EVERSAN

MODEL 9775

HOME

PERIOD

POSS.

BONUS

GUEST

PLAYER PENALTY

PLAYER PENALTY

SHOTS
ON GOAL

EVERSAN

MULTI-PURPOSE
SCOREBOARD

Instruction Manual

Table of Contents

CHECK LIST

1. One (1) scoreboard with (4) Z-brackets.

2. One (1) control console with 9V adapter.

3. One (1) control cable (A) with connector and wall junction box (optional).

4. One (1) control cable (B) with connectors.

5. Two (2) antenna (wireless systems only).

NOTE: Please check that these items are available prior to initial test of the scoreboard.   If you are missing any items, please **call (800) 383-6060 for assistance.**

Before You Begin:

ALWAYS connect/disconnect cables before power is turned on.
NEVER service without contacting an Eversan, Inc. Technician.
NEVER service with the power on.

Out of Box Setup and Test

The Eversan, Inc. 9775 series scoreboard system comes complete and ready to operate.

NOTE: Follow these instructions in order to assure correct operation and installation. Warranties will be void if the procedures below are disregarded. **Failure to test scoreboard prior to hanging will void all warranties**.

SCOREBOARD INSTALLATION INSTRUCTIONS

Scoreboard Instructions for Each Display

The scoreboard has four Z-brackets for wall mounting included in this shipment. Securely mount two each of the bracket 72" apart on center and level with each other where the bottom of the scoreboard will rest. Measure up from the flat of the bottom Z-bracket 60 ¼" and mark. This is the location of the top of the scoreboard. Align the top Z-brackets and drill the required holes for installing them. **Do not install top brackets now.** Lift the scoreboard onto the bottom brackets and hold in place until the top brackets can be secured. Please refer to the installation Diagram. If additional reinforcement is necessary, bolt through the back plate by removing the minutes and seconds displays, and screw directly into the wall.

Wall or Floor Junction Box:

Mount on the wall or in the floor near the desired scorer table.

Electrical Specifications: 120VAC @ 3 AMP

Electric outlets for scoreboards are always on a "clean" unused breaker box. Pay special attention to the power source and connections. **The scoreboard display can only be turned on or off by using the 120VAC outlet that it is connected to, therefore it is recommended that either a key switch or circuit breaker easily control the outlet.**

NETWORK WIRING INSTALLATION

Eversan, Inc.'s advanced technology LED scoreboard system allows for multiple scoreboards and shot timers to be controlled separately or together in combination.

A. **For Combined Operation only –** wire scoreboards and/or shot timers per diagram 1. Plug in a single control console to the wall box and operate scoreboards.(See wiring diagram 2)

B. **For Combined and separate operation –** wire scoreboards and/or shot timer per diagram 2. Plug both cables into one console to run all scoreboards and/or shot timers together. Plug both consoles into each wall junction box. To operate scoreboards. (See wiring diagram 3)

   a. Completely perform installation of additional scoreboard(s).

   b. Connect network together using data cables supplied with your purchase.

   c. Installation of scoreboards.

2.4GHZ WIRELESS POWER UP INSTRUCTIONS

Eversan, Inc.'s 2.4GHZ frequency hopping wireless control system allows for multiple scoreboards and shot timers to be controlled separately or together within feet of each other.

INITIALIZING THE WIRELESS SYSTEM

The following steps must be used to ensure proper communication from the 9750/55 wireless control console and each scoreboard you want to control.

1. Turn on each 9775 Scoreboard that you want to control. The scoreboard(s) should display a dash (-) in each numeric display.
2. Connect the antenna and 9VDC adapter provided to the 9775 wireless control console. (see diagram for proper placement)
3. Turn on the control console. Once communication has been established the scoreboards will go through an initial checkout. See operating instructions.
4. To use another scoreboard with a different control console repeat steps 1 through 3.

OPERATING INSTRUCTIONS:

Upon power up your scoreboard will check the displays by illuminating an 8 in each number position and then going blank. When the control console is powered up it will display "Eversan, Inc. Scoreboards" for approximately 5 seconds and then show, "PLEASE SELECT MODE". There are three modes1=BASKETBALL, 2=VOLLEYBALL, 3=HOCKEY. Select one of the modes and the console will show "TIME=00:00.0   ST=00,HOME=000   GUEST=000". When the control console shows zero's the scoreboard will display the following: Home and Guest scores will have a zero in the units position, TIME will have a zero in the tens of seconds position, PERIOD one will be illuminated and the home POSSESSION arrow will be lit. You can also silence the horn on this scoreboard from going off when the clock counts down to zero time. This is done by holding the horn button down during the power up sequence of the control console.

MODE 1= BASKETBALL OPERATION
There are two modes available for setting the scoreboard:

STOP MODE:
   The scoreboard goes immediately into this mode when it is first powered up. In this mode, you can perform all functions. ONLY in this mode can TIME and PERIODS be set.

GO MODE:
This is the mode used during game time. You may increment the **HOME** or **GUEST** score by one or correct the score by holding the button down. You may set **BONUS** and **POSESSION** indicators. You can control the optional **SHOT TIMER** function. The **CLOCK** can count down (or up) in this mode and can be stopped and started.

TO SET THE TIME:
To set the **TIME** for game play, press **STOP**, then press the **TIME** button and enter five (5) digits (minutes: seconds. tenths of seconds) on the keypad, i.e. 02:00.0 will be two minutes. If an error has been made, press the **TIME** button and repeat the above procedure.

TO SET THE SCORE:
In the GO mode, the score is incremented by one when the corresponding **HOME** or **GUEST** button is pressed. Also, the score will decrement when the **HOME** or **GUEST** button is held down.

NOTE: The home and guest score is displayed on the control console's LCD. Alternately, any score may be put on the board by pressing either the HOME or GUEST button and entering the desired three digit score on the keypad, i.e. 26 would be entered as 026.

TO SET THE PERIODS:

You must be in the **STOP** mode to set the period. Press the PERIOD button on the keypad to light a period. Each time the button is pressed and additional period lights up indicating a period is activated.

NOTE: The control console's LCD display will show each period change and then display the score.

SETTING POSSESSION:

To change **POSSESSION** indicator, press the **POSSESSION** button.

NOTE: The LCD display on the console will display "POSSESSION = HOME" or "POSSESSION = GUEST" and change back to display the score.

SETTING BONUS:

To set and unset the BONUS, press the L/BONUS to turn the Home Bonus on/off and press R/BONUS to turn the guest Bonus on/off.

NOTE: The LCD display on the console will display the changes you make, i.e.
LCD display will read "HOME BONUS ON" and then return to the score.

RUNNING THE TIME:

Press **STOP/GO** button once to start or stop.

UP/DOWN COUNT:

In the **STOP** mode, press the **TIME** button and enter all zeros for time. The time is automatically in up count when the **GO** button is pressed.

NOTE: The LCD Display on the control console will display the time.

MODEL 9775 LOWER PANEL INSTRUCTIONS

SETTING TEAM FOULS:

To set the **FOUL SCORE**, press either the **HOME** or **GUEST FOUL/SOG/GW** button on the console once to increment by one or hold down to decrement.

NOTE: The LCD display on the console will show the changes you make, i.e. the display will read "HOME F/GW/SOG = 01".

SETTING PLAYER NUMBER AND FOULS:
To set the HOME or GUEST PLAYER FOUL and POINTS, press the

HOME PLYR FOUL/PEN/GS button. The LCD display will read "PLYR = 00 F=0 POINTS=00". Enter the player number, foul number, and POINTS for the player you are entering or editing, i.e. "PLYR=15 F=1 POINTS=22". The numbers are entered via the 0-9 keypad from left to right. For the example shown the numbers would be entered 15122. The scoreboard will display the last two player's

information you have entered for each team

MODE 2=VOLLEYBALL OPERATION:
There are two modes available for setting the scoreboard:

STOP MODE:
 The scoreboard goes immediately into this mode when it is first powered up.
 In this mode, you can perform all functions. ONLY in this mode can TIME and
PERIODS be set.

GO MODE:
This is the mode used during game time. You may increment the **HOME** or **GUEST** score by one or correct the score by holding the button down. You may set **BONUS** and **POSESSION** indicators. You can control the optional **SHOT TIMER** function. The **CLOCK** can count down (or up) in this mode and can be stopped and started.

TO SET THE TIME:
To set the **TIME** for game play, press **STOP**, then press the **TIME** button and enter five (5) digits (minutes: seconds. tenths of seconds) on the keypad, i.e. 02:00.0 will be two minutes. If an error has been made, press the **TIME** button and repeat the above procedure.

TO SET THE SCORE:
In the GO mode, the score is incremented by one when the corresponding **HOME** or **GUEST** button is pressed. Also, the score will decrement when the **HOME** or **GUEST** button is held down.
       NOTE: The home and guest score is displayed on the control console's LCD.
Alternately, any score may be put on the board by pressing either the HOME or GUEST button and entering the desired three digit score on the keypad, i.e. 26 would be entered as 026.

SETTING SERVING:
To change **SERVING** indicator, press the **POSS/SERV** button.
NOTE: The LCD display on the console will display "POSSESSION = HOME" or "POSSESSION = GUEST" and change back to display the score.

RUNNING THE TIME:
Press **STOP/GO** button once to start or stop.

UP/DOWN COUNT:
In the **STOP** mode, press the **TIME** button and enter all zeros for time. The time is automatically in up count when the **GO** button is pressed.
NOTE: The LCD Display on the control console will display the time.

LOWER PANEL INSTRUCTIONS VOLLEYBALL MODE

SETTING GAMES WON:
To set the **GAMES WON** press and release either the **HOME** or **GUEST FOULS/SOG/GW** to increment by one or hold the button down to decrement.
NOTE: The LCD on the control console will show the changes you make, i.e. the display will read "HOME F/GW/SOG=01".

SETTING GAMES WON SCORE:
To set the **HOME** or **GUEST GAMES WON SCORE** press and release the **HOME** or **GUEST PLYR FOUL/PEN/GS** button. The LCD display will read "HOME=00 GM GUEST=00". Enter the score for the home team and then the guest team using the 0-9 keypad. If the home team won the game 25 to 19 the numbers would be entered from left to right 2519. The scoreboard will display up to 4 games in addition to the game in progress. If you make a mistake entering a score you must clear the scores and re-enter each game. The LCD display on the control console will show the changes made and then return to the score of the game in progress.

MODE 3=HOCKEY OPERATION:
There are two modes available for setting the scoreboard:

STOP MODE:
   The scoreboard goes immediately into this mode when it is first powered up. In this mode, you can perform all functions. ONLY in this mode can TIME and PERIODS be set.

GO MODE:
This is the mode used during game time. You may increment the **HOME** or **GUEST** score by one or correct the score by holding the button down. You may set **BONUS** and **POSESSION** indicators. You can control the optional **SHOT TIMER** function. The **CLOCK** can count down (or up) in this mode and can be stopped and started.

TO SET THE TIME:
To set the **TIME** for game play, press **STOP**, then press the **TIME** button and enter five (5) digits (minutes: seconds. tenths of seconds) on the keypad, i.e. 02:00.0 will be two minutes. If an error has been made, press the **TIME** button and repeat the above procedure.

TO SET THE SCORE:
In the GO mode, the score is incremented by one when the corresponding **HOME** or **GUEST** button is pressed. Also, the score will decrement when the **HOME** or **GUEST** button is held down.
      NOTE: The home and guest score is displayed on the control console's LCD.
Alternately, any score may be put on the board by pressing either the HOME or GUEST button and entering the desired three digit score on the keypad, i.e. 26 would be entered as 026.

TO SET THE PERIODS:
You must be in the **STOP** mode to set the period. Press the PERIOD button on the keypad to light a period. Each time the button is pressed additional period indicator illuminates indicating a period is activated.
NOTE: The control console's LCD display will show each period change and then display the score.

SETTING PENALTY INDICATOR:
To set and unset the PENALTY INDICATOR, press and release the **HOME BON/PEN** to turn the Home Penalty Indicator on/off and press **GUEST BON/PEN** to turn the Guest Penalty Indicator on/off.
NOTE: The LCD display on the console will display the changes you make, i.e.
LCD display will read "HOME BON/PEN ON" and then return to the score.

RUNNING THE TIME:
Press **STOP/GO** button once to start or stop.

UP/DOWN COUNT:
In the **STOP** mode, press the **TIME** button and enter all zeros for time. The time is automatically in up count when the **GO** button is pressed.
NOTE: The LCD Display on the control console will display the time.

LOWER PANEL INSTRUCTIONS HOCKEY

SETTING SHOTS ON GOAL:
To set the SHOTS ON GOAL, press and release either **HOME** or **GUEST FOUL/SOG/GW** button on the control console once to increment by one or hold the button down to decrement.
NOTE: The LCD display on the control console will show "HOME F/GW/SOG=01".

SETTING PLAYER PENALTIES:
To set the HOME or GUEST PENALTIES press and release the **HOME** or **GUEST PLYR FOUL/PEN/GS** button. The LCD display will read "PLAYER= -- TIME= --:--". Enter the player number and penalty time from left to right. If player number 69 gets a 2 minute penalty the numbers entered would be 690200 using the 0-9 keypad. To clear the penalty press and release the **HOME** or **GUEST PLYR FOUL/PEN/GS** and enter the player's number followed by four 0's. To clear number 69's penalty enter 690000. The scoreboard will display two penalties for each team. The LCD display on the control console will show the changes made and then return to the score.

REPLACEMENT OF MODULAR PANELS AND POWER SUPPLY

Eversan, Inc.'s scoreboard systems are easy to maintain. Each module of the scoreboard is totally replaceable and interchangeable.

CAUTION: Before attempting any maintenance, please call and speak with an Eversan, Inc. Technician at (800) 383-6060.

To Change any of the Display Panels:

1. TURN THE SCOREBOARD POWER OFF.

2. Remove the four screws that are securing the panel.

3. Remove the display panel and CAREFULLY unplug connector.
   (Rock connector back and forth to remove)

4. Properly replace the connector on the new display, taking care to install in the proper polarization.

5. Reinstall panel and install the four screws.

6. Turn the power on and test the scoreboard.

To Change the Power Supply/Computer Box:

1. TURN THE SCOREBOARD POWER OFF. (Unplug Scoreboard)

2. Unplug the console connector from the power supply.

3. Remove the 4 screws located in the upper left corner of the scoreboard and remove the power supply cover and power supply while disconnecting the 8-pin connector from the right side of the power supply.

4. Replace the new power supply reconnect the console and scoreboard connectors.

5. Turn the power on and test the scoreboard.

EVERSAN

www.eversan.com

MODEL 9775
BASKETBALL/MULTI-PURPOSE
SCOREBOARD