

HandPunch® 1000

TIME & ATTENDANCE TERMINAL



A biometric time clock that is truly affordable for small to midsize businesses.

- ▶ *Saves money over card-based systems*
- ▶ *Eliminates Badges*
- ▶ *Eliminates Buddy Punching*
- ▶ *Fast and easy to use*
- ▶ *Provides the most accurate time and attendance solution available*

Recognition Systems, Inc. now brings the accuracy and convenience of biometric technology easily within reach of any time and attendance application. In operations that range from the corner deli to franchise chains, RSI systems have proven themselves to be a practical and precise solution. Our terminals are so affordable, card-based systems seem obsolete.

Your hand is your card

There are no cards to create, administer, carry – or lose. The HandPunch 1000 verifies employees' identities in less than one second, based on the unique size and shape of their hands. For small companies, the HandPunch 1000 provides a quick return on investment by eliminating the cost associated with

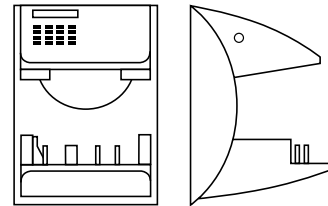
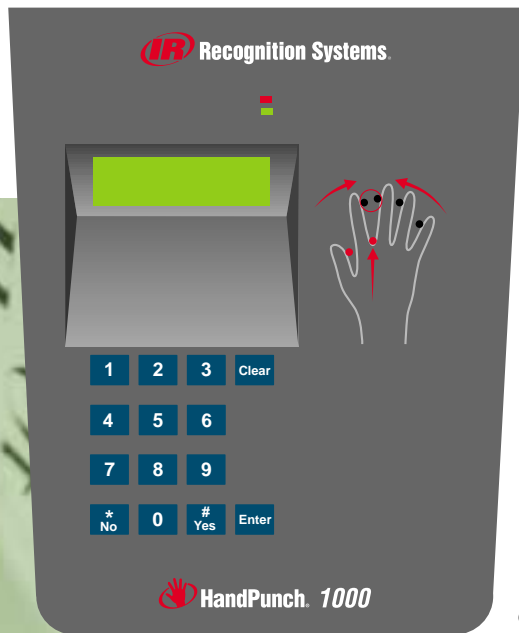
administering and managing cards.

For companies that have small, multiple locations, minimal supervision leaves opportunity for buddy punching and time fraud. With the HandPunch 1000 one employee can't punch for the other. Time fraud is eliminated thereby reducing payroll costs and increasing the company's bottom line.

Pay As You Grow

Designed to grow with your business, the user capacity of the HandPunch 1000 can be easily expanded in the field. Standard user memory provides for up to 50 employees with the expandability to grow to 512 users.





Hand Geometry Technology

The HandPunch 1000 uses RSI's field-proven hand geometry biometrics technology. The terminal captures a three-dimensional image of the hand each time the employee punches. The hand's size and the shape are used to verify their identity with unparalleled accuracy. No fingerprints or palm prints are utilized. Green and red lights notify the employee of the status of each punch. There's no question any more; employees have to be there to punch.

HANDPUNCH 1000

Small Enterprise Solution

The HandPunch 1000 provides a new solution for companies with 50 employees or less per terminal or location. The HandPunch 1000 terminal allows for collection of in and out punches plus allows easy connectivity to any time and attendance application. With the HandPunch 1000 small companies no longer need to worry about lost timecards, making new cards, or employees punching for another employee.

SPECIFICATIONS

Part Number	HP-1000
Size	8.85 in. (22.3 cm.) wide 11.65 in. (29.6 cm.) high 8.55 in. (21.7 cm.) deep
Power	12-24 VDC or 12-24 VAC 50/60 Hz
Weight	6 lbs. (2.7 kg)
Verification time	Less than 1 second
Memory Retention	Up to 5 years via the standard internal lithium battery
Transaction Buffer	5120 transactions.
ID Number Length	1 to 10 digits
Baud Rate	1200 – 28.8K bps
Communications	RS-232, 50 foot cable included
User Capacity	50 Users
Options	
BB-200	Operational Battery Backup
MD-500	Internal 14.4 Baud Dial-up Modem
EM-701	Memory Expansion (50 to 100 users)
EM-702	Memory Expansion (50 to 512 users)

Pay for only what you need

The HandPunch 1000 comes standard with user capacity for 50 users. As your business grows, so can the user capacity of the HandPunch 1000. Memory upgrades are available to expand to 100 or even up to 512 users. The upgrade can be easily performed in the field without removing the unit from the wall. With a built in transaction memory to store over 5,000 punches the HandPunch 1000 ensures your employees' data is safe.

Communication Options

The HandPunch 1000 connects quickly to the time and attendance PC via a provided 50-foot RS-232 communications cable. An optional internal 14.4 K baud dial-up modem is available for remote sites.

Note: Some time and attendance software packages may not have implemented all of these features in their system software. Please check with your system vendor for details.

Specifications subject to change
HandPunch® is a registered trademark of Recognition Systems, Inc.