

List of sports supported:

Basketball (FIBA level 3) - Handball (national) - Volleyball (regional)
Tennis - Table tennis - Badminton - Rink hockey - Floorball - Futsal
Korfbal - Netball - Roller hockey



**Also available
as HOME/GUEST version:**



General characteristics

- Indoor use
- SMD LED technology.
- Brightness adjustable via the Scorepad touch screen. Can be adjusted during a match.
- Team names can be programmed from the Scorepad touchscreen keyboard.
- Built-in horn (120dB at 1 metre).

Certification and compliance for the marking CE

- RED (radio): EN 301 489-3, EN 300 220-2.
- Electromagnetic compatibility (EMC): EN 55024, EN 55032.
- Low voltage: EN 60950.
- Standard: DIN 18032-3.

Model reference nos.

- 916 213..... 8T120 HOME/GUEST.
- 916 214..... 8T120 Alpha.
- 916 263..... 8T120 HOME/GUEST + Scorepad.
- 916 264..... 8T120 Alpha + Scorepad.

Scoreboard display

	Display description	Display characteristics
A	Game clock or local time or time-out timer.....	4 yellow 20cm digits per team.
B	Clock stopped indicator.....	1 red dot.
C	Team fouls.....	1 red 15cm digit per team.
Alpha-numerical version:		
	Team names.....	Max. 11 characters, yellow, 12cm, per team.
D	Scrolling messages.....	Max. 60 characters, yellow, 12cm.
HOME/GUEST version:		
	Stickers.....	Yellow 12cm letters.
E	Time-out indicators.....	3 yellow dots per team.
F	Period number.....	1 yellow 15cm digit.
G	Score.....	3 red 20cm digits per team.
H	Penalty time count or reminder of last individual foul or time-out count or result of previous set.....	4 yellow 15cm digits per team.

Technical data

Dimensions.....	L2000 x H1000 x D65.5 mm.
Weight.....	52 kg (Home/Guest) - 55 kg (Alpha).
Scoreboard construction.....	Steel.
Protection ratings.....	IP20, IK09 (DIN standard 18032).
Optimal reading distance.....	90m.
Reading angle.....	160°.
Power supply.....	230V AC, 50/60Hz.
Power consumption.....	23 W (Home/Guest) - 46 W (Alpha).
Protection level.....	16A circuit breaker - curve D.
Communication.....	Keyboard/8T120 link by wire or HF radio.

