

# ELECTRONICS FOR SPORT

# PLAY20d (Art.322, Art.322T)

Electronic scoreboard for bowls and other sports

- Art.322 PLAY20d Two-side display. Ceiling fastening
- Art.322T PLAY20d with infrared telecontrol

### PLAY20d Two-side display. Ceiling fastening (Art.322)

- 20cm-high figures, readable from 50m away. The different colour of the two numbering devices (red and green) makes it easier to recognise one's score.
- It is supplied with a keyboard already connected by means Item codes and prices (not including VAT) of 30m-long cable. The cable can be extended very easily because it only has 2 conductors.
- The keyboard is extremely sturdy, with membrane-type keys (5 million operations), in red and green like the corresponding displays. Mistakes in score-taking, which can occur if the keyboard is not placed in front of the scoreboard, are thus avoided. It can be connected to a second keyboard (Art.324) to control the scoreboard from 2 positions.
- The following operations can be carried out from the keyboard: turn on and off the scoreboard, zero, increase or decrease single numbering devices. The score is up to 99.
- It is supplied with cable and supply plug.

### PLAY20d with infrared telecontrol (Art.322T)

- Telecontrol range: 25-35m.
- An innovative system allows more than one remote control to be used in the same room without the need for setting any code.
- Sturdy small alluminum box: 11 x 4.8 x 2.2cm.
- Flat keyboard which does not get ruined by dirt or liquids.

## **OPTIONS**

- Art.326 additional infrared TELECONTROL (only for
- Art.328-8 ADVERTISING BOARD 85 x 8cm.

The advertising boards are prearranged to be fastened under the scoreboard.





Art.322 PLAY20d two-side display Size: 85x27x9cm. - Weight: 10.5kg.



Art.322T PLAY20d with infrared remote control (Rx+Tx)

Size: 85x27x9cm. - Weight: 10.7kg.



Art.R361-6 ...Infrared remote control for Play20-20d - Tx only

Spare part

Size: 11x4,8x2,2cm. - Weight: 0.17kg.

Art. 328-8 Board for advertisement 85X8cm Size: 85x8x0,3cm. - Weight: 0.8kg.