

ALLEN COUNTY WAR MEMORIAL COLISEUM
SCOREBOARD SPECIFICATION AND
USAGE PARAMETERS

**PLEASE DELIVER ALL CONTENT TO BE
LOADED ON A MEMORY STICK**

GRAPHIC REQUIREMENTS

UPPER RING – 1216 PIXELS WIDE X 32 PIXELS HIGH
BITMAP FOR STILLS (24 BIT COLOR DEPTH)
AVI FOR MOTION GRAPHICS (30 FRM PER SEC)

LOWER RING – 800 PIXELS WIDE X 32 PIXELS HIGH
BITMAP FOR STILLS (24 BIT COLOR DEPTH)
AVI FOR MOTION GRAPHICS (30 FRM PER SEC)

VIDEO SCREEN – STANDARD DEFINITION 4:3 FORMAT VIDEO
(AVI IS ALWAYS BEST IF IT'S A MOTION GRAPHIC, JPEG, OR
BITMAP24 IF IT'S A STILL)

SCORING SECTION – 224 PIXELS WIDE X 128 PIXELS HIGH
BITMAP FOR STILLS (24 BIT COLOR DEPTH)
AVI FOR MOTION GRAPHICS (30 FRM PER SEC)

FASCIA BOARDS (RIBBON BOARDS) – 8704 PIXELS WIDE X 32
PIXELS HIGH (360° BUT BROKEN UP INTO SECTIONS) . MAKE
YOUR FILES 8704X32. THEY MUST BE BITMAP (24BIT COLOR) FOR
STILLS. AVI FOR MOTION GRAPHICS (30FPS)

USAGE

The upper and lower rings are reserved for Coliseum Advertisers during pre and post game and during game stoppage. The rings can however be used for goal celebration.

The upper scoring section is also reserved for Coliseum advertisers, but can be used for game announcements.

The video screen is for the actual production of the game. There are 4 cameras one north court, one south court, and 2 up center in the 600 level.

The screen can be used to run game related videos and sponsor clips.

The Coliseum will run 5 ad spots throughout the event various still announcements as available. (local sport events only)