

CAPTIONS (H" x W")

HOME	12" x 40"
VISITOR	12" x 57"
INNING	12" x 46"
BALL	10" x 29"
STRIKE	10" x 41"
OUT	10" x 23"
H	10" x 7"
E	10" x 6"

DIGIT SIZES (H")

TEAM SCORES	24"
INNING	24"
BAT SPOT	3.5"
H/E SPOT	3.5"
OUT SPOT	3.5"
STRIKE SPOT	3.5"

MODEL: BA-7116-2



DIMENSIONS	Height	Length	Depth	Weight
	7'-0"	16'-0"	10"	595 lbs.

STANDARD EQUIPMENT

- Super-bright, wide-angle amber LED's
- 4-level control console display brightness adjustment
- 5-year limited warranty
- Easy access built-in service points
- Quality engineered water resistant aluminum
- Complete, secure and durable display mounting
- Built-in lightning suppressor (for standard data direct wire only)
- Request a free project design renderings
- Help Desk Support
- USA Factory authorized national and local sales, service and installation

OPTIONAL EQUIPMENT

- Full-color electronic message displays
- Integrated scoring and display systems
- Illuminated, non-illuminated identification and sponsorship signage
- Personalized vinyl home team name
- Scoreboard caption color (other than white)
- Custom, unique signage options
- Scoreboard control carrying case
- Truss and decorative steel systems
- Power lighting protector

Please see Color Chart PDF for all scoreboard color options.

UV resistant custom paint & vinyl trim colors available.

ELECTRICAL

Voltage	Hertz	Watts	AMPS	Phase	Wiring	Circuits Required	Safety Listing	Scoreboard Display	Control Console
120 VAC	60	233	2	1	2-Wire + ground	1	ETL/CETL	-22° to 131° F	-30° to 55° C

OPERATING TEMPERATURES

All weights and measures are approximate. To confirm specifications please contact your local Fair-Play representative.

For applicable models, consult with a sales representative on the following:

- Choice of Fair-Play's scorekeeper approved score systems
- Electronic Team Names
- Rear-illuminated scoreboard captions or scoreboard sport-conversion captions (electronic)
- Changeable scoreboard game captions — electronic available, operated via control
- Pitch Speed or Pitch Count Display Systems