EVERSAN
INCORPORATED

UNITEC MANUFACTURING DIVISION

www.eversan.com

MODEL 6750/55 L.E.D. ELECTRONIC TEAM NAME BASKETBALL, VOLLEYBALL, WRESTLING

SCOREBOARD

Operational Manual

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 B. Plug in a single control console to the wall box and operate scoreboards and/or shot timers.

B. **For Combined and separate operation –** wire scoreboards and/or shot timer per diagram A1. 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 and/or shot timers separately:

   a. Completely perform installation of additional scoreboard(s) and shot timer systems.

   b. Connect network together using special cross connector cables supplied with your purchase.

   > **NOTE:** Refer to diagrams A1 and A2 for details.

   c. Installation of scoreboards and/or shot timers is now complete.

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 6750/55 wireless control console and each scoreboard you want to control.

1. Turn on each 6750/55 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 6750/55 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.
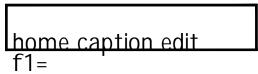
EVERSAN
I N C O R P O R A T E D

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, "TIME=00:00.0   ST=00,HOME=000 P=1 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 will show one and the home POSSESSION arrow will be lit.

ELECTRONIC TEAM NAME PROGRAMMING

If you purchased the optional electronic team name function for your scoreboard after the control console has gone through its initial power up sequence it will display:

```
home caption edit
f1=
```

Using the sub-functions on the control console you can now edit the Home Team Electronic Name panel or use one of the pre-programmed team names. (see chart for pre-programmed names)

TEAM NAMES: Each time this button is pushed and released a pre-programmed TEAM NAME will be displayed in the HOME TEAM position on the scoreboard.

HOME CAPTION EDIT: If the team name you want to display is not pre-programmed press and release this button and you may enter any name by using the keypad. Pressing each number once will display the first letter under the number, pressing a number twice will display the second letter under the number, pressing the number three or four times will display the third and forth letter respectively. Pressing CLR, 0, will clear the letter in that space. Using the green button on the keypad allows you to go back. Using the red button allows you to create a space or, if you need to type two letters using the same button, move to the next letter.

GUEST CAPTION EDIT: Edit the guest caption in the same way as you did the home caption. Use the pre-programmed names to save time. If the name is not there use the keypad to enter the name.

FONT: There are four pre-programmed fonts for the displays. Press and release the font button to see what font best displays the team name, you can go

between HOME and GUEST CAPTION EDITS to set the fonts to match. Be sure you chose the font before you EXIT.

EXIT: Pressing this button exits you from the TEAM NAME EDIT, **you will not be able to go back to edit a TEAM NAME without shutting off the control console. BE SURE YOU HAVE VERIFIED ALL TEAM NAME FUNCTIONS ARE CORRECT PRIOR TO PRESSING THIS BUTTON.**

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 except dimming. ONLY in STOP mode can TIME, PERIODS, H/T.O.L., G/T.O.L. and SHOT CLOCK RESET Time be set.

GO MODE:
This is the mode used during game time. You may control the **HOME** or **GUEST** score. 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 increment the period. Each time one presses the **PERIOD** button.

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 **H/BONUS** to turn the **H/BONUS** on, press again to set the double **H/BONUS**, a third press will clear **H/BONUS**.
G/BONUS operates the same way.
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.

DIMMING THE SCOREBOARD DISPLAY:

With the **time running** you can dim the scoreboard display by pressing the **TIME** button and then pressing 1-9 via the keypad. Pressing number 1 will dim the scoreboard the most while number 9 will make the scoreboard the brightest. The scoreboard defaults to level 9 upon power up.

MODEL 6755 LOWER PANEL
INSTRUCTIONS

SETTING TEAM FOULS:

To set the **FOUL SCORE**, press either the **HOME** or **GUEST FOUL** 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 FOUL = 01".

SETTING PLAYER NUMBER AND FOULS:

To set the **HOME** or **GUEST PLAYER NUMBER** and **FOUL**, press the **P-FOUL/MATCH** button. The LCD display will read "P-Foul = 1" and "Match = 3". Press the number 1 on the keypad. Enter the player number and foul number, i.e. player 15, foul 1 would be entered as "151". The scoreboard will display the last player number and foul number entered.
NOTE: Once **P-Foul** has been selected, **P-foul** will appear each time the **P-FOUL/MATCH** button is pressed. The LCD display on the control console will show the changes made and then return the score.

SETTING MATCH NUMBER:

To set **MATCH** number, press **P-FOUL/MATCH** button. The LCD display will read "P-Foul = 1" and "Match = 3". Press the number 3 on the keypad. Enter the **MATCH** number from the keypad.
NOTE: Once **MATCH** has been selected, the match number will appear each time the **P-FOUL/MATCH** button is pressed.

TIME OUTS LEFT:

The scoreboard defaults to **3 T.O.L.** for both Home and Guest. When either **H/T.O.L.** or **G/T.O.L.** is pressed the number decrements by one. If a team has no time outs left the display will blank. Time outs left can be set only when time is stopped. To reset the time outs left press H/T.O.L. or G/T.O.L. and then the three on the numeric keypad. The home time outs left will display 3. Repeat for the Guest.

OPTIONAL SHOT TIMER INSTRUCTIONS

SETTING THE SHOT TIMER OPTION:

To activate this option, the remote RESET switch must be purchased. Connect this switch into the connector on the console. To show the shot clock time, i.e. 35 seconds, there must be more than the shot clock time set on the scoreboard timer and you must depress the remote reset switch to activate the displays.

To run the shot timer:

1. Pressing the **START/STOP TIME** button on the console will start and stop the shot clock time

2. Pressing the remote switch will RESET the shot timer.

CHANGING THE SHOT TIMER RESET TIME:

The Eversan shot time has a default time of 35 seconds. The shot time can be changed to any number 0-99 but will reset to 35 seconds when the scoreboard console is powered down. To change the reset time for the shot timer, press **STOP**, then press the **SHOT CLOCK** button once, push the **REMOTE RESET** button and hold it down then enter a two digit shot clock time. Once you have set the shot clock time, it will always reset to that time when the **REMOTE RESET** button is pressed, unless the scoreboard is powered down.