



UNITEC MANUFACTURING DIVISION

[www.eversan.com](http://www.eversan.com)

**MODEL PF L.E.D.**

**PLAYER/ FOUL  
STATISTIC PANELS**

**Instruction Manual**

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## SCOREBOARD INSTALLATION INSTRUCTIONS

### General Instructions for Each Display

Each display 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 a player, foul, points module, 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 (cabled system only).

### Electrical Specifications: 120VAC @ 1 AMP Each Display

Electric outlets for displays are always on a “clean” unused breaker box. Pay special attention to the power source and connections. **The displays 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 displays. Most Player/ Foul displays are mounted with the model 9765 scoreboard between them. Mount the model 9765 first following the instructions provided with the scoreboard.
2. Drill and mount “Z-bracket” to wall utilizing standard lag bolts.
3. Slip the display panels onto Z-bracket (see diagram A1).
4. Use the interface cable provided to connect the player/ foul panels together. Cabled systems skip to step 7.
5. Place the antenna (wireless system only) on the home side display. The connector is located at the end of PLYR lettering.
6. Connect antenna to the console. The scoreboard is now for use. See Initializing the Wireless System. (wireless system only)

7. Mount the junction box to the wall or floor near the score table (cable systems only).
8. Plug in the connector from the wall junction box to the power supply of one of the displays. (see wire-up diagram) (cabled systems only).
9. Plug in the cable to the wall junction box and the control console, any of the 2-pin connectors on the console can be used. (cabled system only)

### **NETWORK WIRING INSTALLATION (CABLED SYSTEMS ONLY)**

Eversan, Inc.'s advanced technology LED scoreboard system allows for multiple player/ foul display sets to be controlled with one control console all the time, instruction A. For installations requiring the ability to split the systems at times and allowing combined operation for other events follow instruction B.

- A. **For Combined Operation only** – Wire the data cable from the display sets into one wall or floor junction box. Plug in a single control console to the wall box and operate Payer/ Foul displays.
- B. **For Combined and separate operation** – wire each Player/ Foul display set into its own wall or floor junction box. Connect a data cable from each junction box to the control console you want to use control each set of displays. If you want to control two sets of displays using one console you need to connect 2-data cables into the control console from 2-junction boxes.

All Data cable used is twisted pair shielded 22 GA. stranded wire. All the data connectors used in the player/ foul system are 2-pin mic connector. Junction box connectors are wired as follows: Pin-1 Red, Pin-2 Black and shield to building ground or the junction box. All cable connectors are wired as follows: Pin-1 Red, Pin-2 Black and shield to be secured to the cable clamp screw on the connector. It is important that the shield is connected properly to avoid problems with static electricity.

**Upon completion of all wiring the scoreboard is ready for use. See Initializing the Cabled System.**



## 2.4GHZ WIRELESS POWER UP INSTRUCTIONS

Eversan, Inc.'s 2.4GHZ frequency hopping wireless control system allows for multiple scoreboards, player/foul displays and shot timers to be controlled within feet of each other with no interference.

### INITIALIZING THE WIRELESS SYSTEM

The following steps must be used to ensure proper communication from the Player/ Foul wireless control console and each set of displays you want to control.

1. Turn on each set of Player/ Foul displays that you want to control. The Guest side display will go through a diagnostic check out by displaying the number 8 in each numeric location and then going blank. The Home side display will show a dash (-) in each numeric display.
2. Connect the antenna and 9VDC adapter provided for the Player/ Foul wireless control console. (see diagram for proper placement)
3. Turn on the control console. Upon power-up the control console display will read, Wireless Network System ID =, a 2-digit number will be displayed for approximately 3 seconds. The control console display will then read, Eversan, Inc. (800) 383-6060, for approximately 3 seconds. The control console will then read, Home Plyr=00 F0 P00, Guest Plyr=00 F0 P00.
4. During the control console powering up sequence communication will be established between the control console and the Player/ Foul displays. The Home side display will go through a diagnostic checkout. Upon the completion of the Home display's checkout zeros will show in the Fouls and Points locations on both the Home and Guest displays. The displays are now ready for operation. See operating instructions.
5. To use another set of Player/ Foul displays with a different control console repeat steps 1 through 3 for that set.

### INITIALIZING THE CABLED SYSTEM

Connect all data cables prior to powering up any part of the Player/ Foul system. Turn power on to the Player/ Foul displays using the circuit breaker. Each display will go through a diagnostic check out by displaying an 8 in each numeric position and then going blank. When the control console is powered up it will display, Eversan, Inc. (800) 383-6060 for approximately 5 seconds and then show, Home Plyr=00 F0 P00 Guest Plyr=00 F0 P00. The Home and Guest displays will then show zeros in the Foul and Points locations. The displays are now ready for operation.

## OPERATING INSTRUCTIONS

To begin using the Player/ Foul displays you must first enter your team rosters. The easiest way to set up for a game is to enter the starting line-up for the Home team first. The reason for this is that the first 5-players entered will be shown on the Home display. The remaining 8-players will be stored in memory and will be used as substitutions. A total of 13-players can be entered for each team and '0' or '00' are not allowed for a player number.

**ENTER THE ROSTERS:** Press and release the HOME TEAM push button switch on the control console and enter a two digit player number. The number 5 would be entered 05. You must first press and release the HOME TEAM push button switch each time you enter a player number. Only the first 5-team members entered will be shown on the Home Player/ Foul display. The remaining will be used for substitutions. After entering the HOME TEAM you may enter the GUEST TEAM. Press and release the GUEST TEAM push button switch each time before entering a 2-digit player number.

**CHECKING THE ROSTERS (SCROLL):** After you have entered the rosters for both the home and guest teams you should check them to be sure that they are correct. Press and release the SCROLL push button switch to step through the home and guest team rosters. If there has been a mistake use the HOME and GUEST TEAM button to enter the correction. The SCROLL function can always be used to verify the roster for each team.

**ENTER POINTS:** To enter points for a player they must be in the game. If you try to select a player that is not in the game the control console will let out a long beep to alert you to the mistake. When points are scored you must first determine if they are for the Home or Guest team. If the home team makes a foul shot you would push and release the HOME POINTS push button switch once and the console would read HOME PLYR=00 F0 P01. Then using the 0-9 keypad enter the player's number that made the shot. If the player's number were 5 you would enter 05. The control console would then read HOME PLYR=05 F0 P01. The HOME and GUEST POINTS push buttons are pushed and released to increment by one. After entering POINTS you have approximately 10 seconds to enter a player number. If an invalid player number is entered the control console will beep and the display will read HOME PLYR=00 F0 P00. You will have to re-enter the points and assign the proper player number.

**ENTER FOULS:** Entering fouls is just like entering points except you use the H-FOULS and G-FOULS push buttons. Once you have pushed and released a FOULS switch you must enter the player's number using the 0-9 keypad. If you enter an invalid player number the console will beep and the foul will have to be re-entered using a valid player number.



**ENTERING SUBSTITUTIONS:** When you push and release the H-SUBS or G-SUBS push button the control console will read HOME P IN=00 OUT=00, GUEST P IN=00 OUT=00. If you pushed and released the H-SUBS button you must enter a home player's number that has been entered as part of the roster but is not in the game and then the player's number that he is replacing. Example, number 23 will be entering the game for number 5. Push and release H-SUBS, the console reads, HOME P IN=00 OUT=00. You enter 23 and then 05 from the keypad, the console then reads, HOME P IN=23 OUT=05. Number 5's statistics will then be replaced by number 23's statistics on the Player/ Foul display. If you enter an invalid player number the control console will beep and you must start your substitution again.

**CORRECTING ERRORS (EDIT PLAYER):** You can edit any player on either roster at any time by using the EDIT HOME or EDIT GUEST PLAYER buttons. For example the official scorer has changed his mind on who made a basket on a tipped rebound. They originally gave the 2-points to number 5 but now have decided number 23 got the bucket. Check number 5's statistics prior to changing to be sure you know how many fouls and total points they should have. You have found that number 5 has 3-fouls and 18-points. Press and release EDIT HOME PLAYER the console will read HOME PLYR=00 F0 P00, enter 05 3 18, (no spaces) the console will read HOME PLYR=23 F3 P18. Next you verify number 23's statistics are 2 fouls and 14 points. Press and release the EDIT HOME PLAYER button and enter 23 2 14. To verify a player's statistics use the SCROLL button on the console.

## OVERVIEW OF OPERATING INSTRUCTIONS PF-SYSTEM

### CONTROL CONSOLE FUNCTIONS

1. **HOME TEAM:** When pressed and released it allows a player to be added to the Home roster.
2. **GUEST TEAM:** When pressed and released it allows a player to be added to the Guest roster.
3. **SCROLL:** When pressed and released allows you to step through both rosters.
4. **H-SUBS.:** When pressed and released it allows for substituting one player in and one player out of home team.
5. **G-SUBS.:** When pressed and released it allows for substituting one player in and one player out of guest team.
6. **H-FOULS:** When pressed and released allows you to enter a home team player number that committed the foul.
7. **G-FOULS:** When pressed and released allows you to enter a guest team player number that committed the foul.
8. **EDIT HOME PLAYER:** When pressed and released allows you to edit any player on the home team.
9. **EDIT GUEST PLAYER:** When pressed and released allows you to edit any player on the guest team.
10. **HOME POINTS:** When pressed and released it increments the number of points by one. You then enter the home team player number that scored the points.
11. **GUEST POINTS:** When pressed and released it increments the number of points by one. You then enter the guest team player number that scored the points

### HINTS

1. The first five of the thirteen players entered are viewed on the player/ foul display. The other eight players are saved in the memory automatically for substitutions.
2. When substituting a player, only the players not showing on the player/ foul display can be substituted for a player that is on the player/ foul display. A long tone will alert you if a player who is not in the system is entered for a substitution or for an errant entry.
3. If a new player is needed to be entered into the system (not one of the original 13 players entered), press either HOME TEAM or GUEST TEAM and enter the new player number. This new player will replace the 13<sup>th</sup> player originally entered.
4. When adding points or fouls for a chosen player, the points or fouls are accumulated by the system automatically.

## 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 the 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 data cable connector from the power supply.
3. Remove the top 5-digit display from the affected player/ foul panel.
4. 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.
5. Replace with a new power supply and reconnect the data and 8-pin scoreboard connectors.
6. Turn the power on and test the scoreboard.



## PF Console

**EVERSAN, INC.**

(800) 383-6060

EVERSAN.COM

**H-SUBS.**

**G-SUBS**

**HOME  
TEAM**

**GUEST  
TEAM**

**H-FOULS**

**G-FOULS**

**SCROLL**

**EDIT HOME  
PLAYER**

**EDIT GUEST  
PLAYER**

**HOME  
POINTS**

**GUEST  
POINTS**