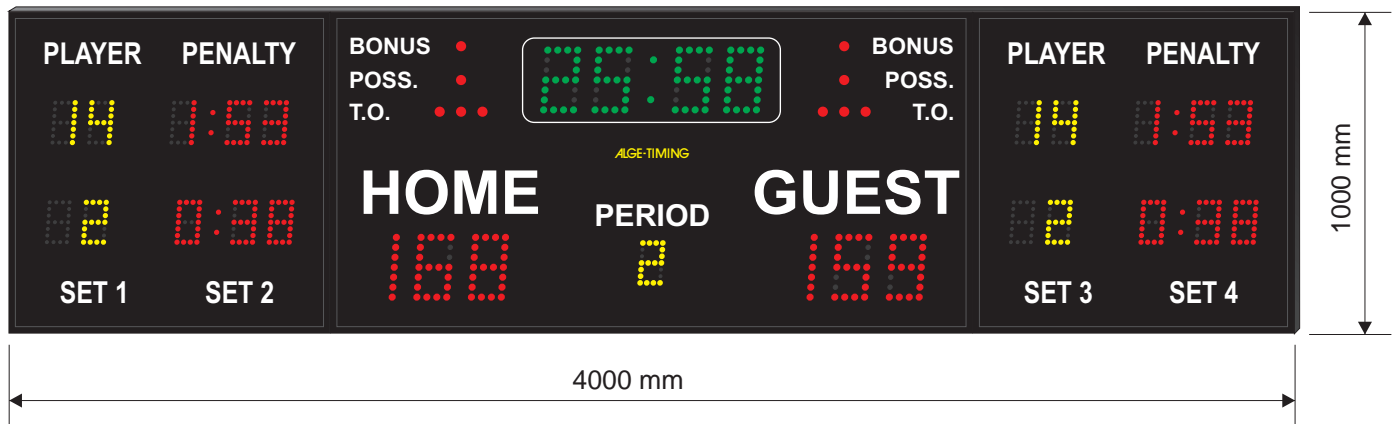
Score Board Facts:

- LEDs in three colors: red, green and yellow with white captions enhance scoreboard's readability.
- Running time: 99:59 minutes up/down (20 cm green digits) - last minute of game will run down in 1/10 seconds
- Day time (real clock) can be displayed on the "running time" section of the scoreboard.
- Score: 0 to 199 each side (20 cm red digits)
- Period: 0 to 9 (14 cm yellow digit)
- Fouls: 0 to 9 each side (14 cm yellow digits)
- Ball possession: 3 cm diameter LED cluster each side
- Time out: 3 x 3 cm diameter LED cluster each side
- Personal fouls: 60 x 3 cm diameter led cluster each side
- Horn
- Power supply: 110/220VAC-50/60Hz
- Dimensions: 3000 x 1500 x 70 mm
- Weight: about 68 kg

Terminal:

D-CKN micro controller based command console with LCD data display, integrated keyboard and built-in beeper for confirmation of key-contact. The terminal will memorise 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 it is not in use for a game.





Score Board Facts:

- Consists of 3 modules which are mounted onto metal frame
- LEDs in three colors: red, green and yellow with white captions enhance scoreboard's readability
- Running time: 99:59 minutes up/down (20 cm green digits) - last minute of game will run down in 1/10 seconds
- Day time (real clock) can be displayed on the "running time" section of the scoreboard
- Score: 0 to 199 each side (20 cm red digits)
- Period: 0 to 9 (14 cm yellow digit)
- Ball possession: 3 cm diameter LED cluster each side
- Bonus: 3 cm diameter LED cluster each side
- Time out: 3 x 3 cm diameter LED cluster each side
- Horn
- Power supply: 110/220VAC-50/60Hz
- Dimensions: 4000 x 1000 x 70 mm
- Weight: about 60 kg

BASKETBALL GAMES

- Team fouls: 0 to 99 (14 cm digits)
- Player number: 0 to 99 (14 cm digits)
- Player fouls: 0 to 99 (14 m digits)

VOLLEYBALL GAMES

- Score per sets (SET1-4): 2 x 0 to 99 (14 cm digits)

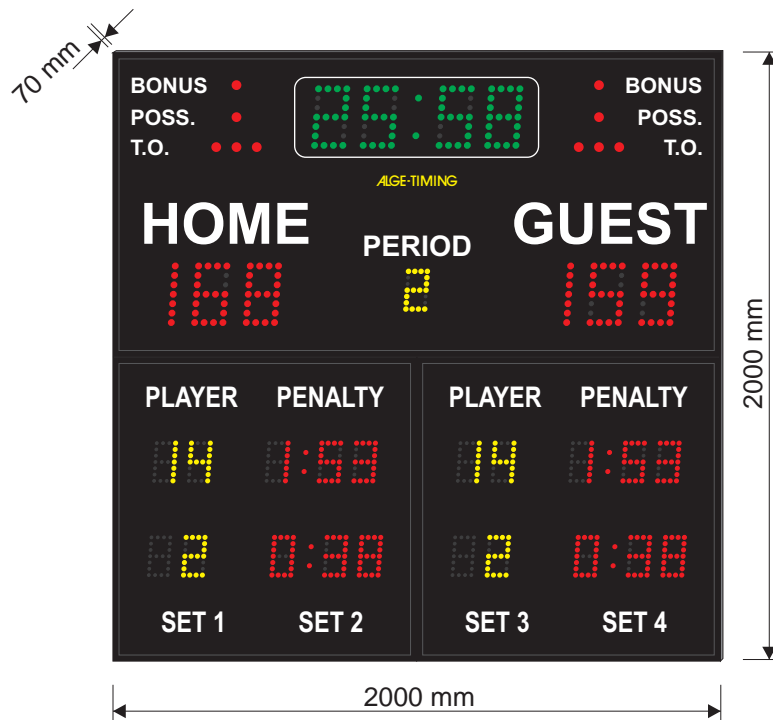
HANDBALL / HOCKEY GAMES

- Penalties: Two running penalty timers per team: 0 - 9:59 minutes (14 cm red digits)
- Player numbers: 0 to 99 (14 cm yellow digits)

Terminal:

D-CKN micro controller based command console with LCD data display, integrated keyboard and built-in beeper for confirmation of key-contact. The terminal will memorise 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 it is not in use for a game.





Score Board Facts:

- Consists of 3 modules which are mounted onto metal frame
- LEDs in three colors: red, green and yellow with white captions enhance scoreboard's readability
- Running time: 99:59 minutes up/down (20 cm green digits) - last minute of game will run down in 1/10 seconds
- Day time (real clock) can be displayed on the "running time" section of the scoreboard.
- Score: 0 to 99 each side (20 cm red digits)
- Period: 0 to 9 (14 cm yellow digit)
- Ball possession: 3 cm diameter LED cluster each side
- Bonus: 3 cm diameter LED cluster each side
- Time out: 3 x 3 cm diameter LED cluster each side
- Horn
- Power supply: 110/220 VAC-50/60Hz
- Dimensions: 2000 x 2000 x 70 mm
- Weight: about 60kg

BASKETBALL GAMES

- Team fouls: 0 to 99 (14 cm digits)
- Player number: 0 to 99 (14 cm digits)
- Player fouls: 0 to 99 (14 cm digits)

VOLLEYBALL GAMES

- Score per sets (SET1-4): 2 x 0 to 99 (14 cm digits)

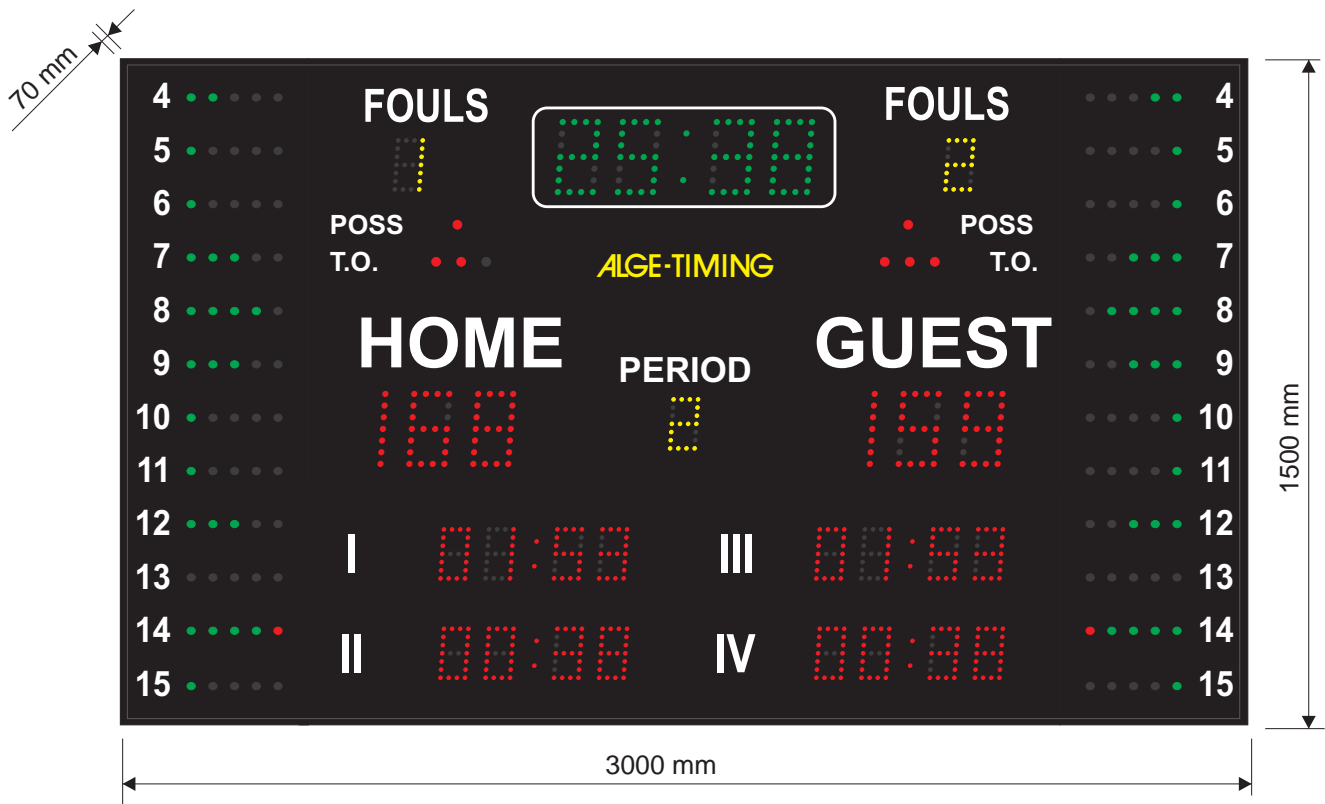
HANDBALL / HOCKEY GAMES

- Penalties: Two running penalty timers per team: 0 - 9:59 minutes (14 cm red digits)
- Player numbers: 0 to 99 (14 cm yellow digits)

Terminal:

D-CKN micro controller based command console with LCD data display, integrated keyboard and built-in beeper for confirmation of key-contact. The terminal will memorise 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 it is not in use for a game.





Score Board Facts:

- LEDs in three colors: red, green and yellow with white captions enhance scoreboard's readability
- Running time: 99:59 minutes up/down (20 cm green digits) - last minute of game will run down in 1/10 seconds
- Day time (real clock) can be displayed on the "running time" section of the scoreboard
- Team Fouls: 0 to 9 for each team (14 cm yellow digits)
- Score: 0 to 99 for each team (20 cm red digits)
- Period: 0 to 9 (14 cm yellow digit)
- Ball possession: 3 cm diameter LED cluster for each team
- Time out: 3 x 3 cm diameter LED cluster for each team
- Personal fouls: 60 x 3 cm diameter LED cluster each side
- Horn
- Power supply: 110/220VAC-50/60Hz
- Dimensions: 3000 x 1500 x 70 mm
- Weight: about 90 kg

VOLLEYBALL GAMES

- Score per sets (SET1-4): 2 x 0 to 99 (14 cm digits)

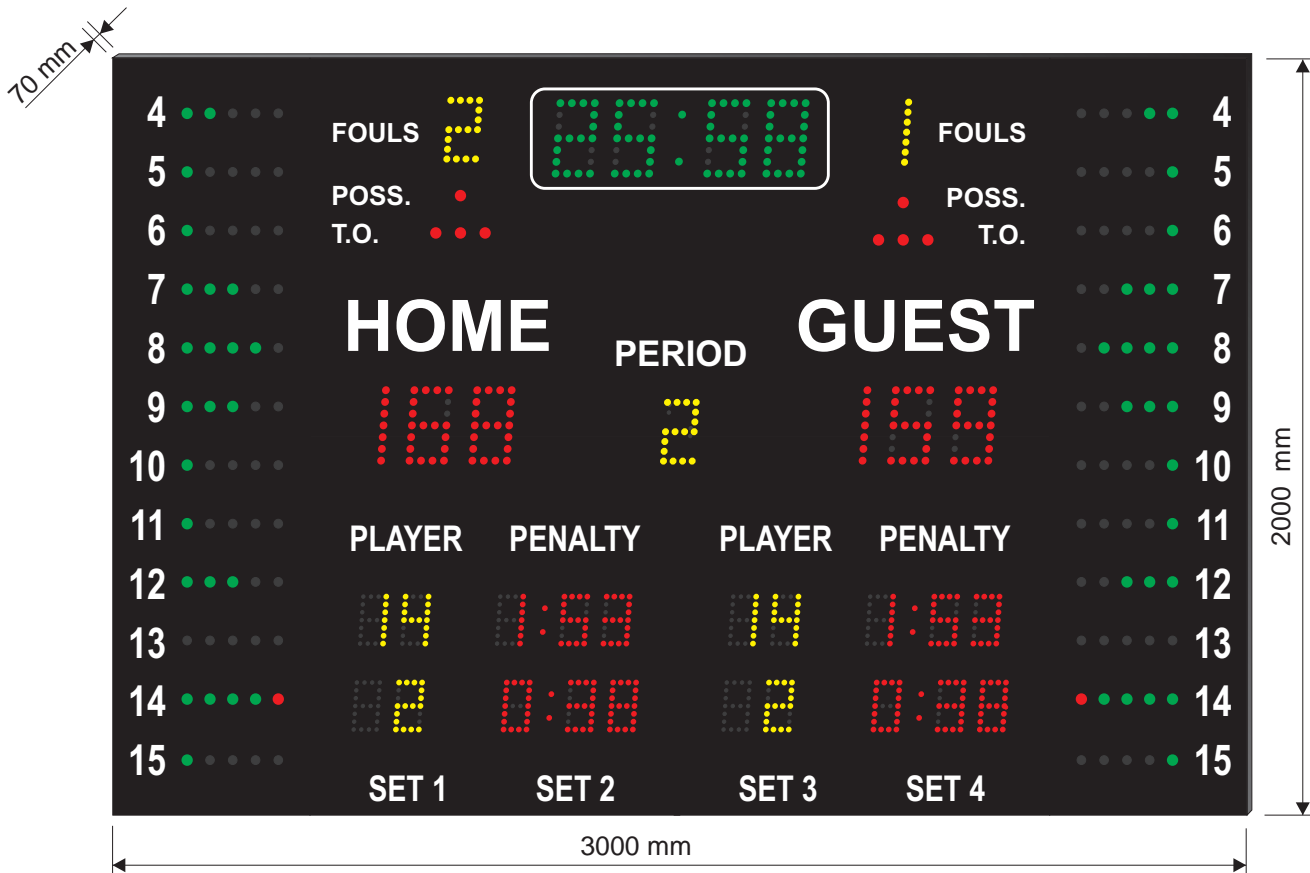
HANDBALL / HOCKEY GAMES

- Penalties: Two penalty timers per team: 0 - 9:59 minutes (14 cm red digits)

Terminal:

D-CKN micro controller based command console with LCD data display, integrated keyboard and built-in beeper for confirmation of key-contact. The terminal will memorise 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 it is not in use for a game.





Score Board Facts:

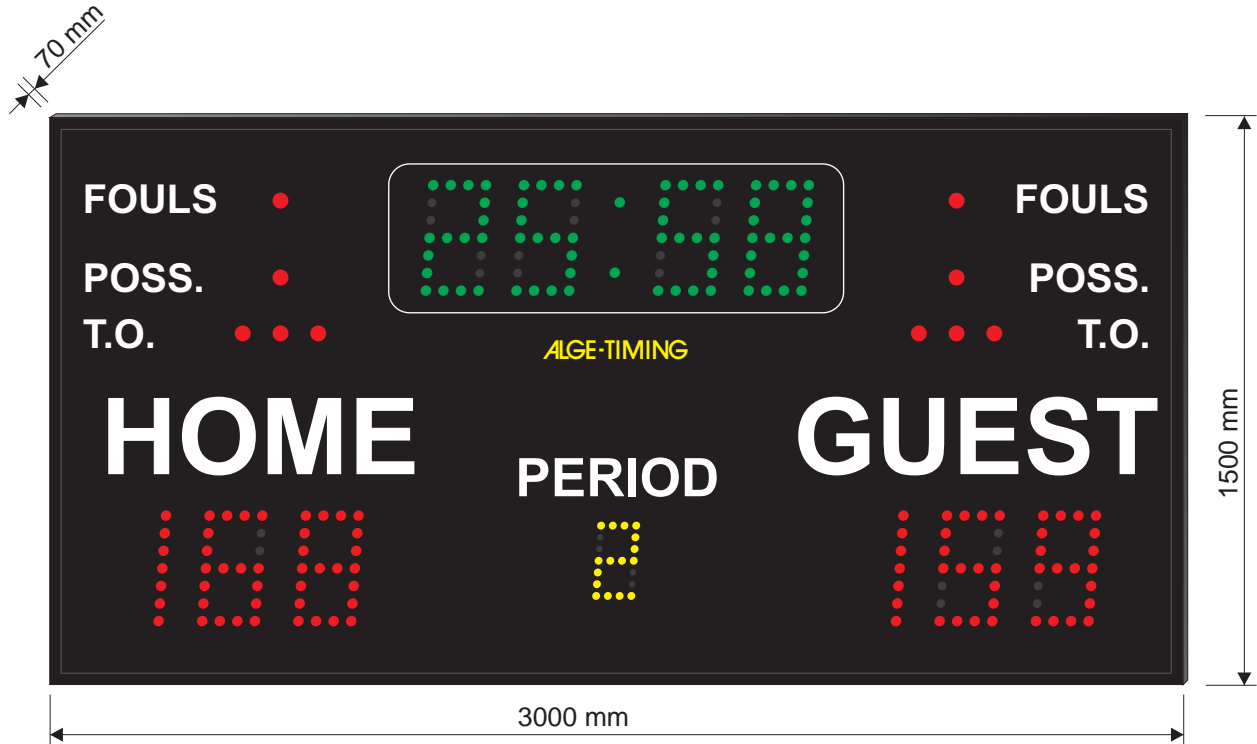
- LEDs in three colors: red, green and yellow with white captions enhance scoreboard's readability
- Running time: 99:59 minutes up/down (20 cm green digits) - last minute of game will run down in 1/10 seconds
- Day time (real clock) can be displayed on the "running time" section of the scoreboard
- Score: 0 to 199 each side (20 cm red digits)
- Period: 0 to 9 (14 cm yellow digit)
- Team Fouls: 0 to 9 for each team (14 cm yellow digits)
- Ball possession: 3 cm diameter LED cluster for each team
- Time out: 3 x 3 cm diameter LED cluster for each team
- Personal fouls: 60 x 3 cm diameter LED cluster each side
- Horn
- Power supply: 110/220VAC-50/60Hz
- Case: Powder coated aluminium
- Dimensions: 3000 x 2000 x 70 mm
- Weight: about 90 kg

BASKETBALL: running time, score, period, ball possession, time outs, personal fouls, team fouls, score by quarters
VOLLEYBALL: running time, time outs, score in the match, score in the current set, score per sets
HANDBALL: running time, score, period, time outs, penalties with player number and penalty time

Terminal:

D-CKN micro controller based command console with LCD data display, integrated keyboard and built-in beeper for confirmation of key-contact. The terminal will memorise 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 it is not in use for a game.



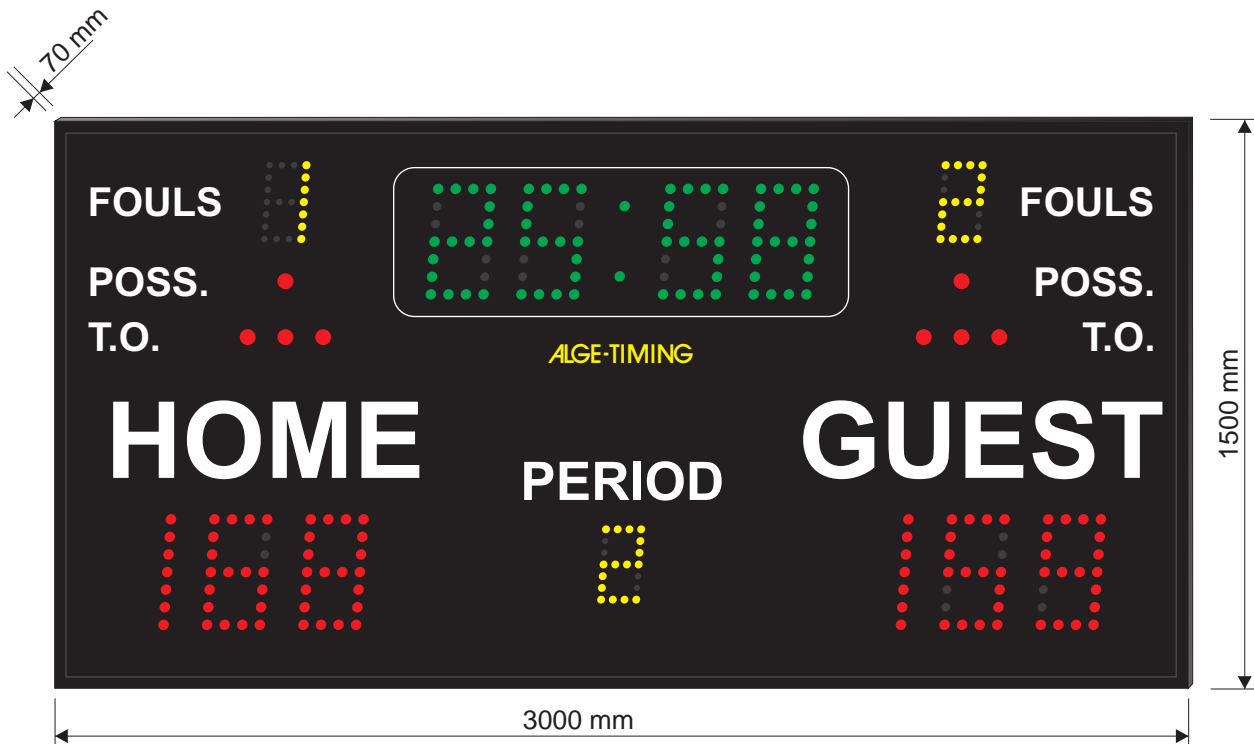

Score Board Facts:

- LEDs in three colors: red, green and yellow with white captions enhance scoreboard's readability
- Running time: 99:59 minutes up/down (30 cm green digits), last minute of game will run down in 1/10 seconds.
- Day time (real clock) can be displayed on the "running time" section of the scoreboard.
- Score: 0 to 199 each side (30 cm red digits)
- Period: 0 to 9 (25 cm yellow digit)
- Ball possession: 5 cm diameter LED cluster each side
- Bonus: 5 cm diameter LED cluster each side
- Time out: 3 x 5 cm diameter LED cluster each side
- Horn
- Power supply: 110/220VAC-50/60Hz
- Dimensions: 3000 x 1500 x 70 mm
- Weight: about 68 kg

Terminal:

D-CKN micro controller based command console with LCD data display, integrated keyboard and built-in beeper for confirmation of key-contact. The terminal will memorise 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 it is not in use for a game.



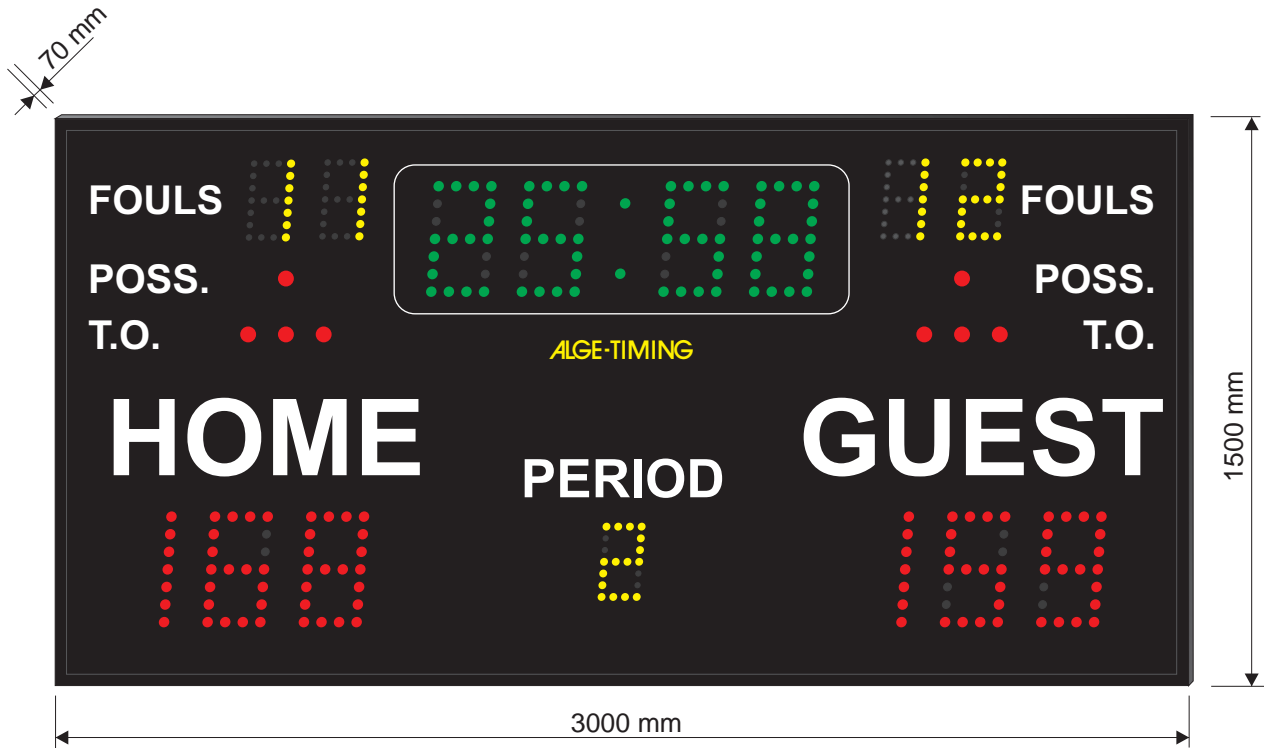

Score Board Facts:

- LEDs in three colors: red, green and yellow with white captions enhance scoreboard's readability
- Running time: 99:59 minutes up/down (30 cm green digits), last minute of game will run down in 1/10 seconds.
- Day time (real clock) can be displayed on the "running time" section of the scoreboard.
- Score: 0 to 199 each side (30 cm red digits)
- Period: 0 to 9 (25 cm yellow digit)
- Fouls: 0 to 9 each side (25 cm yellow digits)
- Ball possession: 5 cm diameter LED cluster each side
- Horn
- Power supply: 110/220VAC-50/60Hz
- Dimensions: 3000 x 1500 x 70 mm
- Weight: about 68 kg

Terminal:

D-CKN micro controller based command console with LCD data display, integrated keyboard and built-in beeper for confirmation of key-contact. The terminal will memorise 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 it is not in use for a game.





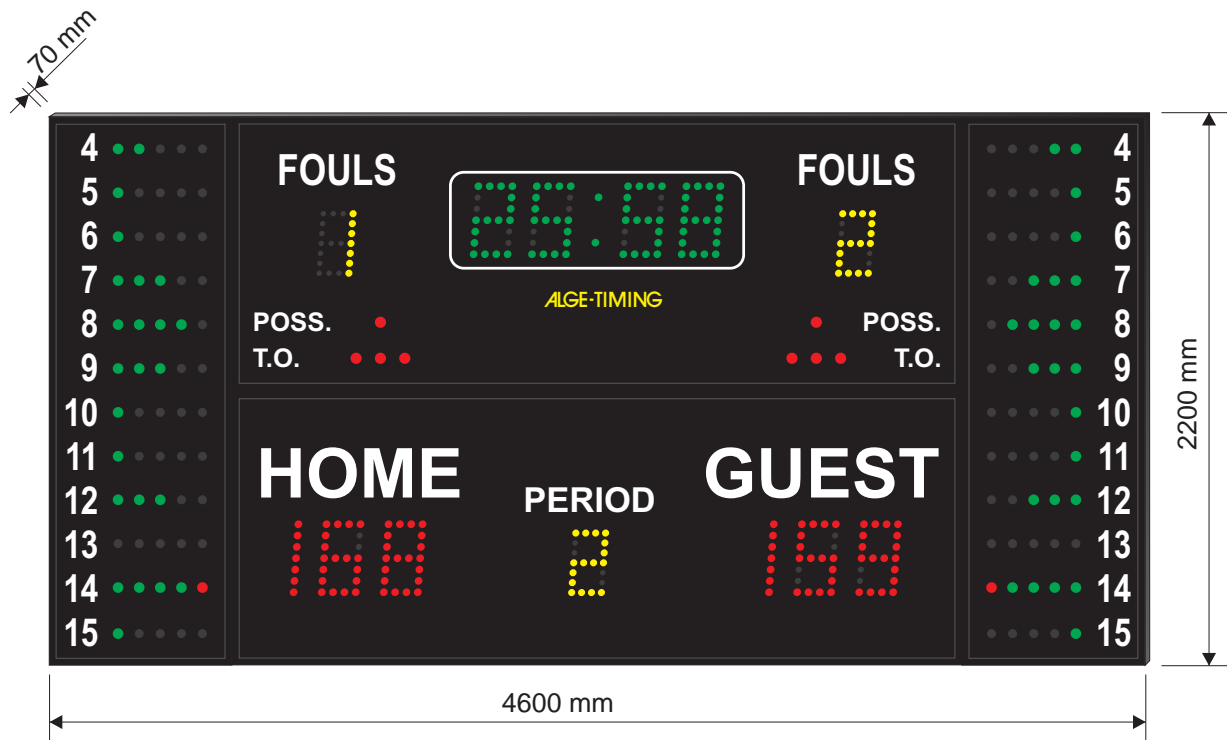
Score Board Facts:

- LEDs in three colors: red, green and yellow with white captions enhance scoreboard's readability
- Running time: 99:59 minutes up/down (30 cm green digits). last minute of game will run down in 1/10 seconds.
- Day time (real clock) can be displayed on the "running time" section of the scoreboard
- Score: 0 to 199 each side (30 cm red digits)
- Period: 0 to 9 (25 cm yellow digit)
- Fouls: 0 to 99 each side (25 cm yellow digits)
- Ball possession: 5 cm diameter LED cluster each side
- Horn
- Power supply: 110/220VAC-50/60Hz
- Dimensions: 3000 x 1500 x 70 mm
- Weight: about 68 kg

Terminal:

D-CKN micro controller based command console with LCD data display, integrated keyboard and built-in beeper for confirmation of key-contact. The terminal will memorise 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 it is not in use for a game.





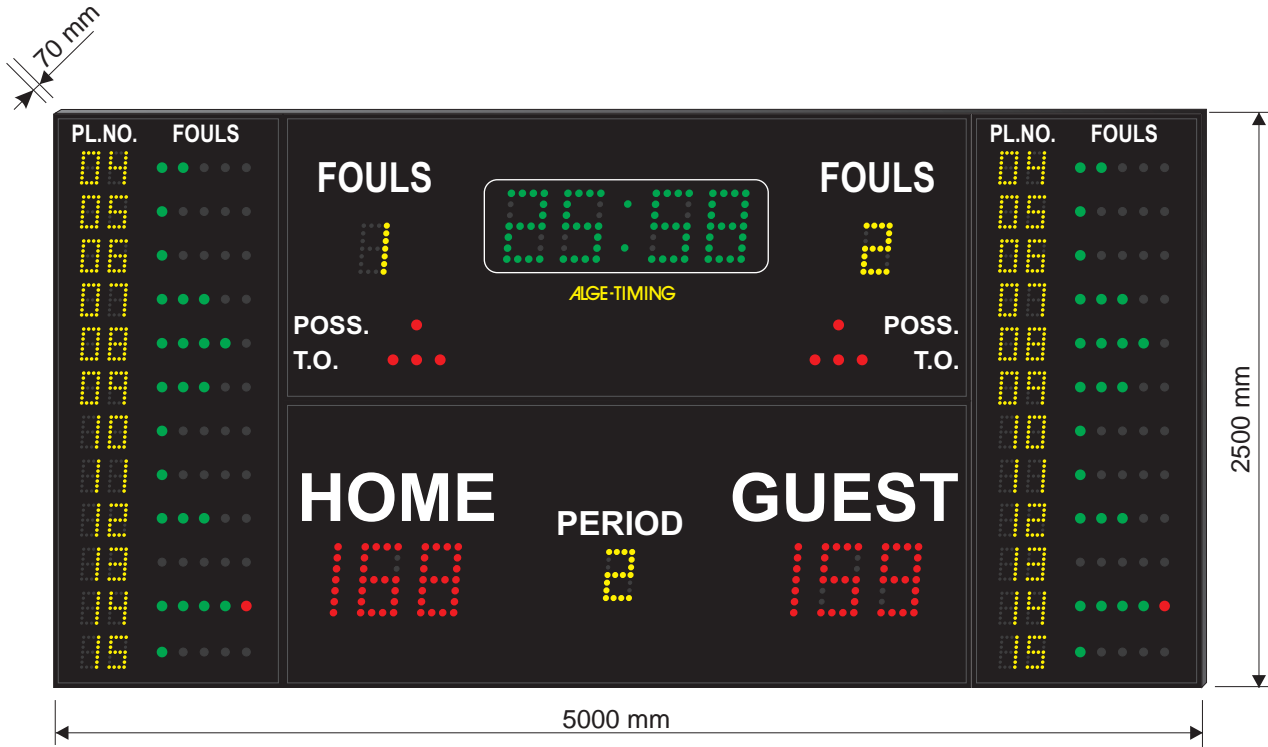
Score Board Facts:

- Score Board built to meet FIBA specifications!
- Consists of 4 modules which are mounted onto metal frame
- LEDs in three colors: red, green and yellow with white captions enhance scoreboard's readability
- Running time: 99:59 minutes up/down (30 cm green digits). last minute of play will run down in 1/10 seconds
- Day time (real clock) can be displayed on the "running time" section of the scoreboard.
- Score: 0 to 199 each side (30 cm red digits)
- Period: 0 to 9 (25 cm yellow digit)
- Fouls: 0 to 9 each side (25 cm yellow digits)
- Ball possession: 5 cm diameter LED cluster each side
- Time out: 3 x 5 cm diameter LED cluster each side
- Personal fouls: 60 x 5 cm diameter LED cluster each side
- Horn
- Power supply: 110/220 VAC - 50/60 Hz
- Dimensions: 4600 x 2200 x 70 mm
- Weight: about 152 kg

Terminal:

D-CKN micro controller based command console with LCD data display, integrated keyboard and built-in beeper for confirmation of key-contact. The terminal will memorise 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 it is not in use for a game.





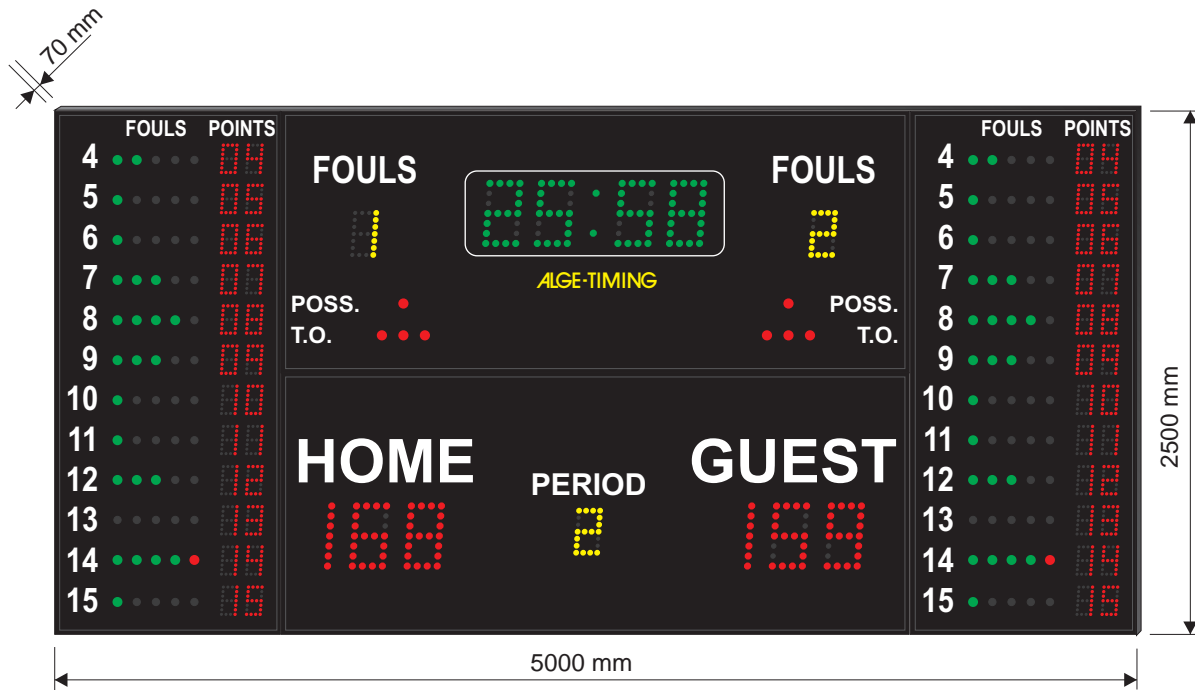
Score Board Facts:

- Consists of 4 modules which are mounted onto metal frame
- LEDs in three colors: red, green and yellow with white captions enhance scoreboard's readability
- Running time: 99:59 minutes up/down (30 cm green digits), last minute of play will run down in 1/10 seconds.
- Day time (real clock) can be displayed on the "running time" section of the scoreboard
- Score: 0 to 199 each side (30 cm red digits)
- Period: 0 to 9 (25 cm yellow digit)
- Fouls: 0 to 9 each side (25 cm yellow digits)
- Ball possession: 5 cm diameter LED cluster each side
- Time out: 3 x 5 cm diameter LED cluster each side
- Player numbers: 0 to 99 for 12 players each side (14 cm yellow digits)
- Personal fouls: 60 x 5 cm diameter LED cluster each side
- Horn
- Power supply: 110/220 VAC - 50/60 Hz
- Dimensions: 5000 x 2500 x 70 mm
- Weight: about 188 kg

Terminal:

D-CKN micro controller based command console with LCD data display, integrated keyboard and built-in beeper for confirmation of key-contact. The terminal will memorise 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 it is not in use for a game.





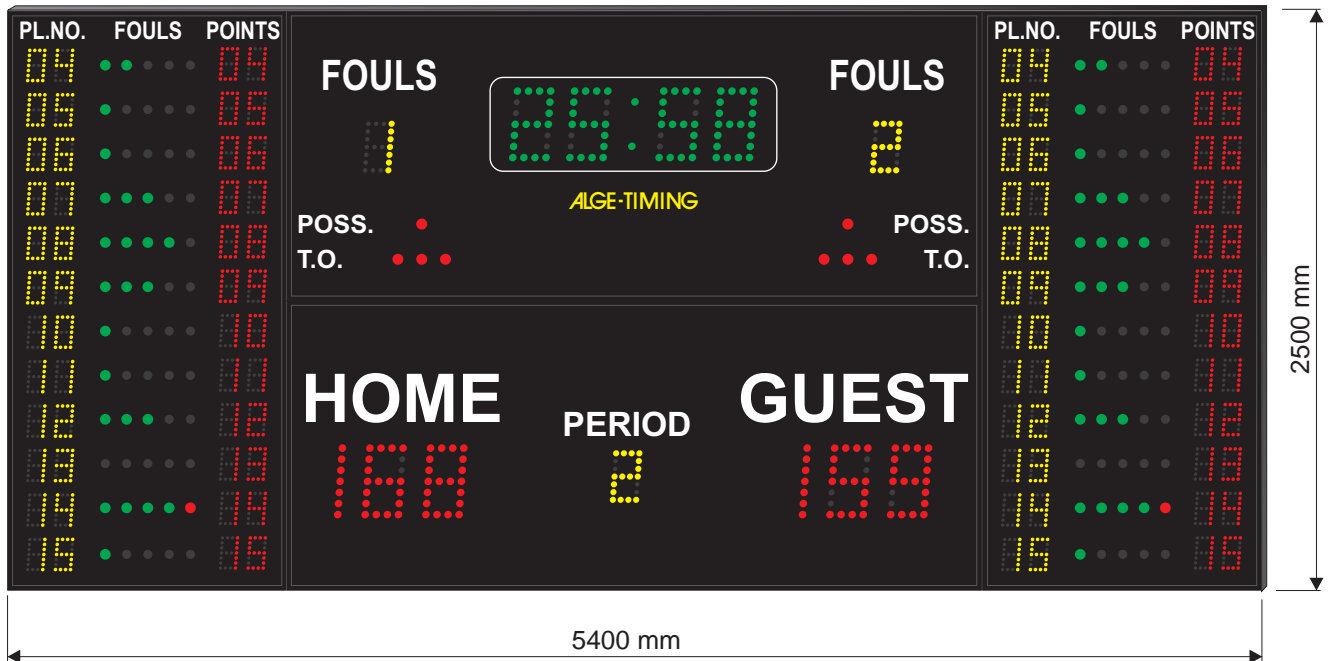
Score Board Facts:

- Consists of 4 modules which are mounted onto metal frame
- LEDs in three colors: red, green and yellow with white captions enhance scoreboard's readability
- Running time: 99:59 minutes up/down (30 cm green digits), last minute of game will run down in 1/10 seconds.
- Day time (real clock) can be displayed on the "running time" section of the scoreboard.
- Score: 0 to 199 each side (30 cm red digits)
- Period: 0 to 9 (25 cm yellow digit)
- Fouls: 0 to 9 each side (25 cm yellow digits)
- Ball possession: 5 cm diameter LED cluster each side
- Time out: 3 x 5 cm diameter LED cluster each side
- Player points: 0 to 99 for 12 players each side (14 cm red digits)
- Personal fouls: 60 x 5 cm diameter LED cluster each side
- Horn
- Power supply: 110/220 VAC - 50/60 Hz
- Dimensions: 5000 x 2500 x 70 cm
- Weight: about 188 kg

Terminal:

D-CKN micro controller based command console with LCD data display, integrated keyboard and built-in beeper for confirmation of key-contact. The terminal will memorise 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 it is not in use for a game.





Score Board Facts:

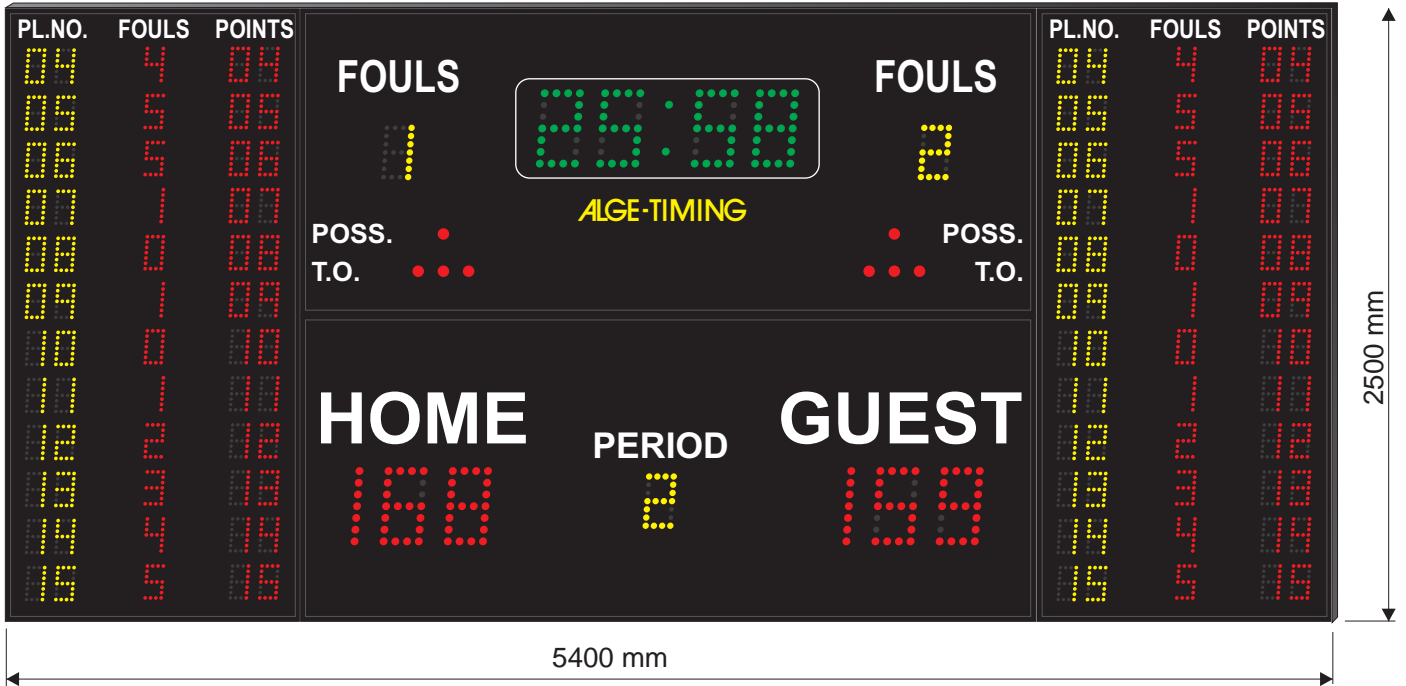
- Consists of 4 modules which are mounted onto metal frame
- LEDs in three colors: red, green and yellow with white captions enhance scoreboard's readability
- Running time: 99:59 minutes up/down (30 cm green digits), last minute of game will run down in 1/10 seconds.
- Day time (real clock) can be displayed on the "running time" section of the scoreboard.
- Score: 0 to 199 each side (30 cm red digits)
- Period: 0 to 9 (25 cm yellow digit)
- Fouls: 0 to 9 each side (25 cm yellow digits)
- Ball possession: 5 cm diameter LED cluster each side
- Time out: 3 x 5 cm diameter LED cluster each side
- Player numbers: 0 to 99 for 12 players each side (14 cm yellow digits)
- Player points: 0 to 99 for 12 players each side (14 cm red digits)
- Personal fouls: 60 x 5 cm diameter LED cluster each side
- Horn
- Power supply: 110/220VAC - 50/60 Hz
- Dimensions: 5400 x 2500 x 70 mm
- Weight: about 203 kg

Terminal:

D-CKN micro controller based command console with LCD data display, integrated keyboard and built-in beeper for confirmation of key-contact. The terminal will memorise 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 it is not in use for a game.



70 mm



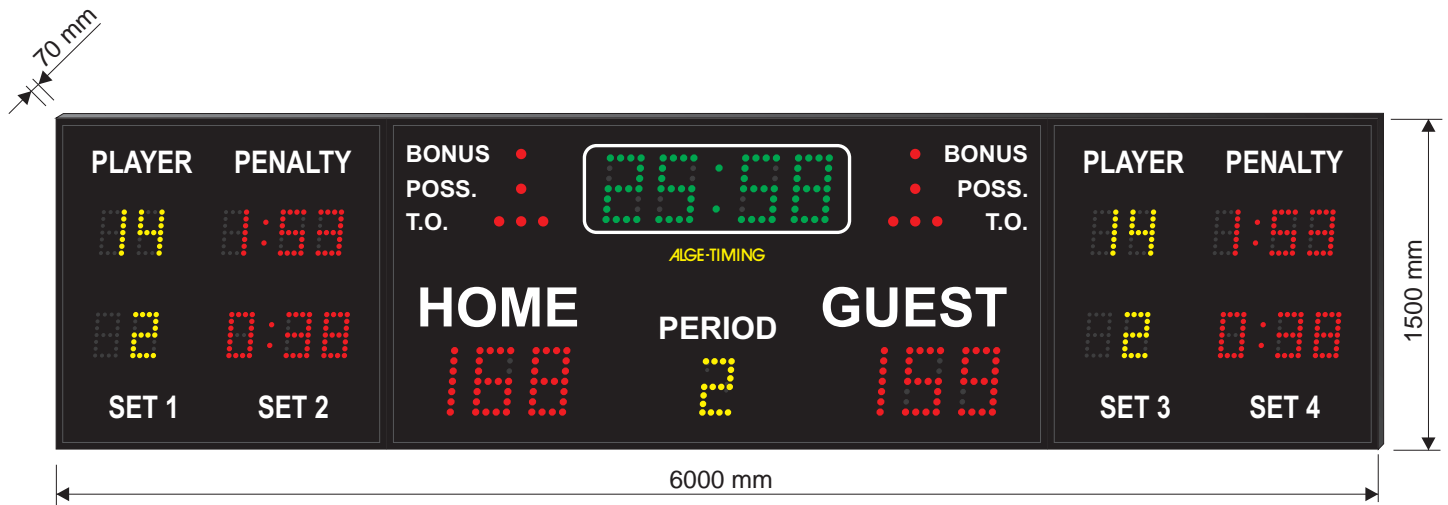
Score Board Facts:

- Consists of 4 modules which are mounted onto metal frame
- LEDs in three colors: red, green and yellow with wide captions enhance scoreboard's readability
- Running time: 99:59 minutes up/down (30 cm green digits), last minute of game will run down in 1/10 seconds.
- Day time (real clock) can be displayed on the "running time" section of the scoreboard
- Score: 0 to 199 each side (30 cm red digits)
- Period: 0 to 9 (25 cm yellow digit)
- Fouls: 0 to 9 each side (25 cm yellow digits)
- Ball possession: 5 cm diameter LED cluster each side
- Time out: 3 x 5 cm diameter LED cluster each side
- Player numbers: 0 to 99 for 12 players each side (14 cm yellow digits)
- Player points: 0 to 99 for 12 players each side (14 cm red digits)
- Personal fouls: 0 to 9 for 12 players each side (14 cm red digits)
- Horn
- Power supply: 110/220 VAC - 50/60 Hz
- Dimensions: 5400 x 2500 x 70 mm
- Weight: about 203 kg

Terminal:

D-CKN micro controller based command console with LCD data display, integrated keyboard and built-in beeper for confirmation of key-contact. The terminal will memorise 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 it is not in use for a game.





Score Board Facts:

- Consists of 3 modules which are mounted onto metal frame
- LEDs in three colors: red, green and yellow with white captions enhance scoreboard's readability
- Running time: 99:59 minutes up/down (30 cm green digits), last minute of period will run down in 1/10 seconds.
- Day time (real clock) can be displayed on the "running time" section of the scoreboard.
- Score: 0 to 199 each side (30 cm red digits)
- Period: 0 to 9 (25 cm yellow digit)
- Ball possession: 5 cm diameter LED cluster each side
- Bonus: 5 cm diameter LED cluster each side
- Time out: 3 x 5 cm diameter LED cluster each side
- Horn
- Power supply: 110/220 VAC - 50/60 Hz
- Dimensions: 6000 x 1500 x 70 mm
- Weight: about 135 kg

BASKETBALL GAMES

- Team fouls: 0 to 99 (20 cm digits)
- Player number: 0 to 99 (20 cm digits)
- Player fouls: 0 to 99 (20 cm digits)

VOLLEYBALL GAMES

- Score per sets (SET1-4): 2 x 0 to 99 (20 cm digits)

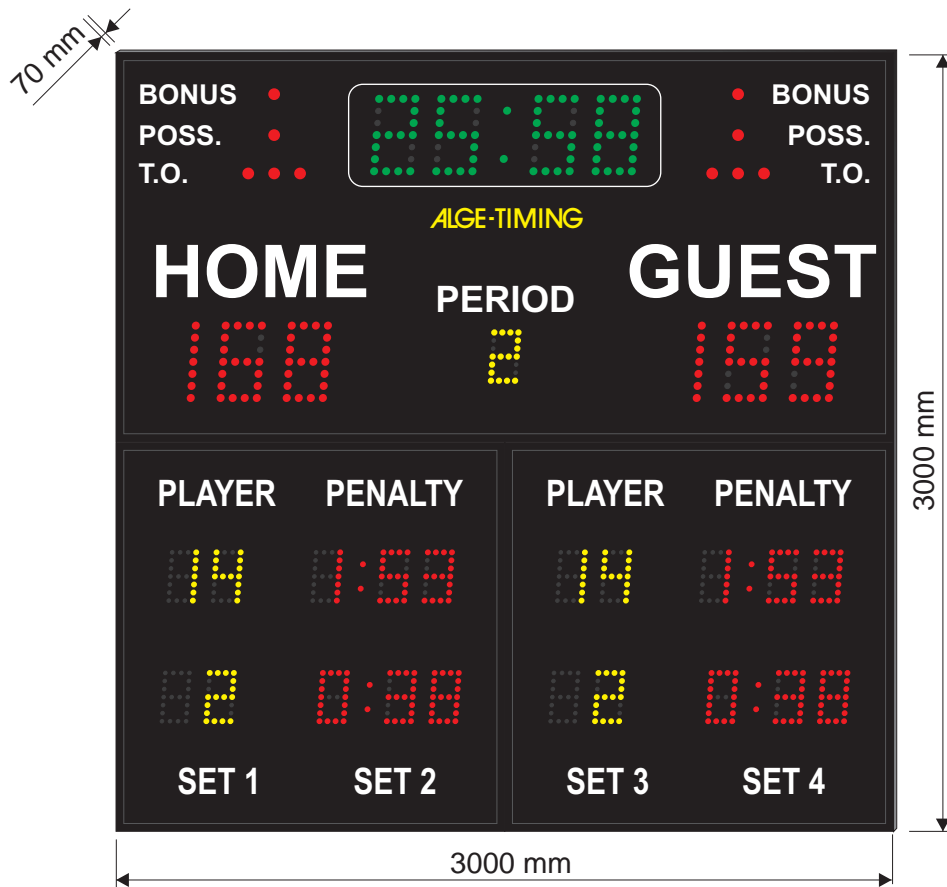
HANDBALL / HOCKEY GAMES

- Penalties: Two running penalty timers per team: 0 - 9:59 minutes (20 cm red digits)
- Player numbers: 0 to 99 (20 cm yellow digits)

Terminal:

D-CKN micro controller based command console with LCD data display, integrated keyboard and built-in beeper for confirmation of key-contact. The terminal will memorise 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 it is not in use for a game.





Score Board Facts:

- Consists of 2 modules which are mounted onto metal frame
- LEDs in three colors: red, green and yellow with white captions enhance scoreboard's readability
- Running time: 99:59 minutes up/down (30 cm green digits), last minute of game will run down in 1/10 seconds
- Day time (real clock) can be displayed on the "running time" section of the scoreboard
- Score: 0 to 199 each side (30 cm red digits)
- Period: 0 to 9 (25 cm yellow digit)
- Ball possession: 5 cm diameter LED cluster each side
- Bonus: 5 cm diameter LED cluster each side
- Time out: 3 x 5 cm diameter LED cluster each side
- Horn
- Power supply: 110/220 VAC - 50/60 Hz
- Dimensions: 3000 x 3000 x 70 mm
- Weight: about 135 kg

BASKETBALL GAMES

- Team fouls: 0 to 99 (20 cm digits)
- Player number: 0 to 99 (20 cm digits)
- Player fouls: 0 to 99 (20 cm digits)

VOLLEYBALL GAMES

- Score per sets (SET1-4): 2 x 0 to 99 (20 cm digits)

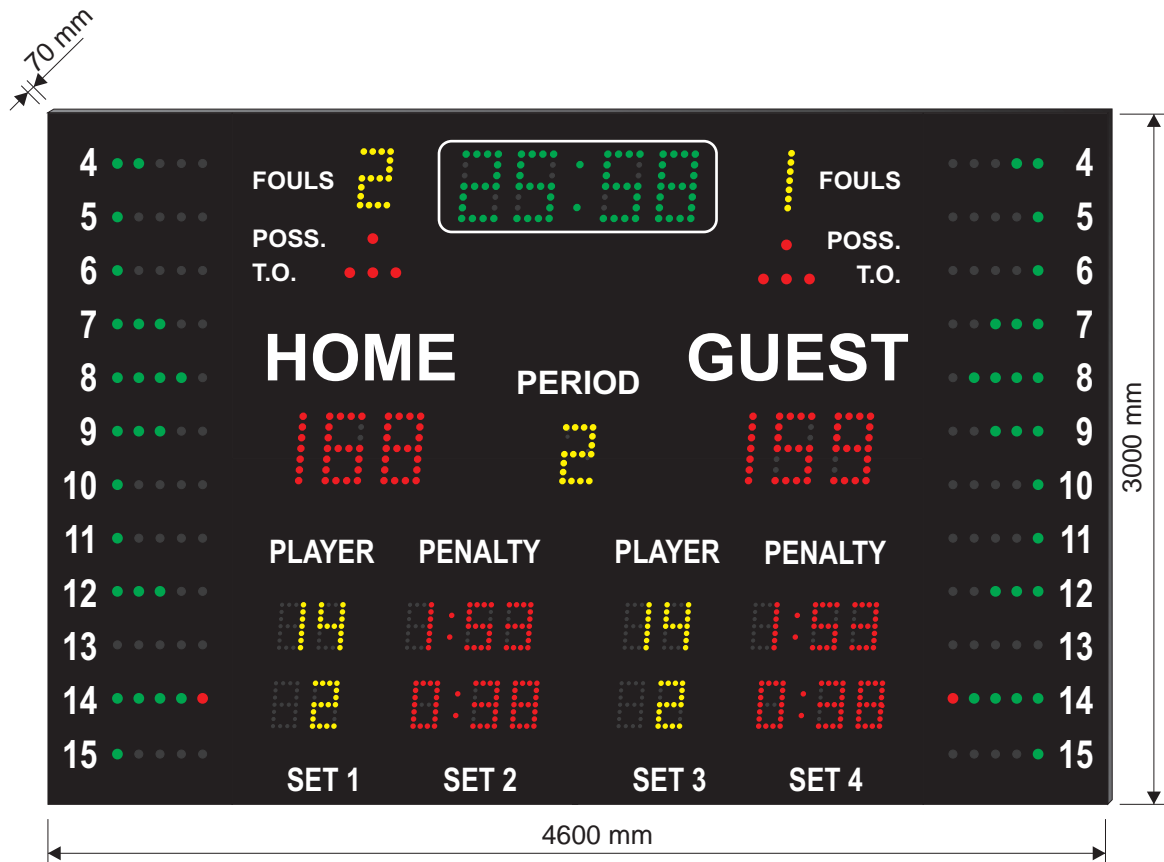
HANDBALL / HOCKEY GAMES

- Penalties: Two running penalty timers per team: 0 - 9:59 minutes (20 cm red digits)
- Player numbers: 0 to 99 (20 cm yellow digits)

Terminal:

D-CKN micro controller based command console with LCD data display, integrated keyboard and built-in beeper for confirmation of key-contact. The terminal will memorise 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 it is not in use for a game.





Score Board Facts:

- Consists of 4 modules which are mounted onto metal frame
- LEDs in three colors: red, green and yellow with white captions enhance scoreboard's readability
- Running time: 99:59 minutes up/down (30 cm green digits), last minute of game will run down in 1/10 seconds
- Day time (real clock) can be displayed on the "running time" section of the scoreboard
- Score: 0 to 199 each side (30 cm red digits)
- Period: 0 to 9 (25 cm yellow digit)
- Team Fouls: 0 to 9 for each team (25 cm yellow digits)
- Ball possession: 5 cm diameter LED cluster each side
- Time out: 3 x 5 cm diameter LED cluster each side
- Horn
- Power supply: 110/220 VAC - 50/60 Hz
- Case of Board: powder coated aluminium
- Dimensions: 4600 x 3000 x 70 mm
- Weight: 276 kg

BASKETBALL: running time, score, period, ball possession, time outs, personal fouls, team fouls, score by quarters

VOLLEYBALL: running time, time outs, score in the match, score in the current set, score per sets

HANDBALL: running time, score, period, time outs, penalties with player number and penalty time

Terminal:

D-CKN micro controller based command console with LCD data display, integrated keyboard and built-in beeper for confirmation of key-contact. The terminal will memorise 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 it is not in use for a game.



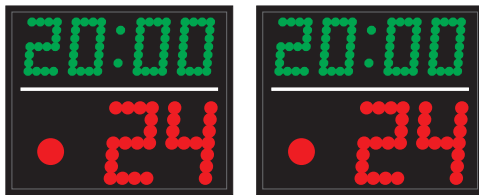
- This Shot Clock works only in combination with the **ALGE** Multisport Scoreboards.
- A horn signal at main scoreboard automatically sounds when the shot timer reaches zero
- Displays 'Time-out' time
- Additional power supply is not required
- All modularized design, simple replacement
- Protected digits with metal frame - protective covers not needed



Model SC20

Model D-SC20

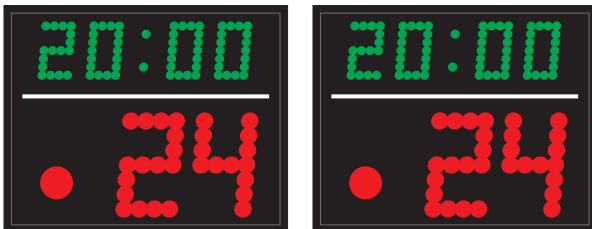
- Dimensions: 450 x 350 x 70 mm
- Weight: 3 kg
- Shot Clock: 0 - 99 seconds (20 cm red digits)



Model SC25

Model D-SC25

- Dimensions: 600 x 500 x 70 mm
- Weight: 10 kg
- Game time display: 99:59 minutes (14 cm green digits)
- Shot Clock: 0 - 99 seconds (20 cm red digits)
- 8 cm red LED cluster which lights up when horn signal sounds



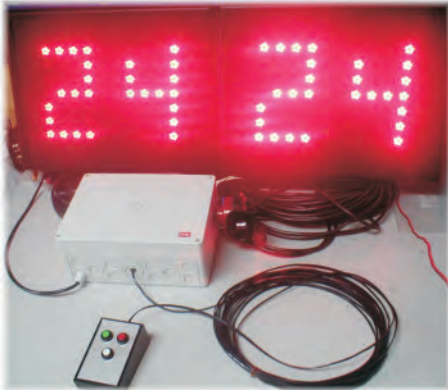
Model SC25F

Model D-SC25F

- Dimensions: 750 x 600 x 70 mm
- Weight: 12 kg
- Game time display: 99:59 minutes (14 cm green digits)
- Shot Clock: 0 - 99 seconds (25 cm red digits)
- 8 cm red LED cluster which lights up when horn signal sounds

INCLUDES

- Power box
- Additional console D-CKN with start and reset buttons, which will be used in conjunction with main scoreboard console.



According to new basketball rules, it works independently from the main scoreboard.

- A horn signal automatically sounds when the shot timer reaches zero.
- All modularized design, simple replacement.
- Protected digits with metal frame - protective covers not needed.

Model SC 20SA

- Dimensions: 450 x 350 x 70 mm
- Weight: 3 kg
- Shot Clock: 0 - 99 seconds (20 cm red digits)

Model SC 25SA

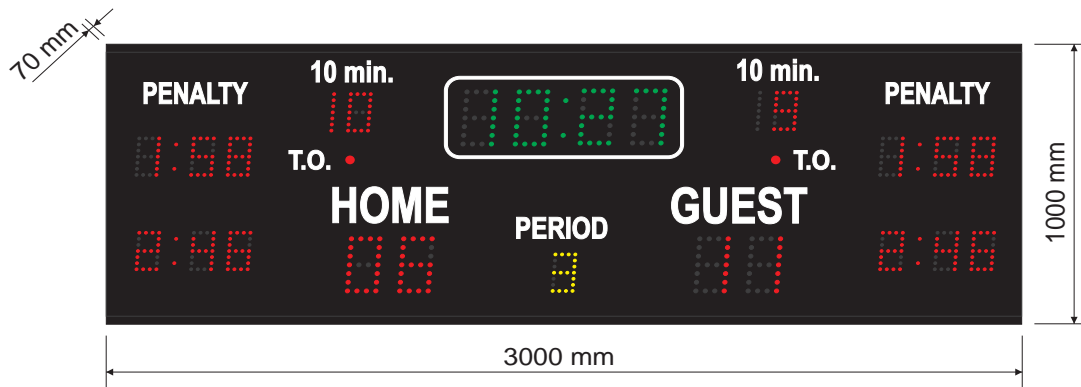
- Dimensions: 600 x 500 x 70 mm
- Weight: 10 kg
- Game time display: 99:59 minutes (14 cm green digits)
- Shot Clock: 0 - 99 seconds (20 cm red digits)
- 8 cm red LED cluster which lights up when horn signal sounds

Model SC 25FSA

- Dimensions: 750 x 600 x 70 mm
- Weight: 12 kg
- Game time display: 99:59 minutes (14 cm green digits)
- Shot Clock: 0 - 99 seconds (25 cm red digits)
- 8 cm red LED cluster which lights up when horn signal sounds

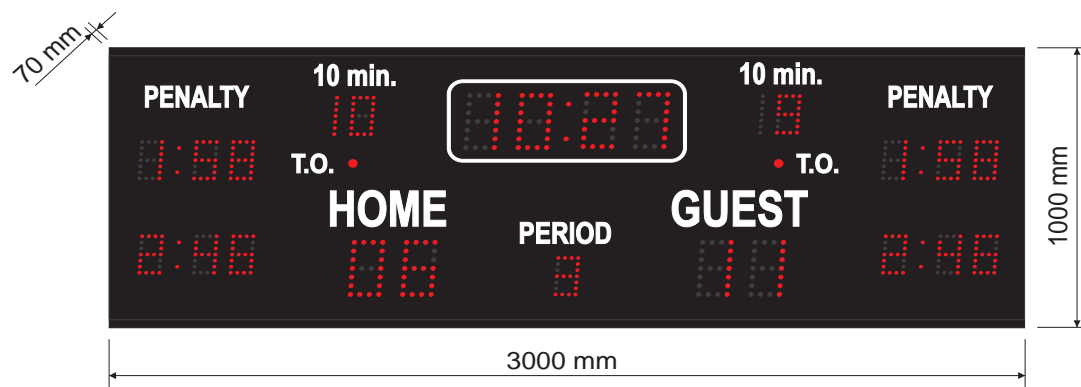
The system includes:

- Power box
- Additional console D-CKN with start and reset buttons, which will be used in conjunction with main scoreboard console.



Ice Hockey Score Boards for Indoor (Model D-M5DH2H) and Outdoor (Model D-M5DH2H-O-RGY):

- Consists of one complete board.
- LEDs in three colors: red, green and yellow with white captions enhance scoreboard's readability
- Running time: 99:59 minutes up/down (20 cm green digits), last minute of match will run down in 1/10 seconds
- Day time (real clock) can be displayed on the "running time" section of the scoreboard
- Score: 0 to 99 each side (20 cm red digits)
- Period: 0 to 9 (14 cm yellow digit)
- 10 min.: 0 to 19 each side (14 cm red digits)
- Time out: 1 x 3 cm diameter LED cluster each side
- Penalties: Two running penalty timers per team: 0 - 9:59 minutes (14 cm red digits)
- Horn
- Power supply: 110/220 VAC - 50/60 Hz
- Dimensions: 3000 x 1000 x 70 mm
- Weight: about 60 kg



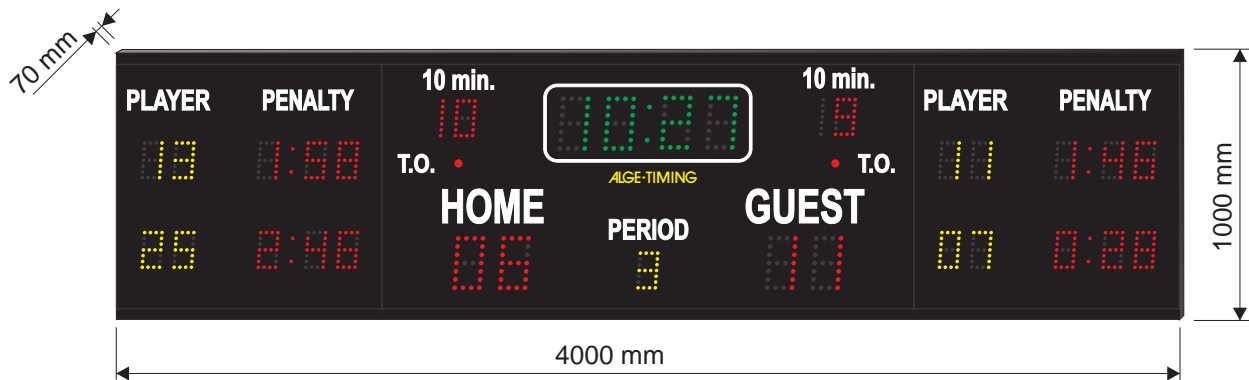
Ice Hockey Score Boards D-M5DH2H-O-R (Outdoor with red LED):

- Ice Hockey Score Board for outdoor use!
- Consists of one complete board.
- LEDs in red color with white captions enhance scoreboard's readability
- Running time: 99:59 minutes up/down (20 cm red digits), last minute of match will run down in 1/10 seconds
- Day time (real clock) can be displayed on the "running time" section of the scoreboard
- Score: 0 to 99 each side (20 cm red digits)
- Period: 0 to 9 (14 cm red digit)
- 10 min.: 0 to 19 each side (14 cm red digits)
- Time out: 1 x 5 cm diameter LED cluster each side
- Penalties: Two running penalty timers per team: 0 - 9:59 minutes (14 cm red digits)
- Horn
- Power supply: 110/220 VAC - 50/60 Hz
- Dimensions: 3000 x 1000 x 70 mm
- Weight: about 60 kg

Terminal for all models:

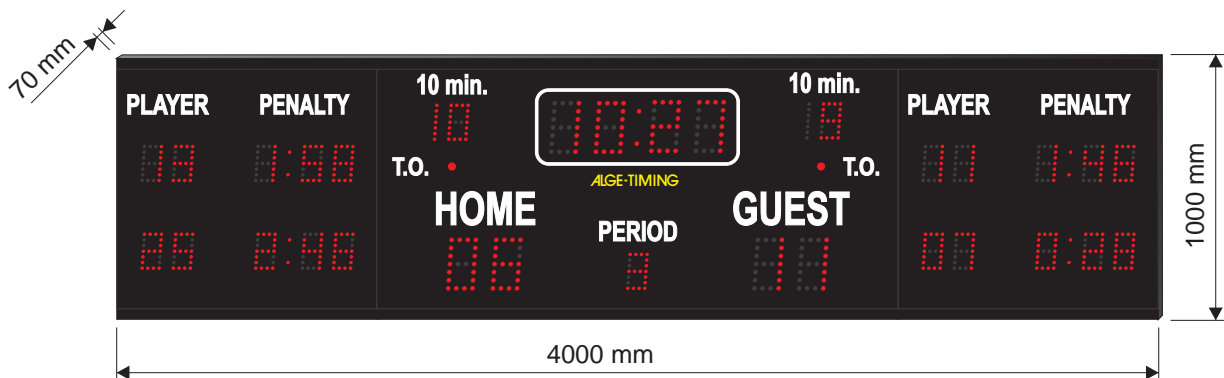
D-CKN micro controller based command console with LCD data display, integrated keyboard and built-in beeper for confirmation of key-contact. The terminal will memorise the data of the board in case of power failure (no batteries are necessary). The time of day can be shown on the Score Board when it is not in use for a game.





Ice Hockey Score Boards for Indoor (Model D-M4H2H) and Outdoor (Model D-M4H2H-O-RGY):

- Consists of 3 modules which are mounted onto metal frame
- LEDs in three colors: red, green and yellow with white captions enhance scoreboard's readability
- Running time: 99:59 minutes up/down (20 cm green digits), last minute of match will run down in 1/10 seconds
- Day time (real clock) can be displayed on the "running time" section of the scoreboard
- Score: 0 to 99 each side (20 cm red digits)
- Period: 0 to 9 (14 cm yellow digit)
- 10 min.: 0 to 19 each side (14 cm red digits)
- Time out: 1 x 3 cm diameter LED cluster each side
- Penalties: Two running penalty timers per team: 0 - 9:59 minutes (14 cm red digits)
- Player numbers for penalty times: 0 to 99 (14 cm yellow digits)
- Horn
- Power supply: 110/220 VAC - 50/60 Hz
- Dimensions: 4000 x 1000 x 70 mm
- Weight: about 60 kg



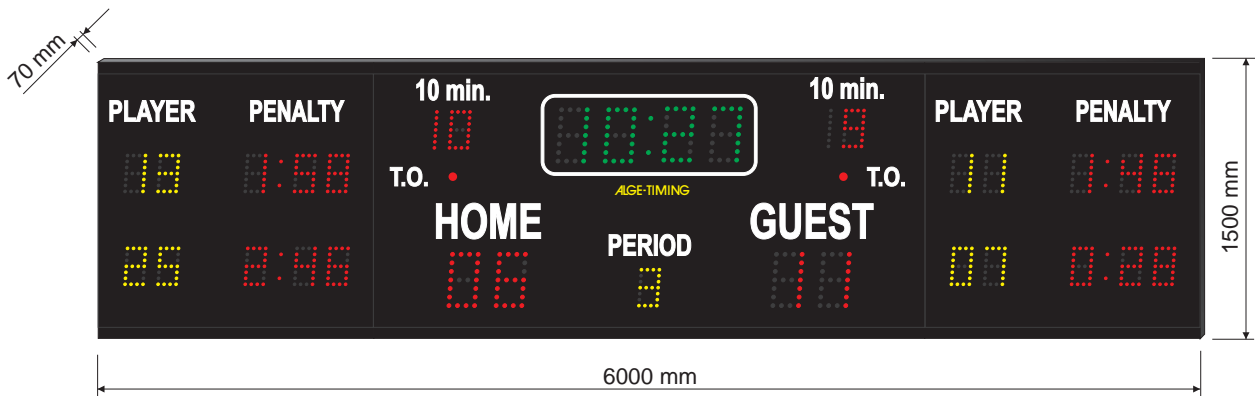
Ice Hockey Score Boards D-M4H2H-O-R (Outdoor with red LED):

- Consists of 3 modules which are mounted onto metal frame
- LEDs in red color with white captions enhance scoreboard's readability
- Running time: 99:59 minutes up/down (20 cm red digits), last minute of match will run down in 1/10 seconds
- Day time (real clock) can be displayed on the "running time" section of the scoreboard
- Score: 0 to 99 each side (20 cm red digits)
- Period: 0 to 9 (14 cm red digit)
- 10 min.: 0 to 19 each side (14 cm red digits)
- Time out: 1 x 5 cm diameter LED cluster each side
- Penalties: Two running penalty timers per team: 0 - 9:59 minutes (14 cm red digits)
- Player numbers for penalty times: 0 to 99 (14 cm red digits)
- Horn
- Power supply: 110/220 VAC - 50/60 Hz
- Dimensions: 4000 x 1000 x 70 mm
- Weight: about 60 kg

Terminal for all models:

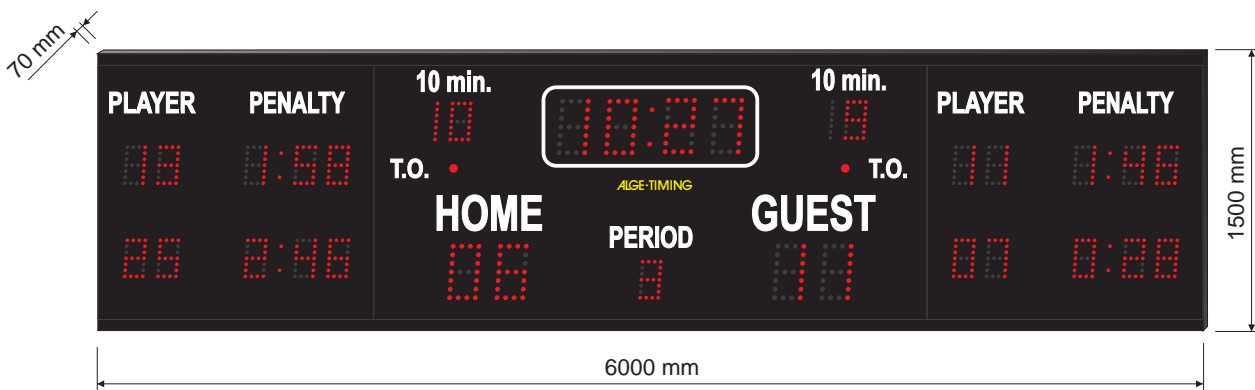
D-CKN micro controller based command console with LCD data display, integrated keyboard and built-in beeper for confirmation of key-contact. The terminal will memorise the data of the board in case of power failure (no batteries are necessary). The time of day can be shown on the Score Board when it is not in use for a game.





Ice Hockey Score Board for Indoor (Model D-L4H2H) and Outdoor (Model D-L4H2H-O-RGY)

- Consists of 3 modules which are mounted onto metal frame
- LEDs in three colors: red, green and yellow with white captions enhance scoreboard's readability
- Running time: 99:59 minutes up/down (30 cm green digits), last minute of match will run down in 1/10 seconds
- Day time (real clock) can be displayed on the "running time" section of the scoreboard
- Score: 0 to 99 each side (30 cm red digits)
- Period: 0 to 9 (20 cm yellow digit)
- 10 min.: 0 to 19 each side (20 cm red digits)
- Time out: 1 x 5 cm diameter LED cluster each side
- Penalties: Two running penalty timers per team: 0 - 9:59 minutes (20 cm red digits)
- Player numbers: 0 to 99 (20 cm yellow digits)
- Horn
- Power supply: 110/220 VAC - 50/60 Hz
- Dimensions: 6000 x 1500 x 70 mm
- Weight: about 135 kg



Ice Hockey Score Board D-L4H2H-O-R for Outdoor with red LED:

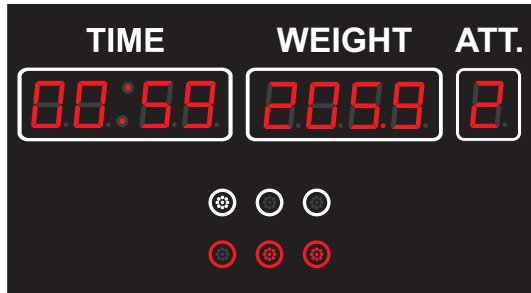
- Consists of 3 modules which are mounted onto metal frame
- LEDs in red color with white captions enhance scoreboard's readability
- Running time: 99:59 minutes up/down (30 cm red digits), last minute of match will run down in 1/10 seconds
- Day time (real clock) can be displayed on the "running time" section of the scoreboard
- Score: 0 to 99 each side (30 cm red digits)
- Period: 0 to 9 (20 cm red digit)
- 10 min.: 0 to 19 each side (20 cm red digits)
- Time out: 1 x 5 cm diameter LED cluster each side
- Penalties: Two running penalty timers per team: 0 - 9:59 minutes (20 cm red digits)
- Player numbers: 0 to 99 (20 cm red digits)
- Horn
- Power supply: 110/220 VAC - 50/60 Hz
- Dimensions: 6000 x 1500 x 70 mm
- Weight: about 135 kg

Terminal:

D-CKN micro controller based command console with LCD data display, integrated keyboard and built-in beeper for confirmation of key-contact. The terminal will memorise 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 it is not in use for a game.



Model D-BVDT-S2



ATTEMPT, DECISION LIGHTS AND TIMER BOARD

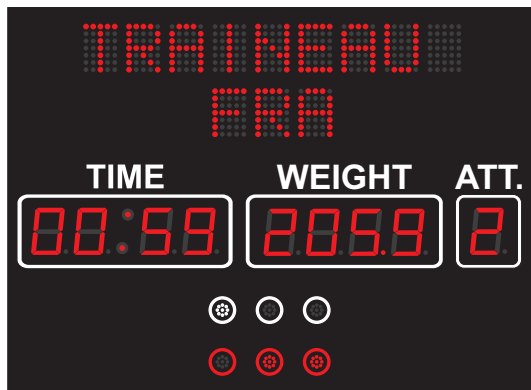
Dimensions: 1100 x 600 x 70 mm
Weight: 15 kg

SHOWING:

Time, Weight, Att.: 100 mm high LED digits
Referees' Light System: 6 x 30 mm diameter LED cluster
Captions: 60 mm high

Power supply: 100 -240 VAC

Model D-BVDT-S1



ATTEMPT, DECISION LIGHTS AND TIMER BOARD

Dimensions: 1100 x 800 x 70 mm
Weight: 20 kg

SHOWING:

Time, Weight, Att.: 100 mm high LED digits
Contestant name: 100 mm character height (9 characters)
Contestant country: 100 mm character height (3 characters)
Referees' Light System: 6 x 30 mm diameter LED cluster
Captions: 60 mm high
Power supply: 100 -240 VAC



DECISION LIGHTS TABLE

Referee 'decision lights' table DL2 is equipped with three white and three red lights, showing the referees' decisions to the competitors and the audience.



'DOWN' APPARATUS

'Down' apparatus giving a visual and audible 'down' signal can be connected to DL2 or TDL tables.



REFEREE BOXES

Referee control box is equipped with two push buttons, one white and one red, one signalling (audible) device and signal cable.

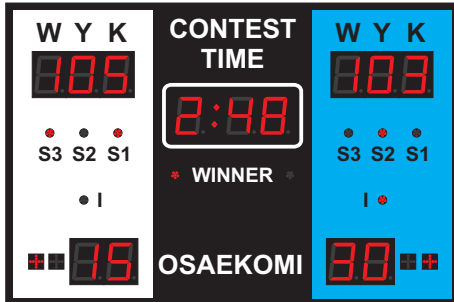


CONTROL CONSOLE

D-CKN microcontroller based command console with LCD data display, standard keyboard and built-in beeper for confirmation of key-contact. Total memory in case of power failure (no batteries required). Instantly indicates when the referees press the appropriate button. Any or all of the referees can be called to the jury table. Console is also used for setting the timer and start and stop the time and for name and country text entering.



Model D-BVJ

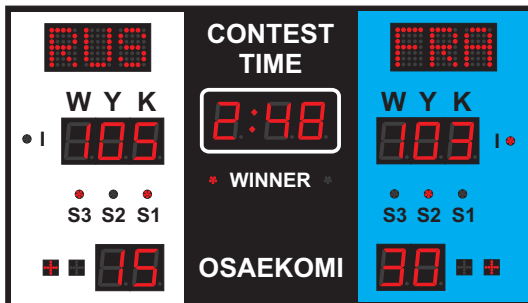


- *Dimensions:* 1200 x 800 x 70 mm
- *Weight:* 20 kg
- *Score digits:* Super bright LED numerals 100 mm high
- *Osaekomi:* Super bright LED numerals 100 mm high
- *Penalties & Winner:* 20 mm diode cluster
- *Power supply:* 110-220 VAC - 50Hz

SHOWS:

- Score (Wazari, Yuko, Koka) display in whole numbers.
- Contest Time.
- Winner indicator lights.
- Penalty indicator lights (Keykoka, Cuji, Sido).
- Ipon indicator lights.

Model D-BVJ-CT

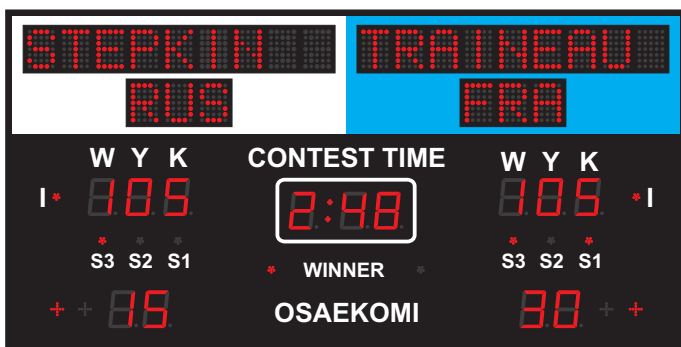


- *Dimensions:* 1400 x 800 x 70 mm
- *Weight:* 25 kg
- *Score digits:* Super bright LED numerals 100 mm high
- *Osaekomi:* Super bright LED numerals 100 mm high
- *Penalties & Winner:* 20 mm diode cluster
- *Power supply:* 110-220 VAC - 50Hz

SHOWS:

- Score (Wazari, Yuko, Koka) display in whole numbers.
- Contest Time.
- Winner indicator lights.
- Penalty indicator lights (Keykoka, Cuji, Sido).
- Ipon indicator lights.
- Contestant Country (2 x 3 characters)

Model D-BVJ-T



- *Dimensions:* 1800 x 900 x 70 cm
- *Weight:* 40kg
- *Score digits:* Super bright LED numerals 100 mm high.
- *Osaekomi:* Super bright LED numerals 100 mm high.
- *Penalties & Winner:* 20 mm diode cluster
- *Power supply:* 110-220 VAC - 50Hz

SHOWS:

- Score (Wazari, Yuko, Koka) display in whole numbers.
- Contest Time.
- Winner indicator lights.
- Penalty indicator lights (Keykoka, Cuji, Sido).
- Ipon indicator lights.
- Contestant Name (2 x 9 characters)
- Contestant Country (2 x 3 characters)



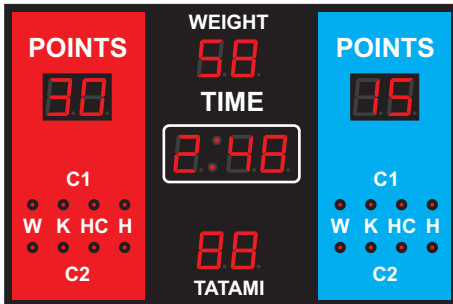
CONTROL CONSOLE

D-KKN microcontroller based command console with LCD data display, standard keyboard and built-in beeper for confirmation of key-contact. Total memory in case of power failure (no batteries required). Instantly indicates when the referees press the appropriate button. Any or all the referees can be called to the jury table. Console is also used for setting the timer and start and stop the time and for name and country text entering.

OPTIONS:

- All scoreboard models can be:
- *DS - Double side*
 - *ST - Stand with 4 wheels*

Model D-BVK

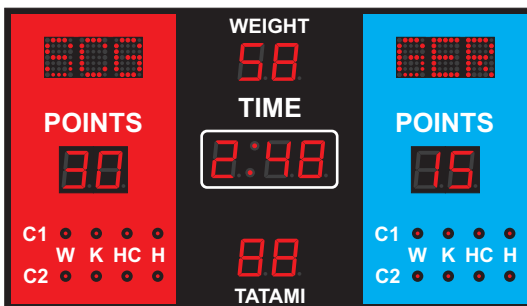


- *Dimensions:* 1200 x 800 x 70 mm
- *Weight:* about 25 kg
- *All digits:* Super bright LED numerals 100mm high.
- *Penalties C1 & C2 (W, K, HC, H):* 10 mm LED
- *Power supply:* 110-220 VAC - 50Hz

SHOWS:

- Score (Shiro & Aka) display in whole numbers.
- Current time of round.
- Penalty indicator lights.
- Weight display.
- Tatami display.

Model D-BVK-CT

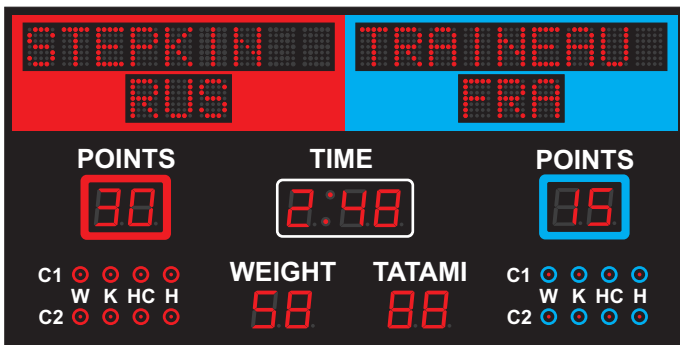


- *Dimensions:* 1400 x 800 x 70 mm
- *Weight:* about 30 kg
- *All digits:* Super bright LED numerals 100mm high.
- *Penalties C1 & C2 (W, K, HC, H):* 10 mm diodes
- *Power supply:* 110-220 VAC - 50Hz

SHOWS:

- Score (Shiro & Aka) display in whole numbers.
- Current Time of round.
- Penalty indicator lights.
- Weight display.
- Tatami display.
- Contestant country (2 x 3 characters)

Model D-BVK-T



- *Dimensions:* 1800 x 900 x 70 mm
- *Weight:* about 40 kg
- *All digits:* Super bright LED numerals 100mm high.
- *Penalties C1 & C2 (W, K, HC, H):* 10 mm diodes
- *Power supply:* 110-220 VAC - 50Hz

SHOWS:

- Score (Shiro & Aka) display in whole numbers.
- Current time of round.
- Weight display.
- Tatami display.
- Penalty indicator lights.
- Contestant name (2 x 9 characters)
- Contestant country (2 x 3 characters)



CONTROL CONSOLE

D-CKN microcontroller based command console with LCD data display, standard keyboard and built-in beeper for confirmation of key-contact. Total memory in case of power failure (no batteries required). Instantly indicates when the referees press the appropriate button. Any or all of the referees can be called to the jury table. Console is also used for setting the timer and start and stop the time and for name and country text entering.

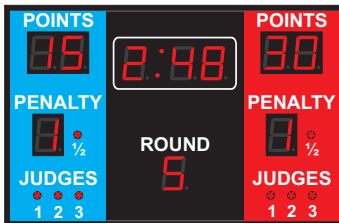
JUDGES VOTING SYSTEM

Judges Voting System with five judges console (1 button for red and 1 button for blue competitor) allows voting during kata competitions.

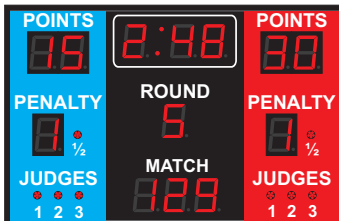
OPTIONS:

- *DS - Double side*
- *ST - Stand with 4 wheels*
- *Wireless Control System*

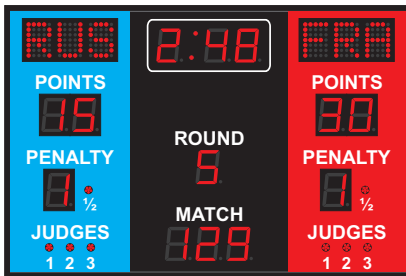
Model D-BVT-0



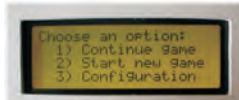
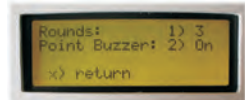
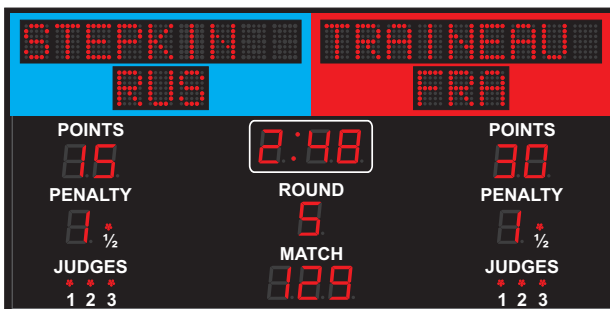
Model D-BVT



Model D-BVT-CT



Model D-BVT-T



Model D-BVT-0

- Dimensions: 1000 x 650 x 70 mm
- Weight: 13 kg

Model D-BVT

- Dimensions: 1000 x 650 x 70 mm
- Weight: 13 kg

Model D-BVT-CT

- Dimensions: 1200 x 800 x 70 mm
- Weight: 20 kg

Model D-BVT-T

- Dimensions: 1800 x 900 x 70 mm
- Weight: 40 kg

All models:

- Digits: 100 mm high LED digits
- Contestant name & country: 100 mm high
- Judge 1, 2, 3, Penalty 1/2: 20 mm diode cluster
- Power supply: 110-220 VAC - 50Hz

SHOW:

- All models:
- RED (Hong) score display in whole numbers.
 - Current time of round.
 - Current round number.
 - Current match number.
 - Full point deductions (gam-jeom).
 - Judge indicator lights
 - Half point deductions (kyung-go) indicator light.
 - Blue (Chung) score display in whole numbers.

Model D-BVT

- additionally match no.

Model D-BVT-CT

- additionally match no.
- additionally contestant country (2 x 3 characters)

Model D-BVT-T

- additionally match no.
- additionally contestant country (2 x 3 characters)
- additionally contestant name (2 x 9 characters)

CONTROL CONSOLE AND JUDGES VOTING SYSTEM

D-CKN microcontroller based command console with LCD data display, standard keyboard and built-in beeper for confirmation of key-contact. Total memory in case of power failure (no batteries required). Judges Voting System has three judges console with 2 buttons for red and 2 buttons for blue competitor.

Controllable Options from the Console:

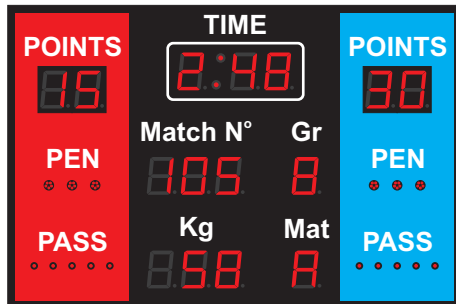
- Scoreboard Diagnostic
- Time window for judge decision adjustment - control of the time in which two judges must agree that a point is scored. Default is 1 second, but can be adjusted. No other system can do that!
- Point Buzzer - the buzzer for the points scored can be turned off. Very convenient for smaller venues where noise is a problem. When this option is off only the round and break buzzers are active.
- Break Length - Adjustable time for break between rounds.
- Round Length - Adjusts the time for the rounds.
- Number of rounds - Adjusts the number of rounds in a match.

More scoreboards can be connected to one control system.

Options:

- ST - Stand with four wheels
- DS - Double sided models

Model D-BVR

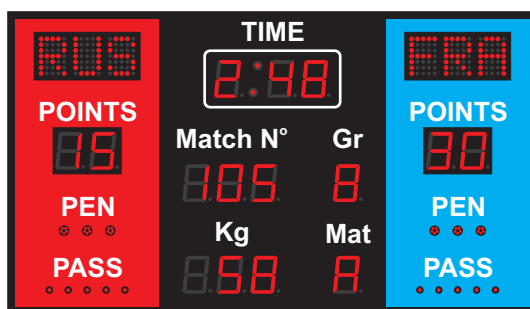


- Dimensions: 1200 x 800 x 70 mm
- Weight: 20 kg
- Score digits, Match No, Kg, Gr, Mat, Time : 100 mm high.LED digits
- Penalty: 20 mm diode cluster
- Passive: 10 mm diodes
- Power supply: 110-220 VAC - 50Hz

SHOWS:

- Red and blue score display in whole numbers.
- Current time.
- Penalty indicator lights.
- Match no, kg, gr, mat.
- Red and blue passive.

Model D-BVR-CT

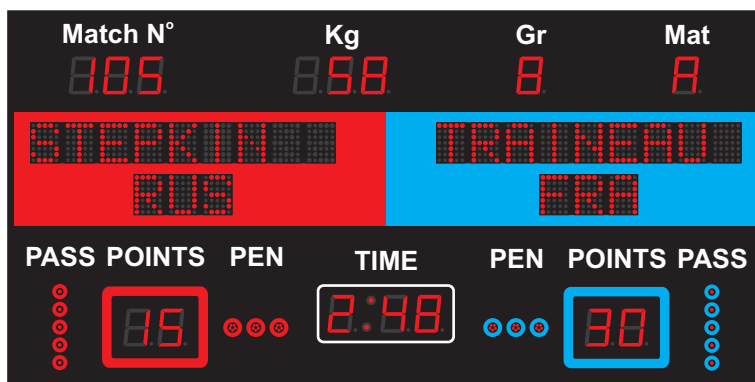


- Dimensions: 1400 x 800 x 70 mm
- Weight: 25 kg
- Score digits, Match No, Kg, Gr, Mat, Time : 100 mm high LED digits.
- Penalty: 20 mm diode cluster
- Passive: 10 mm diodes
- Power supply: 110-220 VAC - 50Hz

SHOWS:

- Red and blue score display in whole numbers.
- Current time.
- Penalty indicator lights.
- Match no, kg, gr, mat.
- Red and blue passive.
- Contestant country (2x3 characters)

Model D-BVR-T



- Dimensions: 2000 x 1000 x 70 mm
- Weight: 40 kg
- Score digits, Match No, Kg, Gr, Mat, Time : 100 mm high.
- Penalty: 20 mm diode cluster
- Passive: 10 mm diodes
- Super bright LED numerals
- Power supply: 220 VAC - 50Hz

SHOWS:

- Red and blue score display in whole numbers.
- Current time.
- Penalty indicator lights.
- Match no, kg, gr, mat.
- Red and blue passive.
- Contestant name (2x9 characters)



CONTROL CONSOLE

D-CKN microcontroller based command console with LCD data display, standard keyboard and built-in beeper for confirmation of key-contact. Total memory in case of power failure (no batteries required). Instantly indicates when the referees press the appropriate button. Any or all of the referees can be called to the jury table. Console is also used for setting the timer and start and stop the time and for name and country text entering.

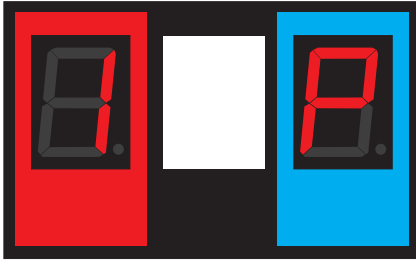
OPTIONS:

All scoreboard models can be:

- DS - Double side
- ST - Stand with 4 wheels
- Wireless Control System



Model D-BVR-SP



Small transportable Score Board D-BVR-SP for Wrestling:

- *Dimension:* 400 x 280 x 70 mm
- *Weight:* 2 kg

SHOW:

- *Blue and Red contestants points:* 100 mm red digits
- *White light indicator*
- *Power supply:* 220 VAC-50Hz

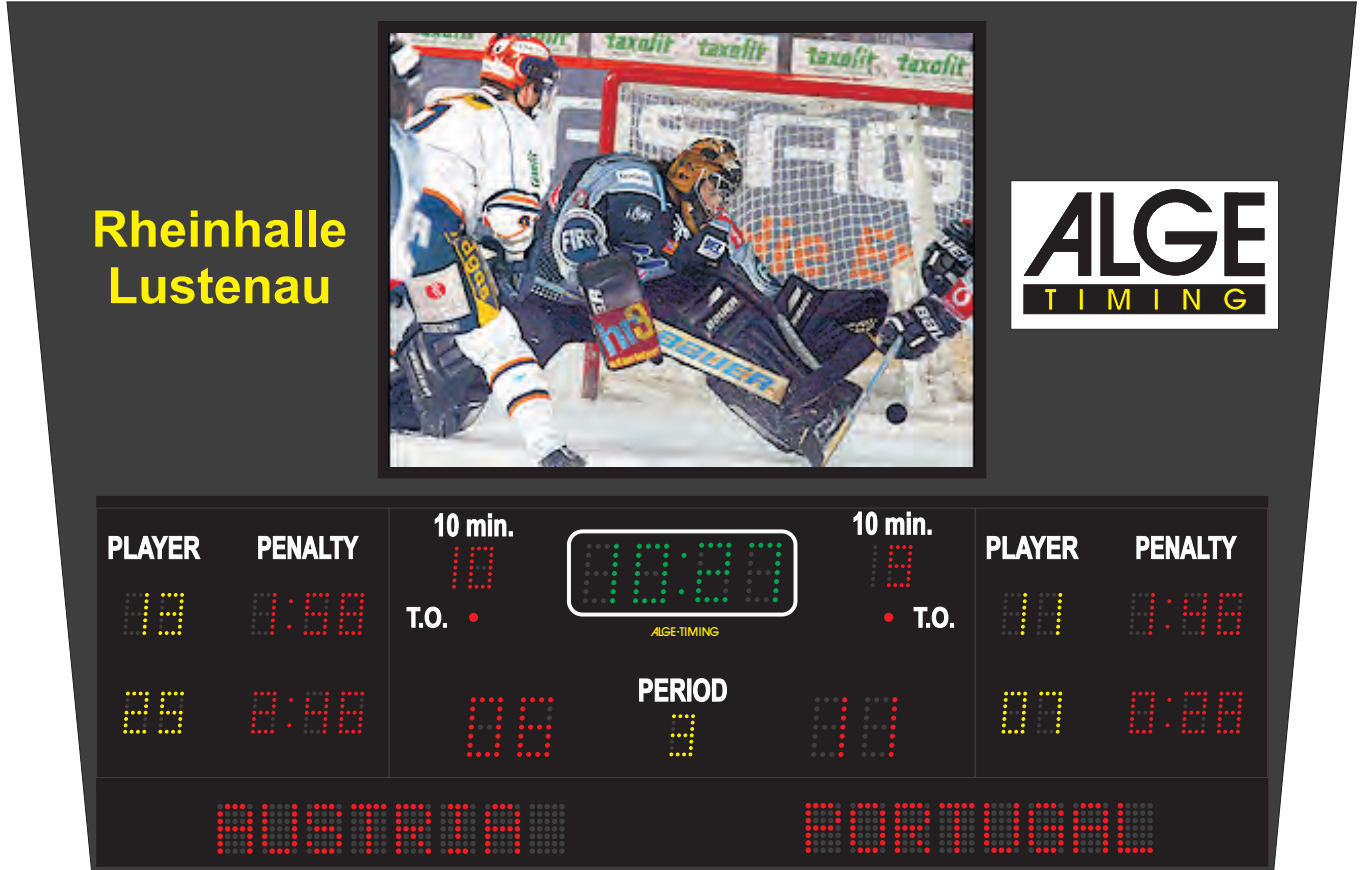
KEYBOARD:

- Point keys 1, 2, 3, 5, O, P for both contestants.
- Key for white light indicator.



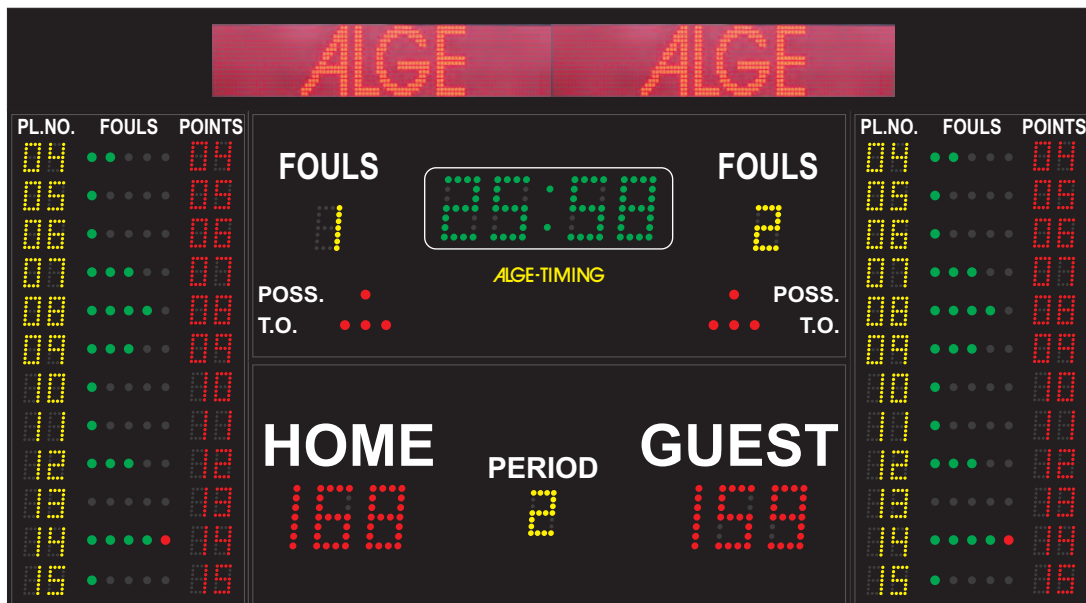
Example:

Customer designed Hockey Scoreboard with integrated videowall with four faces



Example:

Customer designed Basketball Scoreboard with integrated matrix display field (red LED)





ALGE-TIMING GmbH
Rotkreuzstrasse 39
A-6890 Lustenau
Austria
Tel: +43-5577-85966
Tel: +43-5577-85966-4
office@alge-timing.com
www.alge-timing.com