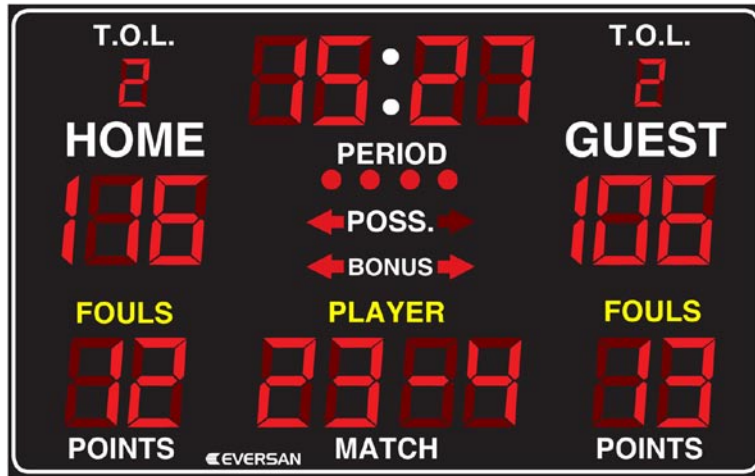




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# MODEL 9769



## BASKETBALL, VOLLEYBALL, WRESTLING SCOREBOARD

# Instruction Manual

Address: 34 Main Street, Whitesboro, NY 13492

Phone: 315-736-3967 • Toll Free: 800-383-6060 • Fax: 315-736-4058

SCOREBOARDS • TIMERS • MESSAGE SIGNS • VIDEO DISPLAYS • WIRELESS

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**Model 9769  
Basketball, Volleyball, Wrestling  
LED Scoreboard w/ Time Outs Left**

**CHECK LIST**

- One (1) scoreboard with Z-bracket and power supply.
- One (1) control console.
- One (1) control cable (A) with connector and wall junction box (optional).
- One (1) control cable (B) with connectors.
- 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. 9760 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 General Instructions for Each Display

The scoreboard has one half of a Z-bracket mounted on the back of the board. Securely, bolt the other half of the Z-bracket to the wall using a minimum 3/8-inch diameter by 2-inch long lag bolts. To hang the board, please refer to Diagram A1. If additional reinforcement is necessary, bolt through the back plate by removing the minutes and seconds displays, and screw directly into the wall. (See step by step installation below)

### Wall or Floor Junction Box:

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

### Electrical Specifications: 120VAC @ 1 AMP

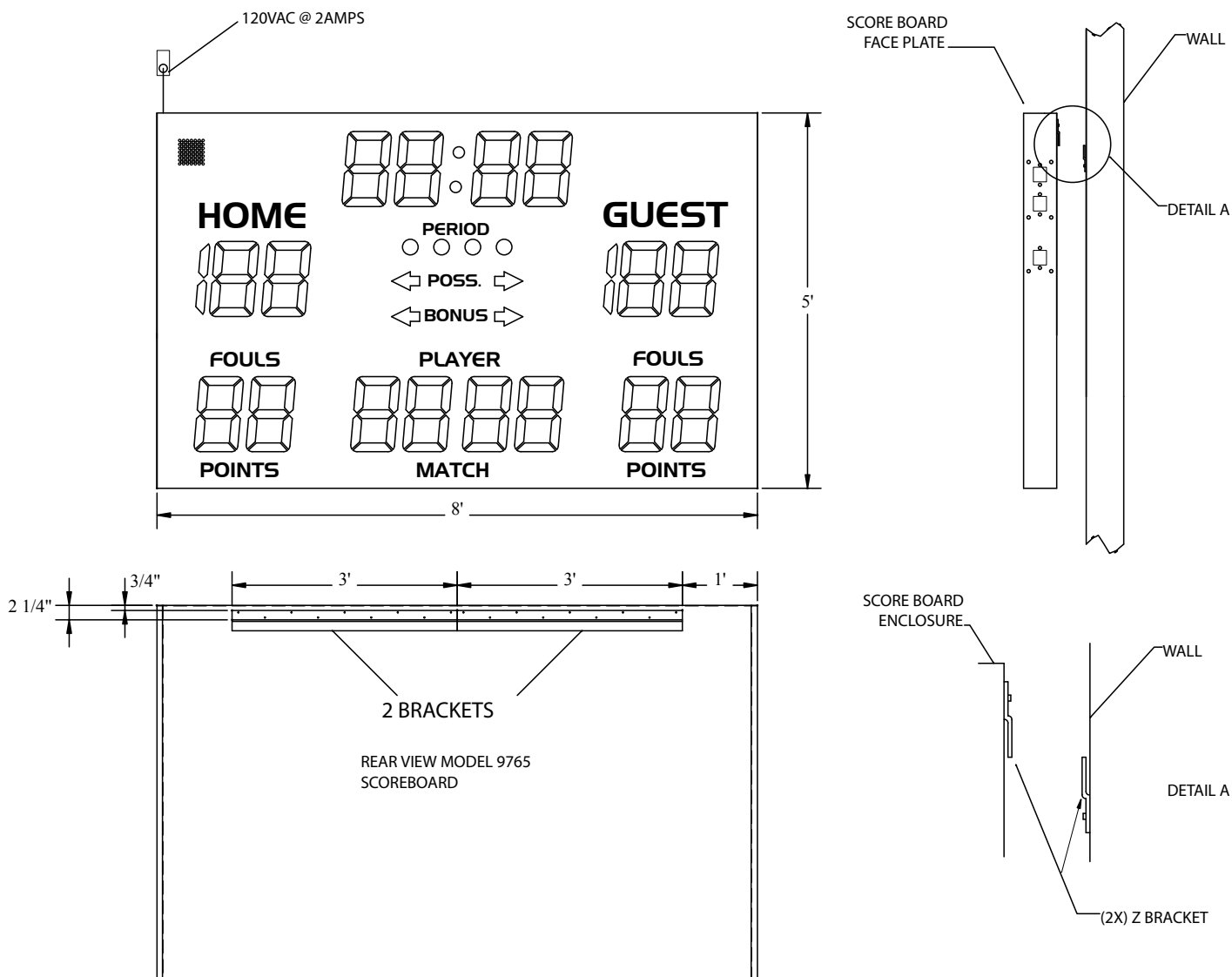
Electric outlets for scoreboards are always on a “clean” unused breaker box. Pay special attention to the power source and connections. **The scoreboard display can only be turned on or off by using the 120VAC outlet that it is connected to, therefore it is recommended that either a key switch or circuit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

### Step – By - Step Installation:

1. Determine mounting location for the scoreboard.
2. Drill and mount “Z-bracket” to wall utilizing standard lag bolts.
3. Slip scoreboard display panel onto Z-bracket (see diagram A1).
4. Mount the junction box to the wall or floor near the score table.
5. Plug in the connector from the wall junction box to the power supply(see wire-up diagram).
6. Plug in cables #3 and #4 from the console into the wall junction box. The scoreboard is now ready for use-see Operating Instructions.
7. For wireless systems be sure to attach antenna to scoreboard and control console.



## MODEL 9765 INSTALLATION DIAGRAM



## 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 and/or shot timers.
- 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 and/or shot timers separately:
- Completely perform installation of additional scoreboard(s) and shot timer systems.
  - Connect network together using special cross connector cables supplied with your purchase.

**NOTE:** Refer to diagrams 1 and 2 for details.

- 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.

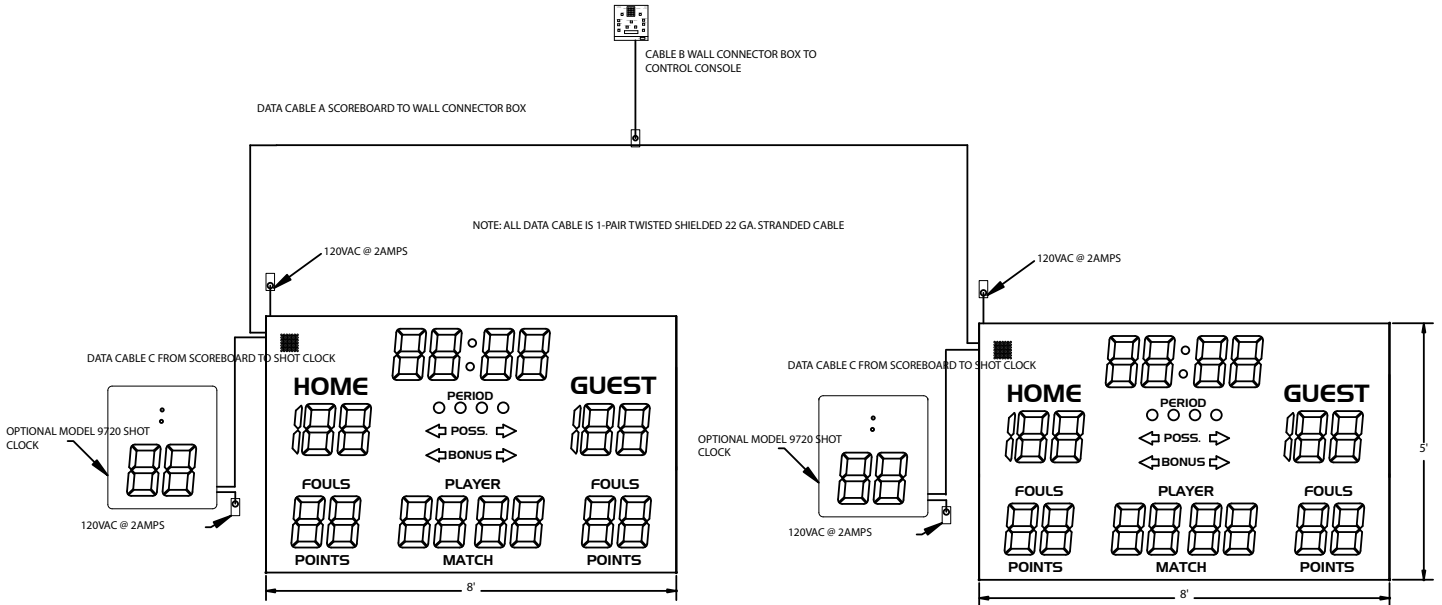
## INITIALIZING THE WIRELESS SYSTEM

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

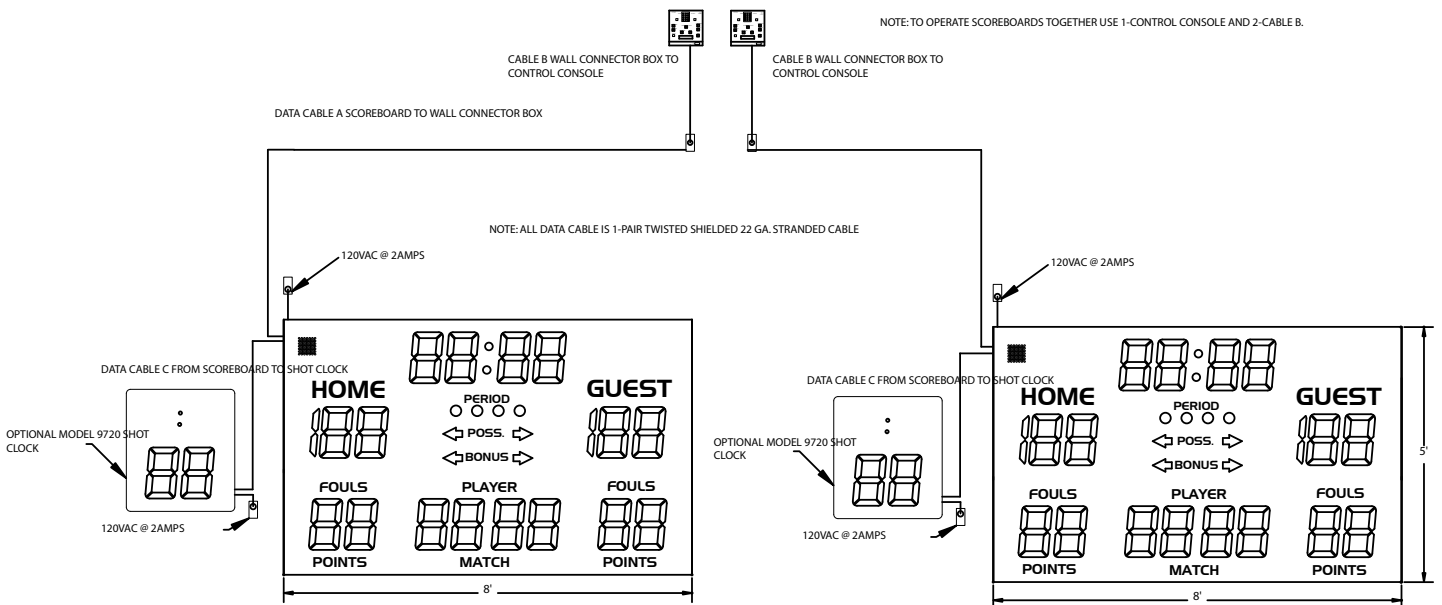
- Turn on each 9769 Scoreboard that you want to control. The scoreboard(s) should display a dash (-) in each numeric display.
- Connect the antenna and 9VDC adapter provided to the 9769 wireless control console. (see diagram for proper placement)
- Turn on the control console. Once communication has been established the scoreboards will go through an initial checkout. See operating instructions.
- To use another scoreboard with a different control console repeat steps 1 through 3.



## 9765 WIRING DIAGRAM 1 BOTH SCOREBOARDS USED TOGETHER ALL THE TIME



## 9765 WIRING DIAGRAM 2 BOTH SCOREBOARDS USED TOGETHER OR SEPERATE



## 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 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.

### **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 **POSSESSION** 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.

## CHANGING H/T.O.L. and G/T.O.L. (Time Outs Left):

Press **STOP/GO** to stop the clock, then press the **H/T.O.L.** or the **G/T.O.L.** button, each press will decrement the time outs left from 9 to 0. The user is able to select a specific number of time outs left by, pressing the **H/T.O.L.** or the **G/T.O.L.** button, then selecting the desired value of 0-9 on the keypad.

## MODEL 9769 LOWER PANEL INSTRUCTIONS

### SETTING TEAM FOULS:

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

## 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.

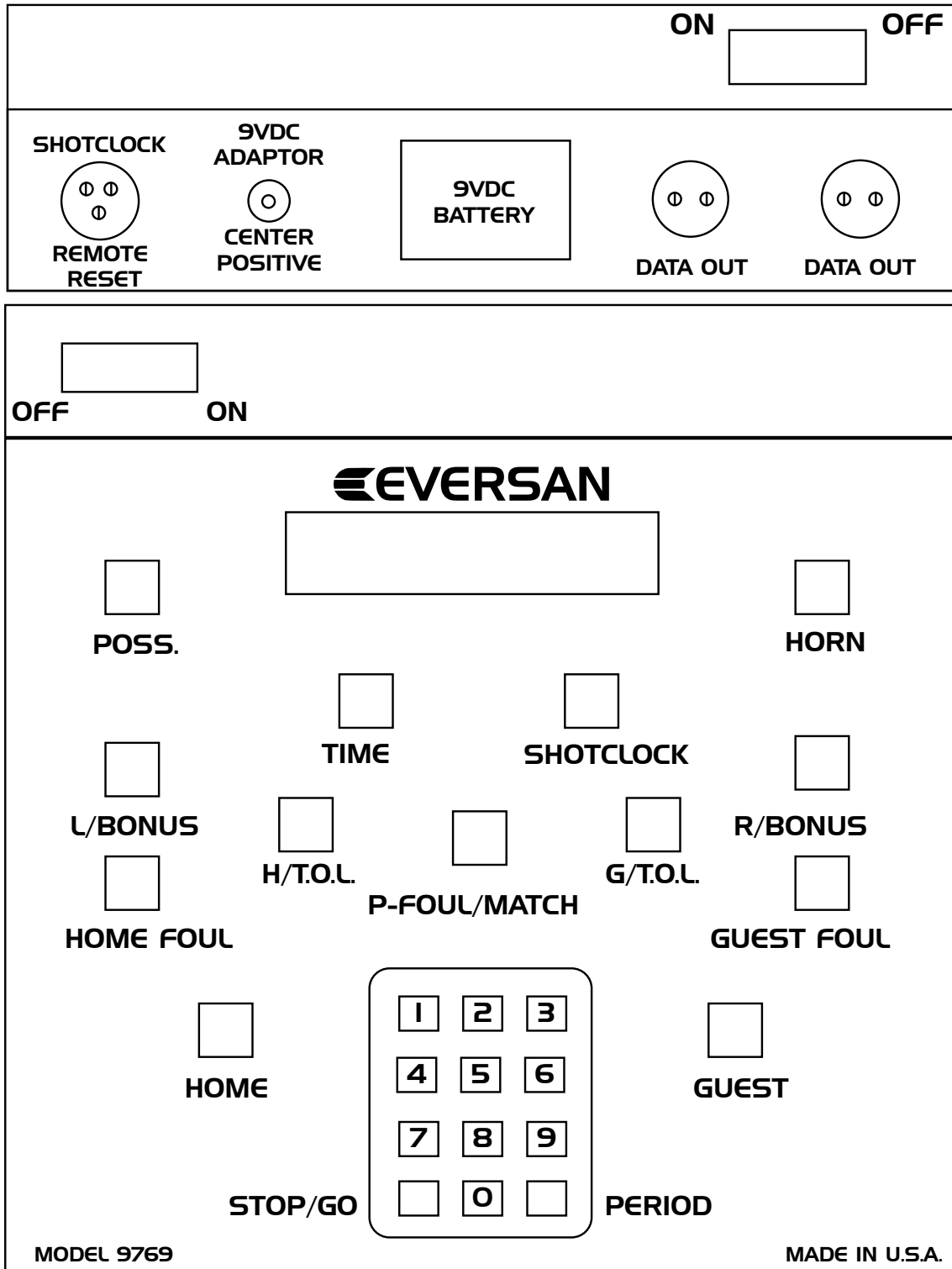
*To run the shot timer:*

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.

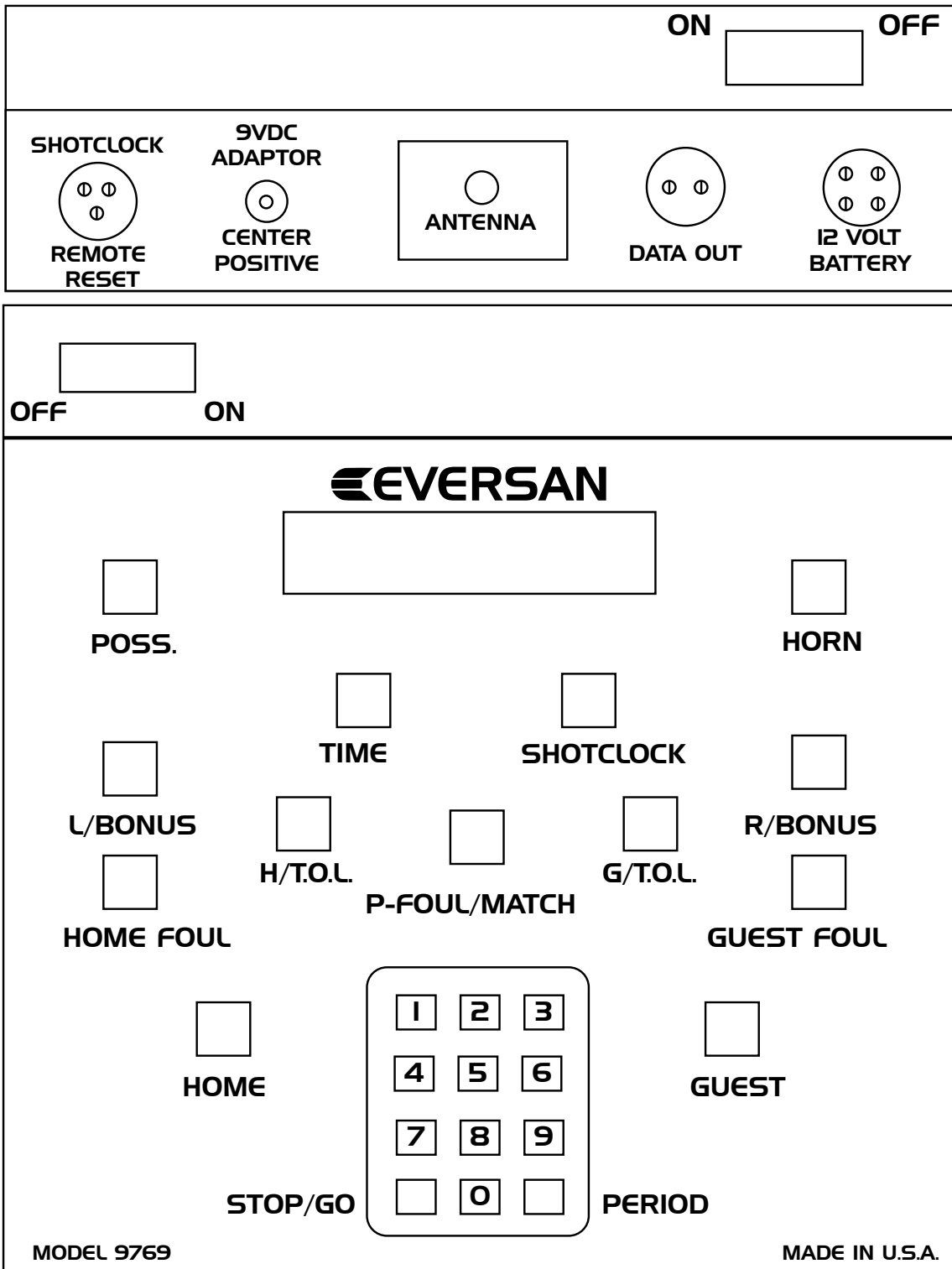
### CHANGING THE SHOT TIMER RESET TIME:

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.

## 9769 Cabled Control Console



## 9769 Wireless Control Console



## 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.





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