

# **EVERSAN**

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## **MODEL 9386**



## **MULTI-SPORT TIMER**

# Instruction Manual

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**SCOREBOARDS • TIMERS • MESSAGE SIGNS • VIDEO DISPLAYS • WIRELESS**

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**MODEL 9386  
MULTI PURPOSE TIMER  
INSTRUCTIONS**

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 1-800-383-6060.

The Eversan, Inc. scoreboard is a microprocessor-controlled device requiring very low power, fewer than 3 amps at 12V DC (Battery Operation) or standard 110VAC.

**OPTIONS FOR THE MODEL 9386:**

- A. Wireless Control
- B. 12V Battery
- C. 220 volt AC power (Foreign)

**Customer Shipping Inspection**

- A. Unpack the timer (save boxes)
- B. Unpack control cable and console, if ordered. (save boxes)

**NOTE:**

Prior to use, the timer should be tested for shipping damage as follows:

**Cabled System Initial Checkout:**

1. Stand the timer upright and plug the console cable and console into the console connector on the timer.
2. Plug the power cord into a 120 VAC standard outlet.
3. If the timer is working correctly the digits will go through a diagnostic by showing 8 and then going blank.
4. Connect the 9-volt adapter to the control console and turn the console on using the rocker switch located on the top left hand side of the console. The display on the console will show: Eversan, Inc. Display Systems. The display will then show: T=00:00:00 H=12:00>9, C=00:00 P=00:00 R=00.
5. The timer will then show zero in the second's position.

**See Operating Instructions to determine functions**

**Wireless System Initial Checkout:**

1. Stand the timer upright and plug the power cord into 120VAC standard outlet. Connect the antenna provided into the face of the timer between the digits on the left.
2. The timer will illuminate the center bar of each number.
3. Connect the antenna and the 9-volt adapter provided to the control console.

4. Turn the control console on using the toggle switch located on the top left hand side. The console display will show: Wireless Network System ID=xx for approx. 3 seconds. While the console shows this, the timer will go through its diagnostic check by illuminating each digit and then going blank. The timer will then show zero in the second's position.
5. The control console will then show: Eversan, Inc. Display Systems. The console display will then show: T=00:00:00 H=12:00>9, C=00:00 P=00:00 R=00.

## **See Operating Instructions to determine functions**

### **NOTE:**

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

## **INSTALLATION INSTRUCTIONS**

1. The model 9386-8 is made up of two parts: The timer display which is xxIN x xxIN x xxIN and weighs approx. xxLbs; and the control console that may either be cabled or wireless. This timer has a handle on the top and is designed to be portable.
2. If the timer is to be permanently installed remove the digit panels and drill mounting holes into the back of the timer display. Mount the display and install the digit panels. Be sure no metal filings fall into the electronics of the display.

## **INSTRUCTIONS FOR WIRING**

1. Plug horn connector into 2-pin connector on the side of the timer display and mount the horn on the top of the timer.
2. Determine 120VAC entrance and plug system into a properly grounded three pronged outlet.
3. The timer draws under 6 amps but requires a circuit breaker. Eversan, Inc. recommends using a 15-amp, GFCI breaker.

### **CAUTION: Cabled System Only**

The data cable is a pre-wired, 2 conductor shielded cable. Any cable splicing should be color-coded or failure of the computer power supply will result, it is very important to maintain the integrity of the shield to avoid damage due to lightening.

### **Electrical Specifications:**

Electric outlets for timers 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. **Scoreboard is not turned off when the control console is turned off. You must shut off power to the scoreboard when it is not in use.**

## OPERATING INSTRUCTIONS

The Model 9386 Multi-purpose Timer has multiple functions that may be used in unison or separately. The modes of operation are Up-Count Timer, Down-Count Timer, Cycle Timer, and 12-Hour Clock.

### CONTROL CONSOLE FUNCTION BUTTONS

**STOP/GO:** These button one large and one small, when pushed and released will start all timers or stop the timers. This button will not affect the 12-hour time of day clock. To set the 6-digit timer or the cycle timer you must first stop the timers.

**TIMER:** This button when pushed and released allows the user to set or clear the time on the 6-digit timer (the cursor will blink on the T on the control console display). When the timer is stopped, pushing this button will automatically clear the timer to zero and you can set a 6-digit time using the 0-9 keypad. To enter 1 hour 35 minutes 14 seconds, with the timer stopped, you would push and release the TIMER switch and enter 0,1,3,5,1,4 using the keypad.

**CYCLE:** This button when pushed and released allows the user to set an automatic reset time for workout and practice. Used in conjunction with the PAUSE and COUNTER functions it allows the timer to be used to control practices and workouts.

With the timer stopped, press and release CYCLE (the cursor will blink on the C on the control console display) and C=00:00 will be shown on the console. Enter a 4-digit time using the 0-9 keypad; 20 minutes would be entered 2,0,0,0. Press and release the PAUSE button (the cursor will blink on the P on the control console display) and P=00:00 will be shown on the console. You will be able to set a delay of up to 99-minutes and 99-seconds between the end of one cycle to the start of the next cycle. Press and release the COUNTER button (the cursor will blink on the R on the control console display) and R=00 will be shown on the console. Enter a 2-digit number for how many cycles you want the timer to time. **Note: You must enter a number in the counter (R) for CYCLE time to work.**

**PAUSE:** With the timer stopped you can press and release this button (the cursor will blink on the P on the control console display) and any time displayed for pause will be cleared to zero. The user may then set a 4-digit pause time.

**COUNTER:** With the timer stopped you can press and release this button (the cursor will blink on the R on the control console display) and R=00 will be shown on the console. The user may the set a 2-digit repeat counter for the cycle timer. Every time the cycle time reaches zero the counter will reduce by one. When R=00 the cycle timer will stop. **The CYCLE time will not count when R=00.**

**CLOCK:** This button when pressed and released (the cursor will blink on the H on the control console display) and H=00:00 will be shown on the console. This is a 12-hour time of day clock. Set the time of day using the 0-9 keypad. To set 1:15pm press the clock button and the numbers 0,1,1,5 on the keyboard.

**HORN:** This button when press and released will sound the horn.

**DISPLAY:** This button when pressed and released allows the user to show the function they want on the timer display. Where ever the cursor is flashing that is what is shown on the timer display.

**TIME:** This button when pressed and released will reset the 6-digit timer to its previously set time. For example, the user is timing a soccer game and set the timer to 45 minutes. When the timer reaches zero time the horn will sound. To set the timer for the second half all the user has to do is press and release the TIME button and 45 minutes will be set on the timer.

**BRIGHT:** This button in conjunction with the 0-9 keypad allows the user to control the brightness of the timer display. The default upon power up is 9 and is shown in the upper right side of the control console display. By pressing and releasing this button and entering 9, the brightest, through 1, the least bright the user can control how bright the timer display appears.

## UP/ DOWN TIMER

When the 9386 timer has finished its check out it defaults to displaying the time on the hour, minutes, and seconds timer. You can always tell what is being shown on the timer's display by where the cursor is flashing on the control console display. If the cursor is flashing on the T, as it is when the system is first turned on, the time on the 6-digit timer is viewed on the timer display. The 9386 is capable of showing only 4-digits at a time. If there are no hours on the timer, the timer display will show minutes and seconds, if there are hours on the timer, the timer display will show hours and minutes, the seconds will only be seen on the control console display until hours are equal to zero.

## UP COUNT

1. Be sure there is no time set in the TIMER (denoted T on the console)
2. Press and release either STOP/GO switch. The timer will start to count up from zero and it will then continue to count up until the STOP/GO switch is pressed again or the TIME button is pressed.
3. Pressing and releasing the TIME button will reset the timer to zero.
4. Pressing and releasing the STOP/GO switch will stop the timer pressing it again will start the timer.

## DOWN COUNT

1. Press and release the TIMER button and enter 6-digit time. To enter 10-hours 24-minutes 38-seconds push and release the TIMER button and 1,0,2,4,3,8 using the 0-9 keypad. The time should be seen on the control console display.
2. Press and release the STOP/GO switch to start the timer. The timer will count down to zero and the horn will sound.
3. Pressing and releasing the STOP/GO switch again will stop the timer.
4. Pressing and releasing the TIME switch, at any time, will reset the timer to its previously set time.

## CLOCK MODE

In clock mode the 9386 display will act as a 12hour time of day clock.

### 12 HOUR CLOCK SET

1. Press and release the CLOCK switch, the cursor will blink on the H and H=00:00 will be shown on the control console display.
2. Using the 0-9 keypad enter a 4-digit time of day. To enter 12:45pm press and release CLOCK and 1,2,4,5 using the 0-9 keypad.
3. The time of day clock runs independently of all other functions and can be shown on the timer display by pressing and releasing the DISPLAY switch until the cursor is blinking on the H.

## CYCLE TIMER MODE

There are many ways to use the three modes that make up the cycle timer. Using CYCLE, PAUSE, and COUNTER the user will be able to control the flow of practices and workouts.

### SETTING CYCLE TIMER with PAUSE and COUNTER:

Using the timer to control the flow of a practice where the user needs the participants to work on a skill for a set number of time, rotate to the next skill, until all the skills have been completed is easy to accomplish.

1. Press and release CYCLE. The cursor will flash on the C on the control console display and C=00:00 will be shown. Enter a 4-digit time using the 0-9 keypad, 5 minutes would be entered 0,5,0,0.
2. Press and release PAUSE. The cursor will still flash on P and P=00:00 will be seen on the control console. Enter the 4-digit time required, for the participants to move to the next skill, using the 0-9 keypad. 30 seconds would be entered 0,0,3,0.
3. Press and release COUNTER. The cursor will flash on the R on the control console display and R=00 will be shown. Enter a 2-digit number for how many skills need to be accomplished by the participants, 25 would be entered 2,5. **A number must be entered into the COUNTER for the cycle time to work.**
4. The cycle timer is now ready to activate. While the cycle program is running the user can show the participants either the cycle and pause time, the counter, the time of day, or the 6-digit timer. The timer display will display what the user selects by using the DISPLAY switch. Pressing and releasing the DISPLAY switch the user will place the flashing cursor on what they want shown on the timer display. T= 6-digit timer, H= time of day, R= counter and C= cycle and pause time.
5. Start the cycle timer by pressing and releasing the STOP/GO switch, the STOP/GO can be used to start and stop the timer at any time without affecting the cycle timer settings.
6. The cycle time will begin to count down. If the cursor is flashing on the C on the control console display then the cycle time will show on the timer with the bottom of the colon lit. When the cycle time reaches zero, the horn will sound, the counter R is reduced by one, and the pause time will be shown on the timer with the top of the colon lit. When the pause time reaches zero, the horn will sound, and the cycle will begin again. This will continue until the counter R=00.

## SETTING CYCLE and COUNTER:

Using the timer to work on multiple skills, during a workout, with no need for a transition time is simple to set up.

1. Press and release CYCLE. The cursor will flash on the C on the control console display and C=00:00 will be shown. Enter a 4-digit time using the 0-9 keypad, 5 minutes would be entered 0,5,0,0.
2. Press and release PAUSE. The cursor will flash on P and P=00:00 will be seen on the control console. **Do not enter any time.**
3. Press and release COUNTER. The cursor will flash on the R on the control console display and R=00 will be shown. Enter a 2-digit number for how many skills need to be accomplished by the participants, 25 would be entered 2,5. **A number must be entered into the COUNTER for the cycle time to work.**
4. The cycle timer is now ready to activate. While the cycle program is running the user can show the participants either the cycle and pause time, the counter, the time of day, or the 6-digit timer. The timer display will display what the user selects by using the DISPLAY switch. Pressing and releasing the DISPLAY switch the user will place the flashing cursor on what they want shown on the timer display. T= 6-digit timer, H= time of day, R= counter and C= cycle time.
5. Start the cycle timer by pressing and releasing the STOP/GO switch, the STOP/GO can be used to start and stop the timer at any time without affecting the cycle timer settings.
6. The cycle time will begin to count down. If the cursor is flashing on the C on the control console display then the cycle time will show on the timer with the bottom of the colon lit. When the cycle time reaches zero, the horn will sound, the counter R is reduced by one, and the cycle time will be reset and begin counting down. This will continue until the counter R=00.

## SETTING CONTINUOUS CYCLE:

Using this timer to continuously cycle a fixed duration of time with out end can be done very easily.

1. Press and release the CYCLE switch. The cursor will flash on the C on the control console display and C=00:00 will be shown. Do not enter any time.
2. Press and release the PAUSE switch. The cursor will flash on the P on the control console display and P=00:00 will be shown. Set the time, you would like to continuously cycle, using the 0-9 keypad; 15 minutes would be set 1,5,0,0.
3. Press and release the COUNTER switch. The cursor will flash on the R on the control console display and R=00 will be shown. Do not enter any number.
4. Use the DISPLAY switch to show the time you would like seen on the timer display and press and release the STOP/GO switch. The time you set in PAUSE will count down to zero, sound the horn, and automatically reset and begin to count down. The timer will continuously do this until the operator changes the settings.

**HINT:** If you are running the 9386 in timer or 12-hour clock mode and the horn goes off at inappropriate times check to see if there are CYCLE or PAUSE times set. To clear the times from CYCLE and PAUSE press and release STOP/GO. Press and release CYCLE and then PAUSE and the functions will be cleared. **Remember that all these functions run in unison so be sure to understand that by changing what is shown on the timer display you are not eliminating the other functions.**



## Wireless Control Console Battery Operation: (12-volt DC) Optional:

1. Power up the timer display you want to control.
2. Attach the special battery connector to the 4-pin connector on the back of the control console.
3. Connect the cigarette lighter plug into the Eversan battery pack or a car cigarette lighter. Turn the control console on using the switch in the upper left side. The console will operate as explained in the operating instructions.

See battery care for charging procedures.

## Battery Care

### 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.

### 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.



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