EVERSAN

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MODEL 9521

TABLETOP
SCOREBOARD

Instruction Manual

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MODEL 9521
PORTABLE OUTDOOR L.E.D. SCOREBOARD

THE MODEL 9521 CONSISTS OF:

- Model 9521 Scoreboard
- Cabled Control Console (Stored in the back of the unit)
- 25 Feet of Control Cable (Attached to Control Console)

or

- Wireless LCD Control Console
- (2) antenna
- 12V adapter

CUSTOMER SHIPPING INSPECTION

A. Unpack scoreboard (save boxes)

B. Remove the control console and control cable from the side of the scoreboard.

C. Plug the scoreboard into a standard 120VAC outlet. The scoreboard will go through a diagnostic check out by displaying an 8 in each number location and the going blank. When the 8's finish walking through the display zero's will be displayed in the Home and Guest score and the time location. You are now ready to operate the scoreboard.

D. If the scoreboard fails to complete its diagnostics checkout disconnect it from the 120VAC outlet, wait 30 seconds and try again. If the scoreboard still fails call (800)383-6060 for assistance.

NOTE: If there is any malfunction or shipping damage, notify the shipper and Eversan, Inc. immediately.

CABLED SYSTEM

NOTE: If the scoreboard checks out 8's and fails to perform, unplug the scoreboard and return to step 1 of operating Instructions. If the problem persists, contact an EVERSAN, Inc. technician at (800) 383-6060 for immediate assistance.

Operating the Cabled System

1. At this time, you may set any function:

   A. Place the **SET/ RUN** rocker switch, located on top of the control console, to **SET** and the **STOP/ GO** switch to **STOP**.
   B. Press the **GUEST**, **HOME**, **PERIOD**, **MINUTE** or **SECONDS** to increment. Hold down the button to decrement fast.
   C. To start clock, place **SET/ RUN** to **RUN** and **STOP/ GO** to **GO**.
   D. To stop the clock, place **STOP/GO** to **STOP**.
   E. The Home and Guest BONUS along with the POSSESION indicator are controlled using the rocker switches.
   F. When time is running, only the **GUEST** and **HOME** scores can be incremented. (PERIOD and TIME can only be changed in SET mode).
   G. UP/DOWN function – to change counting mode for the clock:
      1. Place **SET/ RUN** to **SET** and **STOP/GO** to **STOP**.
      2. Push the **HORN** and **PERIOD** buttons at the same time.
      3. Place **SET/ RUN** switch to **RUN**.
      4. Place **STOP/ GO** switch to **GO**.

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 9521 wireless control console and each scoreboard you want to control.

1. Turn on each 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 9521 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, "TIME=00:00.0   ST=00 ->9,HOME=00 GUEST=00". 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.

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.

BRIGHT:
Make sure the time is running by pressing and releasing the green button on the keypad. Press and release the **TIME/BRIGHT** button followed by pressing and releasing any number on the 0-9 keypad to increase or decrease the brightness of the digits. The Brightness can be set from 0 being the dimmest/off to 9 which the brightest setting.

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