EVERSAN

www.eversan.com

MODEL 9384L-9012

CABRINI COLLEGE
EDITH ROBB DIXON FIELD

CAVALIERS **45:00** VISITOR
26 **2** PERIOD **25**

S.O.G. C.K. SAVES   S.O.G. C.K. SAVES
5 **10**   **28** **6**

PLAYER PENALTY   PLAYER PENALTY
25 **2:00**   **28** **1:26**
32 **:59**   **52** **2:53**

Follet Higher Education Group   The Bodnar Family

MULTI-PURPOSE SCOREBOARD

Instruction Manual

Table of Contents

MODEL 9384L
MUTI-PURPOSE SCOREBOARD

These instructions must be followed to ensure correct operation. The warranty will be violated and considered null if inspection and operating procedures are disregarded.

Should you require assistance or have any questions, please call 800-383-6060.

Check List
- ❏ Model 9384 Scoreboard
- ❏ Model 9012 Scoreboard (2)
- ❏ Control Console with LCD readout
- ❏ Two Conductor Control Cable (Cabled Systems Only)
- ❏ Mounting Brackets (4)
- ❏ Antenna (2) (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.**

Customer Shipping Inspection

A. Unpack scoreboard.

B. Unpack cable and control console. Plug the console cable and console into the console connector on back (see diagram).

C. Testing - Remove four screws holding the panel on the 120VAC access box on the back of the scoreboard. There is a standard 120VAC plug for testing. After testing cut connector provided. Match colors on power cable provided to three wires on 120V box. This board operates on 120VAC at approximately 4 AMP.

**NOTE: FAILURE TO TEST SCOREBOARD PRIOR TO INSTALLATION
WILL VOID ALL WARRANTIES.**

Power scoreboard using 120VAC and test scoreboard using the operating instructions provided.

**SHOULD THERE BE A MALFUNCTION OR SHIPPING DAMAGE,
NOTIFY THE SHIPPER AND EVERSAN IMMEDIATELY.**

INSTALLATION
(see installation diagram)

INSTRUCTIONS FOR WIRING

1. Determine 120VAC entrance and run conduit to pre-installed electric box on back of scoreboard (see diagram).

2. The scoreboard draws 5 amp, 600 watts, but requires its own circuit breaker. Eversan, Inc. recommends using a 10-amp, GFCI breaker.

3. Assemble bottom 9012Plyr-Penalty panels, connect digits to Power Supply.

4. Assemble 9012 Saves/C.K./S.O.G. panels, connect digits to Power Supply.

5. Assemble 9384L connect digits to PS.

NOTE: As each section is lifted into place, drop data and power cables through bottom of board.

4. Connect all data and power in each section of the scoreboard.

> **CAUTION: Cabled System Only**
> The data cable is a pre-wired, 2 conductor shielded, 22GA stranded cable. Any cable splicing should be color-coded or failure of the computer power supply will result. Continuity of the shield is essential in reducing possible damage due to lightening.

Electrical Specifications:

Electric outlets for scoreboards are always on a "clean" unused, switched breaker box. Pay close attention to the power source and connections. It is recommended that a key-switch or switched breaker box be used to turn off the system at the end of use each day. **The scoreboard should always be powered down when not in use.**

Power up Sequence:

> **120VAC Operation (Cabled System)**
> 1. Plug the control console into the scoreboard using the cable provided. Any of the 2-pin connectors on the control console can be used. The connector for the scoreboard is located on the back (see diagram).
>
> 2. Power up the scoreboard using 120VAC,connection on back of scoreboard (see diagram).
>
> 3. The scoreboard will now go through diagnostics. Each digit will show a dash and then starting at the minutes each digit will show an 8 and then go blank. The scoreboard will then stay blank until the control console is turned on.

EVERSAN, INC. • 34 Main Street, Whitesboro, NY 13492 • 1-800-383-6060 Fax: 315-736-4058
www.eversan.com

4. Turn the control console on using the rocker switch located on the upper left side. The control console will display "WIRELESS NETWORK SYSTEM ID = NO" for approx. 5 seconds. The display will then show, "EVERSAN, INC. SCOREBOARDS", and then "TIME=00:00.0   ~9, HOME=00 GUEST=00". You are now ready to use the operating instructions to test all the functions.

> **Note:** If the control console will not power up or shows "BATTERY LOW" replace the battery with a 9V alkaline battery or use the 9-volt adapter provided.

WIRELESS OPERATION

Eversan, Inc.'s 2.4GHZ frequency hopping wireless control system allows for multiple scoreboards 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 9384 wireless control console and each scoreboard you want to control.

1. Turn the power on to each 9384 scoreboard that you want to control. The scoreboards will show a dash in each digit location.

2. Connect the antenna, 9VDC adapter provided or optional 12-volt battery, to the 9384 wireless control console (see diagram for proper placement).

Turn the control console on using the rocker switch located on the upper left side. The control console will display "WIRELESS NETWORK SYSTEM ID = XX" for approx. 5 seconds. The display will then show, "EVERSAN, INC. SCOREBOARDS", and then "TIME=00:00.0   ~9, HOME=00 GUEST=00". You are now ready to use the operating instructions to test all the functions.

BRIGHT BUTTON: Allows user to control the Brightness of the LED digits.

HORN: Allows user to sound horn.

HOME/VISITOR BUTTON: Set the HOME team or VISITOR team scores.

PERIOD BUTTON: Set or change the period of the game.

TIME BUTTON: Set or change the time on the scoreboard.

C.K. BUTTON: Allows user to set the number of corner kicks taken by each team.

SAVES BUTTON: Alllows user to set the number of saves for each team.

S.O.G. BUTTON: Allows user to set the number of Shots taken on Goal.

PLYR-PENALTY: Allows player number and penalty time to be set when a penalty is called.

Operating instructions:

1. **TO SET TIME:** Press and release the **TIME** button once and enter a (4) Digit number, example 12:00 minutes would be set by pressing and releasing **TIME** followed by 1,2,0,0 via the 0-9 keypad.

2. **TO SET THE SCORE:** Press and release the **HOME** or **VISITOR** button once to increment by one. Press and hold down to decrement. Press and release the button and enter any 2-digit number from 0-9 on the numbered keypad, example 06 would be set by pressing and releasing HOME or VISITOR and 0,6 using the 0-9 keypad.

```
 TIME=00:00.0   ˝9
HOME=00      GUEST=0
```

3. **TO SET PERIOD:** Press the **PERIOD** (red) button once to increment by one. Press and release the button and enter any number from 0-9 on the numbered keypad.

```
  TIME=00:00.0          TIME=00:00.0
   1ST PERIOD            4TH PERIOD
```

4. **TO START THE TIME:** Push **GREEN STOP/GO** once. To stop clock push **STOP/ GO** again.

5. **BRIGHTNESS CONTROL:** The illumination displayed by the scoreboard may be controlled by pressing and releasing the **BRIGHT** button on the control console and then pressing 0-9 on the keypad. 9 will make the scoreboard the brightest and 1 will make the scoreboard the dimmest. Zero will blank the scoreboard, but doesn't turn the scoreboard off.

6. **TO SET CORNER KICKS:** Press and release the **C.K.** button once to increment by one. Press and release the button and enter any one-digit number from 0-9 on the numbered keypad.

```
  TIME=00:00.0          TIME=00:00.0
  HOME C.K. =0          VSTR C.K. =0
```

7. **TO SET SAVES:** Press and release the **SAVES** button once to increment by one. Press and release the button to enter any 2-digit number from the 0-9 numbered keypad. For example if you wanted to enter a value of "26" as the number of saves for the HOME team you would press and release the SAVES button on the left side of the console, then enter a "2",then a "6" using the numbered keypad.

```
  TIME=00:00.0          TIME=00:00.0
  HOME SAVES=00         VSTR SAVES=00
```

8. **TO SET SHOTS ON GOAL:** Press and release the **S.O.G.** button once to increment by one. Press and release the button to enter any 2-digit number from the 0-9 numbered keypad.

```
   TIME=00:00.0              TIME=00:00.0
HOME SHOTS ON GL=00      VSTR SHOTS ON GL=00
```

9. **TO SET PLAYER-PENALTY:** Press and release the **PLYR-PENALTY** button once. Enter the 2-digit player number on the key pad then enter the 4-digit penalty time. For example if player number 02 has a penalty and the penalty time given is 2 minutes the user would enter "0", then "2" on the keypad then the time would be entered as "0", "2", "0", '0".

```
  TIME=00:00.0            TIME=00:00.0
HOME PLYR=00  00:00     VSTR PLYR=00  00:00
```

Wireless Control Console Battery Operation: (Optional)

1. Turn the scoreboard power on.

2. Attach Eversan, Inc.'s special battery connector to the 4-pin connector on the back of the wireless control console. (see diagram)

3. Connect the cigarette lighter plug into the Eversan battery pack or a car cigarette lighter.

Care of Battery Pack

Under no circumstances should the battery pack be punctured or disassembled in any way. NEVER insert anything into the battery receptacle except a standard cigarette lighter type plug. The battery pack should always be stored in a fully charged condition and in a cool, dry place. When stored for a long period of time, the battery should be charged before use.

Charging

The Battery should be charged after each use. Insert the cigarette lighter type plug of the charger into the receptacle on the side of the battery pack. Plug the charger into any standard 120volt household plug. Depending on the amount of drain on the battery, the following is a guide for recharging time. A 25% discharge requires 4 hours recharging. A 50% discharge requires 8 hours. A 100% discharge requires 14 hours recharging time.

> **NOTE:** The Battery should NOT be left in the Recharging mode for more than 24 hours as this can damage the cell.

> **CAUTION:** DO NOT attempt to charge this battery pack on currents other than 60-cycles 110volt/ 120volt AC current. Do not attempt to use the battery during charging.

MAINTENANCE OF OUTDOOR SCOREBOARDS

The EVERSAN Outdoor Scoreboards rugged design will provide many years of trouble free performance.

Should you have a problem:

The EVERSAN Outdoor Scoreboard modular design allows easy removal and replacement of all key elements. **Under no circumstances will EVERSAN, INC. pay for service performed on any of our products without expressed written notice from EVERSAN, INC. to the Service Company.**

Note to the customer:

Please call our qualified service technicians if you experience any difficulties. We can assist you in solving your problem or help in returning the section in need of repair.

REMOVAL AND REPLACEMENT PROCEDURES

Should repair become necessary the customer will note that each digit (8) is housed as an individual item within the scoreboard.

- Determine which digit is malfunctioning by observing the check out of 8's during power up or during operation.
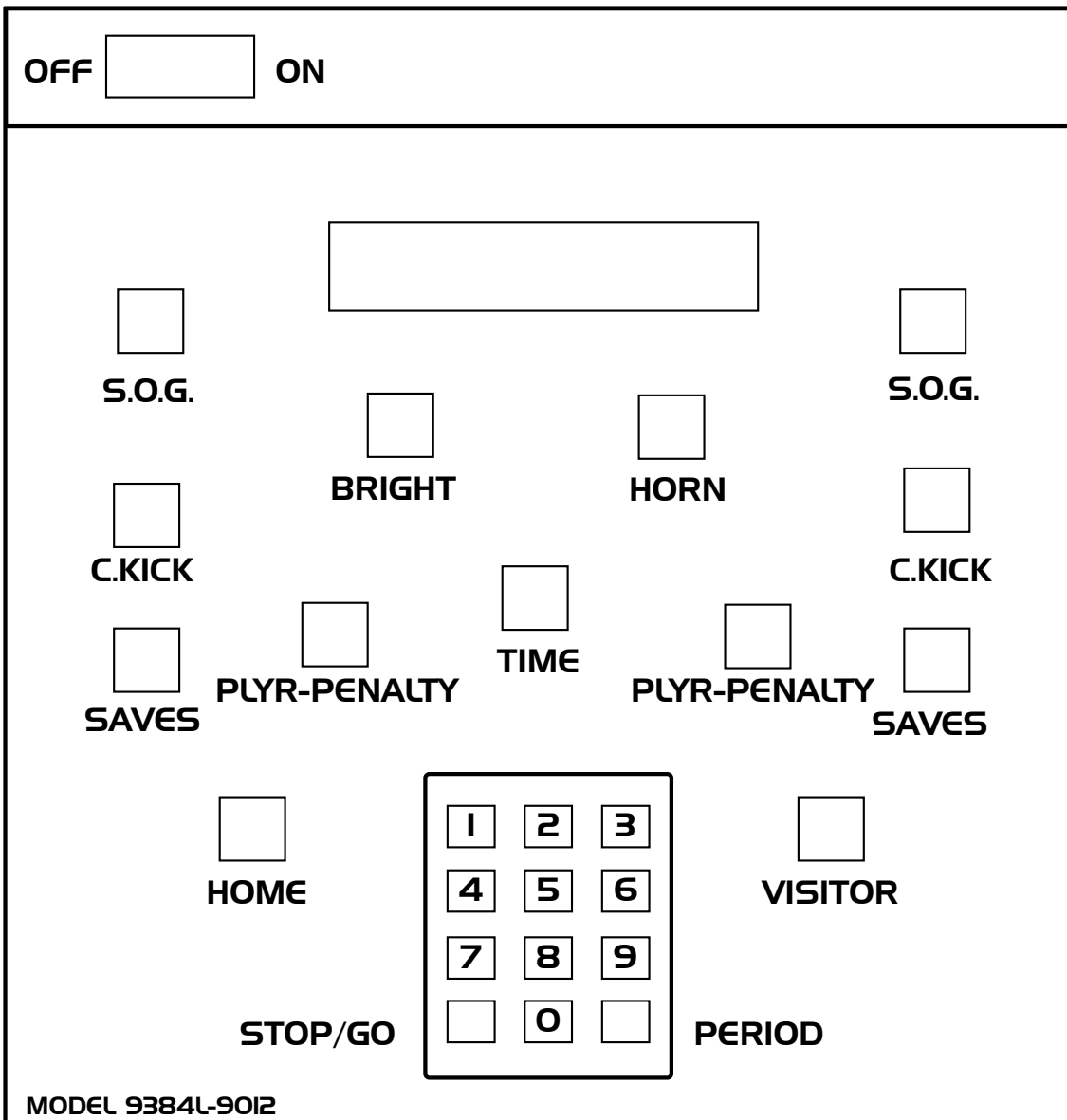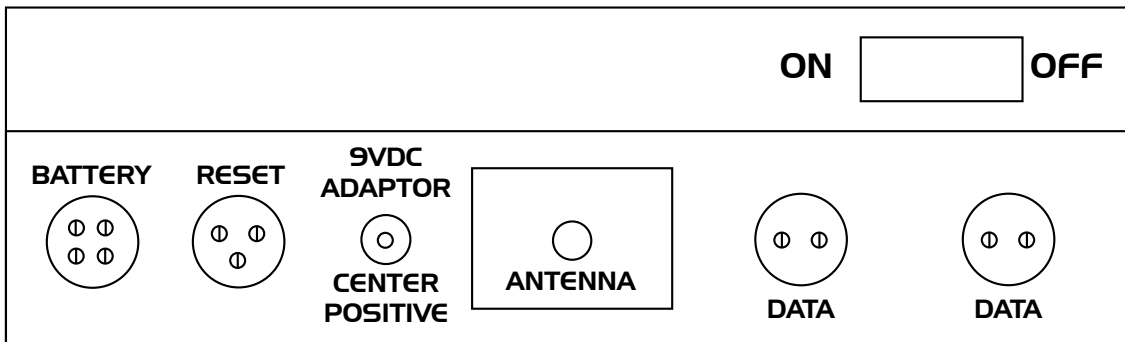
To remove or replace digits:

1. REMOVE ALL POWER FROM THE SCOREBOARD.

2. Unscrew the (4) four screws that hold the digit in place and slowly pull the digit away from scoreboard.

3. Detach the 9-pin segment data cable connector by pressing down on the top the latch on the side of the locking connector and pulling up on the connector. The Digit is removed.

4. Take the new digit and connect the 9-pin connector in the scoreboard to the 9-pin connector on back of digit. DO NOT FORCE.

    NOTE: The connector is polarized and must be installed in only one direction.

5. Replacing the (4) four screws that hold the digit into place and test scoreboard. If problem persists please contact Eversan, Inc.

9384L-9012 WIRELESS CONTROL CONSOLE

ON | OFF

BATTERY   RESET   9VDC ADAPTOR

CENTER POSITIVE   ANTENNA   DATA   DATA

OFF | ON

S.O.G.   S.O.G.

BRIGHT   HORN

C.KICK   C.KICK

SAVES   PLYR-PENALTY   TIME   PLYR-PENALTY   SAVES

HOME | 1 | 2 | 3 | VISITOR

| 4 | 5 | 6 |

| 7 | 8 | 9 |

STOP/GO | | 0 | | PERIOD

MODEL 9384L-9012

9384L WITH 9012 AND 4FT TOP ARC
and 3FT BOTTOM SPONSOR PANEL
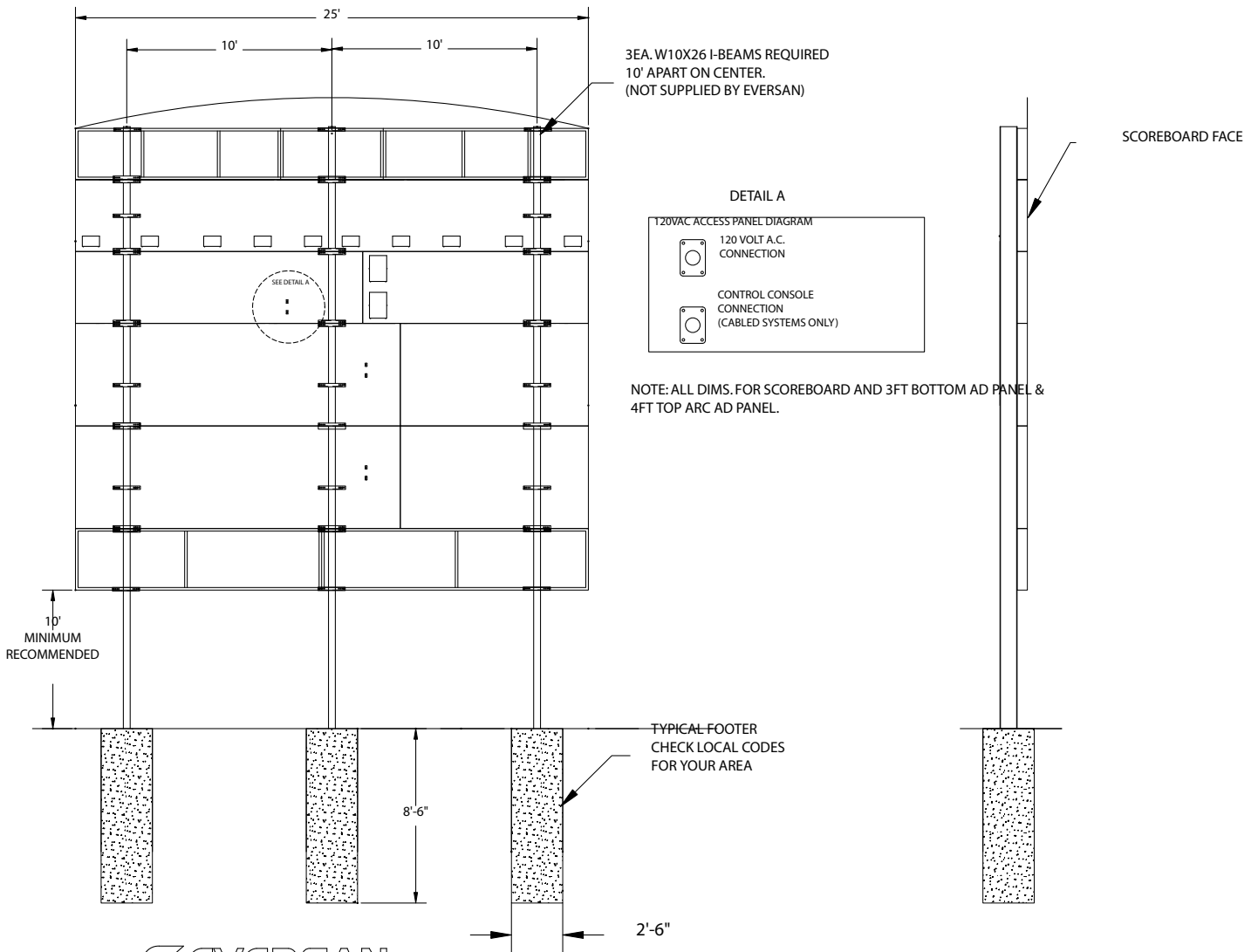## INSTALLATION INSTRUCTIONS

STEP 1:
SET I-BEAMS 10 FOOT APART ON CENTER.

STEP 2:
ASSEMBLE BOTTOM AD PANEL USING 3" X 5" PRESSURE PLATES, 5/16" BOLTS, NUTS, WASHERS, AND LOCK WASHERS.
IIFT BOTTOM AD PANEL INTO PLACE AND SECURE TO THE BEAMS USING ANGLE BRACKET, CHANNEL, 1/2"
SQUARE NUTS, THREADED ROD, NUTS, WASHERS AND LOCK WASHERS.

STEP 3: ASSEMBLE BOTTOM PART OF SCOREBOARD USING PLATES, BOLTS, FLAT WASHERS, AND LOCK WASHERS.
CONNECT THE 10 DIGIT MODULE CABLES TO THE POWER SUPPLY BOARD ON THE LEFT SIDE OF THE CENTER SECTION
OF THE SCOREBOARD. CONNECTORS ARE LABLED 1 THRU 10 AND MATCH WITH D1 THRU D10 ON THE PCB. LIFT THE
BOTTOM SECTION AND SECURE USING LONG ANGLE BRACKETS, 1/2" THREADED ROD, NUTS, WASHERS AND LOCK
WASHERS.

STEP 4: CONTINUE WITH EACH SECTION OF THE SCOREBOARD. IT IS IMPORTANT THAT THE POWER AND
DATA LINES BE DROPPED INTO EACH SECTION AS THE NEXT SECTION IS PLACED ON TOP.

STEP 5: AFTER ALL THE SECTIONS ARE SECURED TO THE BEAMS CONNECT THE POWER, ORANGE POWER
COARD JUST PLUG INTO EACH OTHER. CONNECT THE DATA, TWO CONDUCTOR CABLE WITH EYELETS TO
THE 8-PIN TERMINAL CONNECTOR. RED TO A, BLACK TO B.

3EA. W10X26 I-BEAMS REQUIRED
10' APART ON CENTER.
(NOT SUPPLIED BY EVERSAN)

SCOREBOARD FACE

DETAIL A

120VAC ACCESS PANEL DIAGRAM

120 VOLT A.C.
CONNECTION

CONTROL CONSOLE
CONNECTION
(CABLED SYSTEMS ONLY)

NOTE: ALL DIMS. FOR SCOREBOARD AND 3FT BOTTOM AD PANEL &
4FT TOP ARC AD PANEL.

25'

10'

10'

SEE DETAIL A

10'
MINIMUM
RECOMMENDED

TYPICAL FOOTER
CHECK LOCAL CODES
FOR YOUR AREA

8'-6"

2'-6"

EVERSAN

www.eversan.com

MODEL 9384L-9012
MULTI-PURPOSE
SCOREBOARD