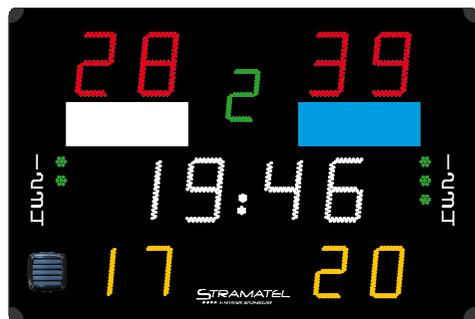


## 452 PB 3000



(non contractual picture)



## Composition

- 1 scoreboard made of 1 module
- 1 control console
- 1 carrying case for control console
- 1 mains cable
- Junction box and transmission cables (for cable controlled version)
- Operating and installation instructions

## Description

- Use :** Indoor - Tropicalized LED and electronic components
- Transmission :** Radio (868 MHz) or cable
- Readability :** 90 m, angle >160°
- Dimensions :** 1500 x 1000 x 90 mm
- Weight :** 24 kg
- Power supply :** 230V / 50-60Hz      **Power consumed:** 96 VA
- Protection :** Unbreakable mat polycarbonate front face (DIN 18032-3)
- Integrated horn :** 116 dB at 1m
- Mains cable (supplied) :** 25 m – Type: 230V, 3G, 0.75 mm<sup>2</sup>
- Cable controlled :** For cable controlled models or radio controlled models with cable set :  
Junction Box + 50 m transmission cable (scoreboard/junction box) –  
Type : phone cable 2 pairs 6/10th + 10 m transmission cable DIN/DIN (junction box/console)

## Display functions

- Score :** 2 x 2 red LED digits (20 cm)
- Period :** 1 green LED digit (16 cm)
- Timer/Rest period :** 4 white LED digits (20 cm) + blinking points
- Day Time:** When the scoreboard is not in use
- Time out :** 2 x 4 green LED points
- Penalty :** 2 x 2 yellow digits (16 cm)
- Teams indication :** white and blue stickers

## Control consoles

- 1 main console :** (340 x 175 x 60 mm) with LCD screen - 2 lanes of 20 characters (9 mm high)
- 1 charger (radio) :** Hold the consoles in charge when there are not in use. (Autonomy max 16 h)
- Connection plugs :** DIN between the consoles
- USB Port :** For program update
- Programme :** Waterpolo / Swimming training / Timer function
- Multilingual Programme**

## Options

- TV Interface (RS 485) :** Data transmission for TV broadcasting
- Sound Interface :** Connection with swimming-pool sound system - Horn sound amplifier
- DCF or GPS Antenna :** For accurate time synchronisation
- Cable set :** Cable mode for radio controlled scoreboard
- Pair of 30 sec. shot-clocks :** Attack timer