PLAY6T (Art. 362)

ELECTRONIC SCOREBOARDS

TECHNICAL DATA

An attractive design which fits in perfectly anywhere.

- Ultra-flat: thickness 4cm - height 19.5cm - length 56cm.
- Numbers 60 mm high, red and green like the corresponding buttons.
- It has a 25 mm high yellow centre display for displaying the chronometer and is used when the players have to respect time limits on the game. It shows how much time the player has left for the shot or for pre-match warming up.
- Flat, membrane keyboard with large buttons and clearly legible printing which make the keyboard easy to use and pleasant to look at. Sealed against dust and smoke, it eliminates problems of uncertain touches by players over time. Minimum life span of each button: five million touches.
- If there is a blackout, no point total held in the memory will be lost, and all that without the use of batteries.
- A sturdy plastic container, completely insulated with no need of a ground connection. It comes equipped with cord and plug, but it can be opened easily at the back for a possible direct connection.
- Wall mounting is simple, solid and immediate using 2 front screws.
- Negligible energy consumption: max 6VA at 230Vac (available 115Vac version).

Art.362
...PLAY6T scoreboard with timer
Size: 56x19x4cm. - Weight: 1.3kg.

Art.362-T
...PLAY6T with infrared remote control
Size: 56x19x4cm. - Weight: 1.54kg.

KEYS FUNCTIONS

- **ON/OFF** button: turns on and off.
- **START** button: returns the score to zero to begin a game.
- Buttons from **0** to **9**: for setting the points to add; the addition will be carried out automatically three seconds after their entry.
- Buttons **(C)** and **(-)**: for deleting the last entry and for subtracting points respectively.
- **MEMORY** button: shows the points previously recorded (as a check).
- **MATCH COUNT** button: if one wishes to count the number of games won as well as have the point score.
- **2 or 6 PLAYERS** button: allows the keeping of scores for 2 or 6 players. When set up for 6 players, one side shows the player's number and the other his respective score.
- **ON-OFF TIMER** button. For turning on and off the chronometer.
- **START-TIME 1** and **START-TIME 2** buttons. For starting the chronometer with the preset TIME1 or TIME2 times. TIME1 can be programmed from 5 to 90 seconds whilst TIME2 can be programmed from 2 to 9 minutes.
- **STOP** and **CONTINUE** buttons. For stopping and resuming respectively the chronometer if an interruption is required.

OTHER VERSIONS

PLAY6T with infrared TELECONTROL (Art.362T)

An innovative system allows more than one infrared remote control to be used in the same room without the need for setting any code.

- Range: 15m.
- Power supply: with a 9-Volt alkaline battery.
- Lifespan: about 140.000 operations!
- Sturdy small alluminum box: 14,5 x 5,5 x 2,2cm.
- Membrane keyboard which does not get ruined by dirt or liquids.