

TABLE OF CONTENTS1. General Information

- 1.1 Description
- 1.2 Identification
- 1.3 Damage
- 1.4 Damage Claim procedure

2. Installation

- 2.1 General Information
- 2.2 Data Cable Installation
- 2.3 Electrical Connection

3. Control Console Operation

- 3.1 Scoreboard Power
- 3.2 Control Console Power
- 3.3 Control Console Display
- 3.4 Total Runs, Hits, Errors, At Bat, Inning
- 3.5 Line Score Operation
- 3.6 Ball, Strike, Out Operation
- 3.7 Hit & Error
- 3.8 Console Timer
- 3.9 Dimmer

4. Maintenance And Troubleshooting

- 4.1 Introduction
- 4.2 Test Equipment
- 4.3 Troubleshooting
- 4.4 Troubleshooting Guide

5. Replacement Parts List

- 5.1 Scoreboard Display Parts

6. Diagrams

- 6.1 Keyboard Insert (Slipsheet)
- 6.2 Press Box Junction Box Wiring
- 6.3 Five Position Driver Bd. Jumper Location
- 6.4 Power and Control Wiring
- 6.5 Controller Plate Wiring and Layout
- 6.6 Lamp Pattern
- 6.7 Figuregram Wiring Diagram
- 6.8 Triac Placement Diagram
- 6.9 Erection Drawing

1. GENERAL INFORMATION

1.1 Description

Your All-American Scoreboard has been carefully inspected and tested before leaving the factory. It is possible, however, that components may be loosened or forced out of adjustment in transit. If this occurs, follow troubleshooting guide (section 4). If equipment then fails to operate, contact immediately:

ALL-AMERICAN Service Department
EVERBRITE Corporation
P. O. Box 97
Pardeeville, WI 53954
Telephone: (608) 429-2121
Toll Free: 800-356-8146

Parts being returned for repair are to be sent to:

ALL-AMERICAN Service Department
EVERBRITE Corporation
413 South Main Street
Pardeeville, WI 53954

1.2 Identification

All-American uses a 4 digit serial number for scoreboard identification. The serial number tags are located on the back of the control console and the lower right hand corner on the face of the scoreboard. When contacting the factory for assistance it is important that the model and serial numbers are known.

1.3 Damage

Upon receipt, check for visible damage. If this occurs, or if damage is found after shipment has been accepted, follow the damage claim procedure.

1.4 Damage Claim Procedure

An instruction sheet is enclosed advising the Consignee in case of damage in transit.

If damage is noted at time of delivery, Consignee must obtain an Inspection of Bad Order from the delivering carrier. In order to process your claim, this must be properly filled out with a complete statement of all damage and signed by the carrier.

If damage is discovered after delivery, you should call the delivery company. Have them make out a Concealed Damage report. Fifteen days after delivery are allowed, so this should be done PROMPTLY or it is impossible to process this claim.

Advise EVERBRITE Corporation of necessary replacement parts, or repairs. Consignee will be invoiced and then should file a claim with the carrier to recover charges.

TO FILE YOUR CLAIM FOLLOW THIS PROCEDURE:

- (A) Cost of replacement parts or repair charges are invoiced to the carrier by the Consignee.
- (B) The following documents, plus invoice are forwarded to the Trucking Company in support of your claim:
 - (a) Original bill of lading.
 - (b) Original paid freight bill.
 - (c) Certified copy of original invoice.
 - (d) Standard form for Presentation of Loss and Damage Claim, properly filled out.

2. INSTALLATION

2.1 General Information

Check shipment and if damaged file damage claim.

Shipping papers accompany each scoreboard. Check carefully to see that you receive the following:

- 1 ea Baseball Display (4 Cartons)
- 1 ea Control Console
- 1 ea Service Manual
- 1 ea Mounting Hardware Package
- 1 ea Junction Box
- ? ft Control Cable (if ordered)

2.2 Mounting

For Permanent mounting to uprights, see the enclosed installation drawing in section 6.

2.3 Data Cable Installation

The data cable is approved for direct burial and therefore can be installed with or without conduit. Consult section 6 for junction box and scoreboard wiring.

2.4 Electrical Connections

This scoreboard requires three 110 V. 60 Amp circuits. This can be accomplished by a 3 phase 4 wire 60 Amp service. There is a 3 phase 60 Amp load center in the scoreboard to connect the power lines into.

3. CONTROL CONSOLE OPERATION

3.1 Scoreboard Power

Turn on the branch circuits to scoreboards. The Home and Guest total runs, total Hits will show "0".

IMPORTANT

To protect the MP-2001 Control Console from damage, it is advisable to disconnect the Control Console and store in a dry secure area, when it is not in use.

NOTE

This equipment complies with the requirements in Part 15 of the FCC rules for a Class A computing device. Operation of this equipment in a residential area may cause unacceptable interference to radio and TV reception requiring the operator to take whatever steps are necessary to correct the interference.

3.2 Console Power

Plug the control console cable into the press junction box.

Push ON/OFF once to turn the console ON.

Push ON/OFF a second time to shut the console OFF.

The console display should show CODE when first on.

Enter the two digit code (71) shown in the lower left corner of the keyboard as follows: Push CODE 7 1 ENTER

When the proper code has been entered the console display will show: :00

3.3 Console Display

The 4 digit Liquid Crystal Display shows the game time plus information entered from the keyboard.

3.4 Time Setting and Control (console display)

(A) To set a 60 minute period; key in the following:

SET 6 0 0 0 ENTER

(B) Any time up to 99:59 may be preset in a similar manner.

(C) The UP/DN key determines the timer mode. When the LED indicator glows the timer will count up. The timer will count down when the LED indicator is off.

(D) Push IN/OUT to start/stop the timer

(E) Push RESET to return the timer to the previously set value.

3.5 Total Runs, Hits, Errors, At Bat, & Inning

All entries to the above functions are made in a similar manner.

Example: To change total hits to 12 push:

Home or Guest HITS 1 2 ENTER.

To clear total hits push: Home or Guest HITS CLEAR

3.6 Line Score Operation

To enter the desired inning: Push INNING 1 ENTER

This sets the scoreboard for Inning 1.

To add 1 to the score, push: home or guest ADD 1

The ADD 1 key increments both the line score and the total runs.

If no runs are scored during the 1/2 inning, push:

LINE SCORE 0 ENTER

To clear the 1/2 inning, push: LINE SCORE CLEAR.

3.7 Ball, Strike, & Out Operation

The above locations are incremented once for each depression of the keyboard.

3.8 Hit And Error Operation

Pushing HIT or ERROR will illuminate the corresponding indicator on the scoreboard.

3.9 Dimmer Operation

The NIGHT/DAY key alternately brightens and dims the scoreboard display.

4. MAINTENANCE AND TROUBLESHOOTING

4.1 Introduction

This section gives maintenance and troubleshooting information. Included are troubleshooting guides for typical scoreboard malfunctions. If the cause of a problem cannot be determined, please contact the customer service department.

4.2 Test Equipment

A simple analog or digital voltmeter will be sufficient for all user repairable problems. Printed circuit boards requiring troubleshooting should be returned to the factory.

WARNING

110 VAC wires are exposed whenever the cover over the controller is removed from the scoreboard. Use extreme caution during troubleshooting or repair. To avoid possible damage always remove power before removing the cover or replacing assemblies.

4.3 Troubleshooting

Whenever possible, follow the troubleshooting guides prior to contacting the customer service department. If a problem not described in the guides exists, contact the customer service department immediately. Refer to the diagrams provided for assistance in troubleshooting scoreboard malfunctions.

4.4 Troubleshooting Guide

(A) Scoreboard Doesn't Light and Console Doesn't Work

- (a) Check that the main power switch is turned on.
- (b) Replace any defective or blown fuses.
- (c) Check the power connections and voltages at the scoreboard.
- (d) Contact the customer service department.

(B) Scoreboard Digits Don't Light But the Console Works

- (a) With the main power "off" remove the cover over the controller assembly.
- (b) Check all connections.
- (c) Turn main power "on".
- (d) If board still doesn't light check the transformer voltage going to the Receiver PCB assembly (blue wires) using a voltmeter set on the 12 VAC or higher scale.

If the voltage is less than 8 VAC contact the customer service department.

If the voltage is between 8-12 VAC see the replacement parts list for a Receiver PCB assembly, and contact the service department.

(C) The Scoreboard Digits Light But The Console Doesn't Work.

- (a) Check for continuity between the scoreboard and the junction box.

- (b) If an open circuit is found the problem is either the cable or a cable connection.
- (c) If the continuity test checks good then check the voltage between the green wire and the white wire in the junction box using a voltmeter set on the 12 VAC or higher scale.

If the voltage is 0 V see the Controller parts list for a transformer assembly.

If the voltage is less than 8 VAC consult the controller wiring diagram for instructions on long cable compensation.

If the voltage is between 8 VAC and 12 VAC contact the customer service department.

(D) The Scoreboard Digits Light the Console Works but there Is No Control Of The Scoreboard.

- (a) Check the voltage between the black and red wires in the junction box with a voltmeter set on the 3 VDC or higher scale. (2-3 VDC when working properly)
- (b) If the voltage is 0 V contact the service department for assistance.
- (c) If the voltage is correct (2-3 V) check that this reading also appears at the scoreboard.
- (d) If the correct voltage also appears at the scoreboard see the replacement parts list for a Receiver PCB Assembly.

(E) The Scoreboard Works But Some Lights Stay On All The Time

- (a) With the Main Power OFF, switch the plug from the bad digit with the plug for a known good digit.

Example: Plug "C" in "D" and "D" in "C" locations.

- (b) Turn the power back on. If the same lights remain lit, the problem is a shorted lamp socket. If the lights now stay on in a different digit the problem is the driver board. See the replacement parts list for the proper replacement driver board.

(F) The Scoreboard Works But Some Lights Do Not Come On

- (a) Check for burned out lamps.
- (b) Check for broken wire or bad connection on 12 pin connector.
- (c) See the replacement parts list for the proper replacement driver board.

5. REPLACEMENT PARTS LIST

5.1 Scoreboard Display Parts

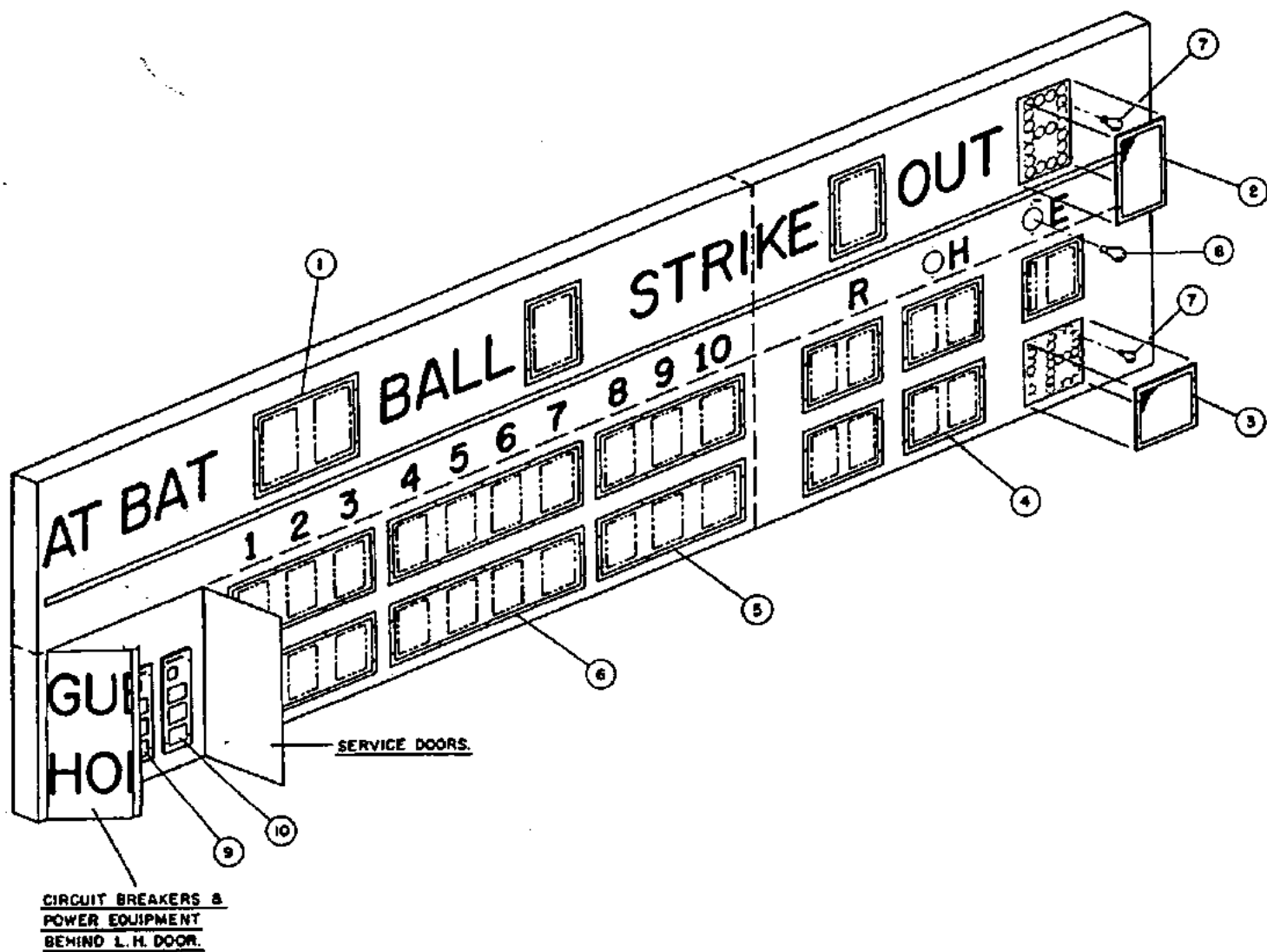


figure 1

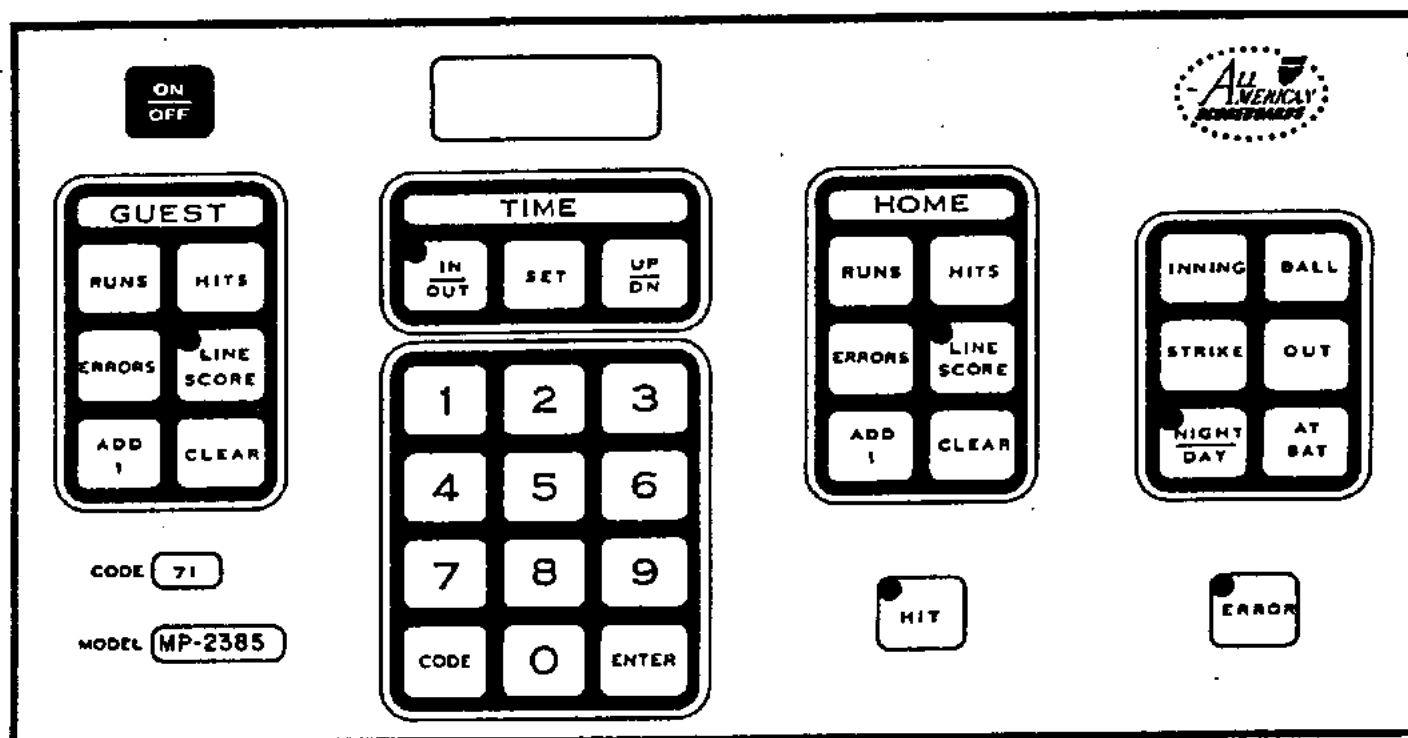
DISPLAY ASSEMBLY

REPLACEMENT PARTS LIST (MP-2385 Baseball) P.N.150134

fig.& index	MFG PART NUMBER	DESCRIPTION	REF DES	VENDOR PART #
1-	121223	Display Set		
1-1	117456	Screen, AT BAT		117456
1-2	117457	Screen, BALL,Strike,& OUT		117457
1-3	119366	Screen, Total ERRORS		119366
1-4	119367	Screen, Total RUNS,Total HITS		119367
1-5	119365	Screen, Innings, 1-2-3 & 8-9-10		119365
1-6	119364	Screen, Innings, 4-5-6-7		119364
1-7	850022	Lamp, 15W/130V Clear (Scores,B-S-O)		15A15 CL
1-8	850032	Lamp, 40W/130V Clear (Hit-Error)		40A19 CL
1-	159008	Service Door		159008
1-9	151320	Controller Assembly #1	A2	151320
	151322	Receiver PCB Assembly #1	A3	151322
	150370	1 Pos. Driver PCB Assembly	A5/A7/A9	150370
	151351	5 Pos. Driver #1, #2 & #3	A4/A6/A8	151351
	151301	8V/18V Transformer Assembly	T1	CS-697
	151300	Horn Suppressor Assy.		151300
	700520	Varistor		ERZ-C20DK201U
	700850	Capacitor, .02 MFD 400V.		
1-10	151321	Controller Assembly #2	A13	151321
	151323	Receiver PCB Assembly #2	A2	151323
	150370	1 Pos. Driver PCB Assembly	A5/A7/A9	150370
	151351	5 Pos. Driver #1 #2 & #3	A4/A6/A8	151351
	151301	8V/18V Transformer Assembly	T1	CS-697
	151300	Horn Suppressor Assy.		151300
	700520	Varistor		ERZ-C20DK201U
	700850	Capacitor, .02 MFD 400V.		
	150365	MP-2001 Control Console		150365
	180157	Transmitter PCB Assembly	A1	180157
	702785	Connector, 5 Pin Male CCT	P1	RM12BPG-5P
	151002	Press Box Junction Box		151002
	702786	Connector, 5 Pin Female	J1	RM12BRD-5S
	150500	Cable, MP-41 Control		8723

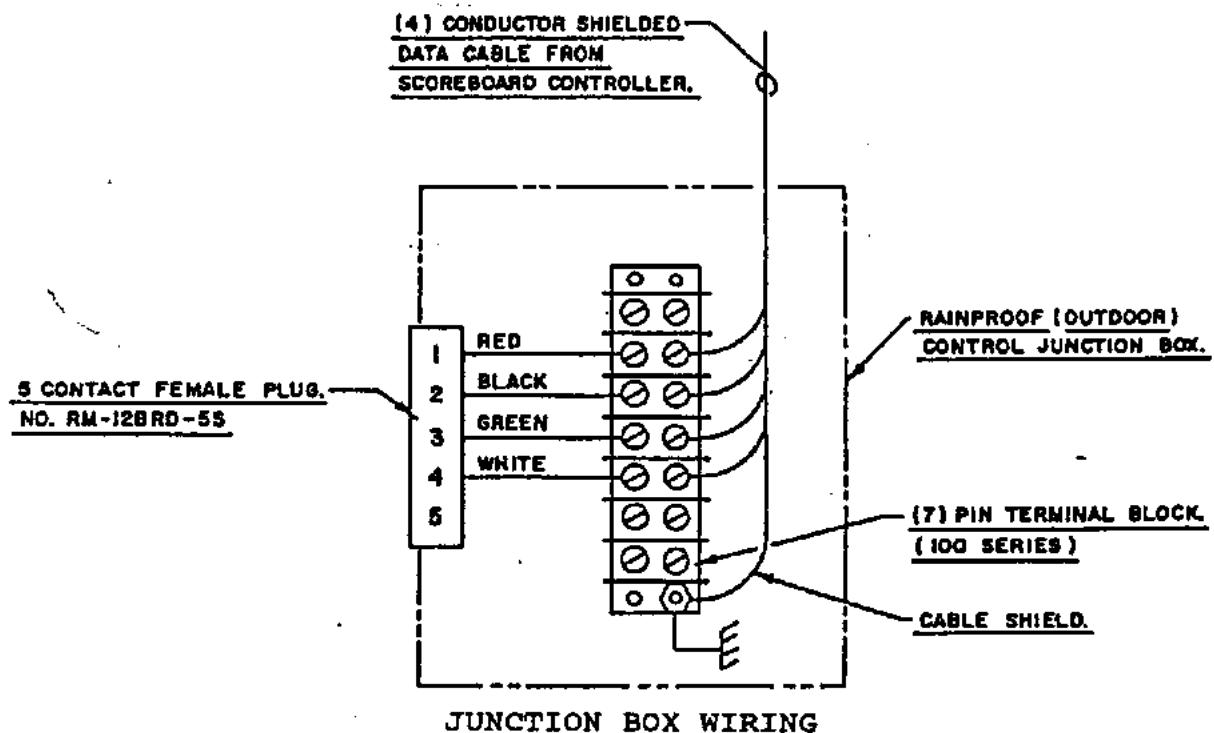
6. DIAGRAMS

6.1 Control Console Keyboard and Slipsheet Layout

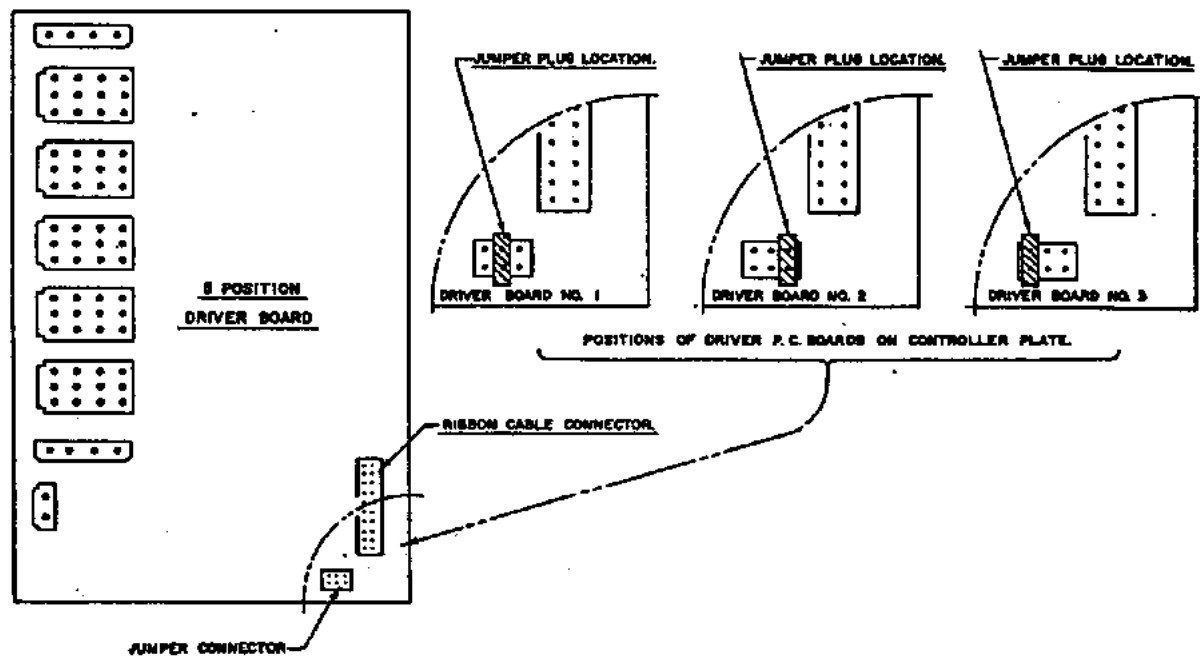


Console Keyboard (MP-2385)

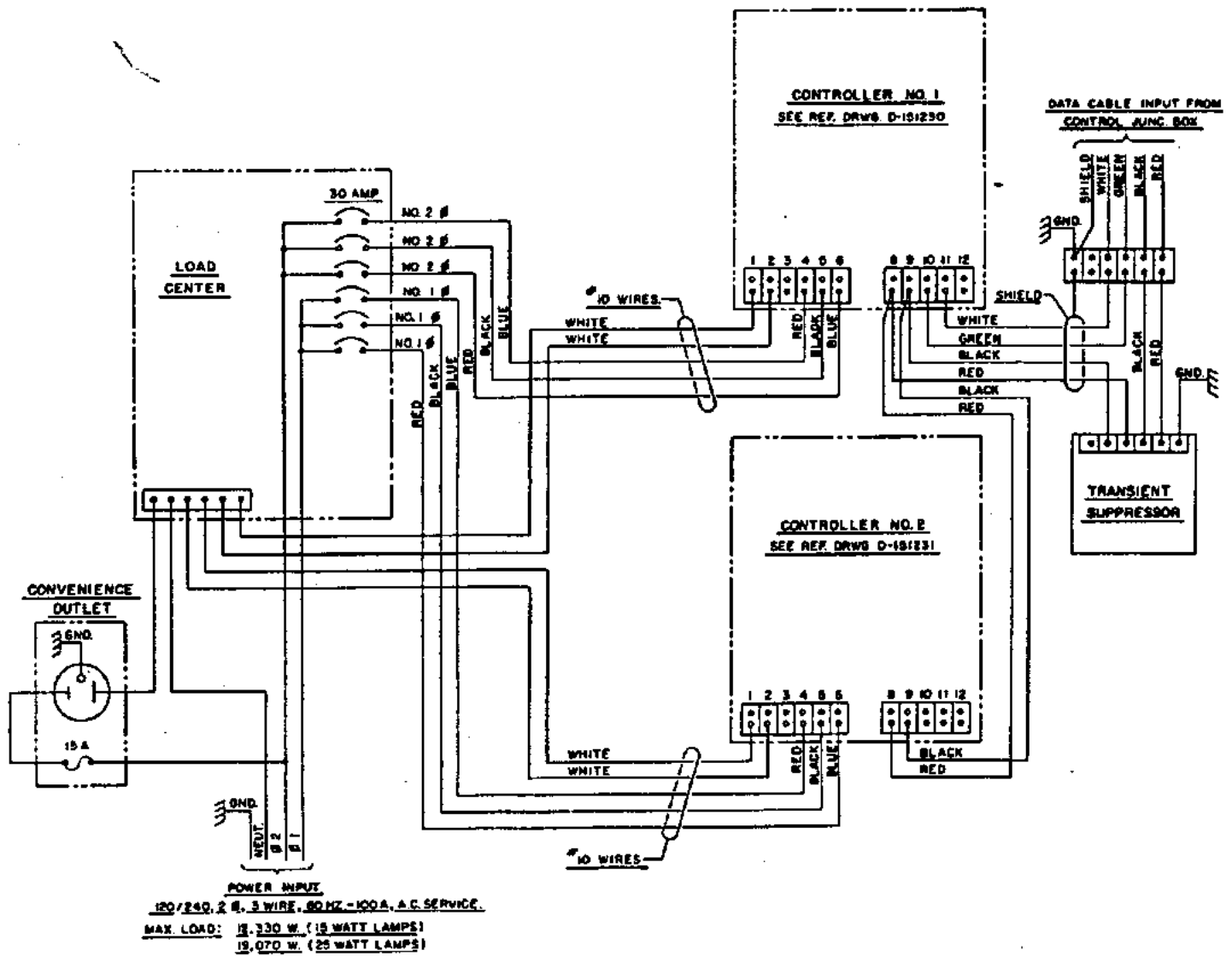
6.2 Press Box Junction Box Wiring



6.3 Jumper Location on 5 Position Driver Board

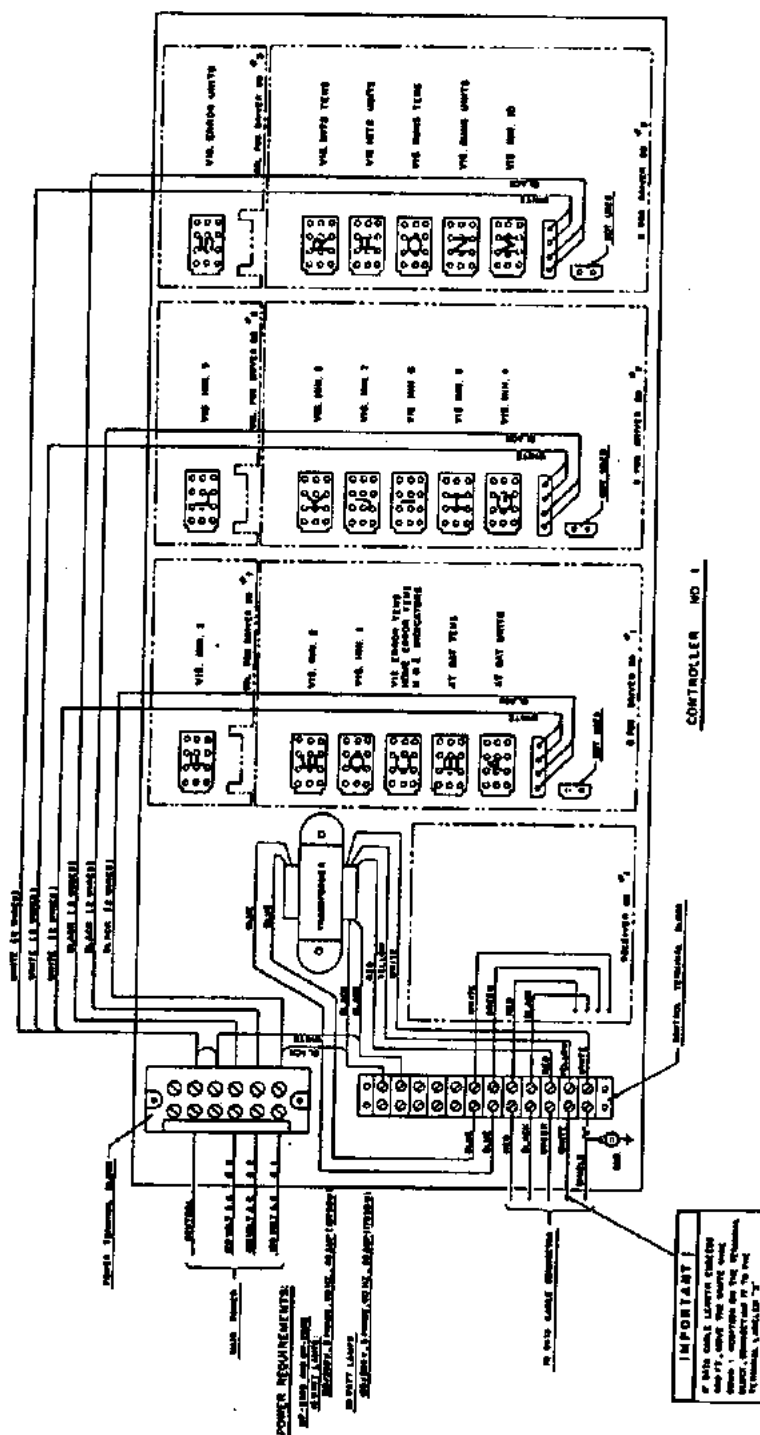


6.4 Power and Control Wiring

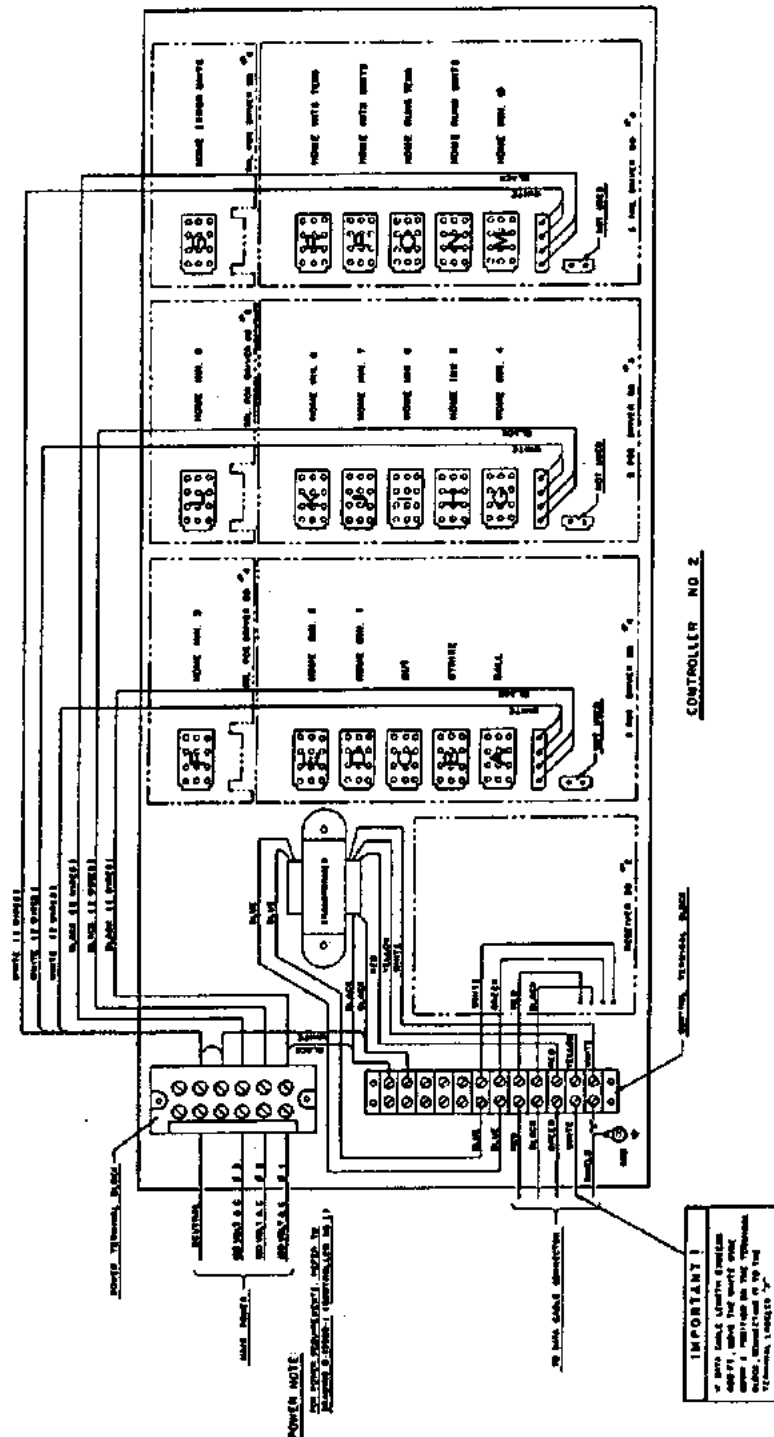


POWER AND CONTROL WIRING

6.5 Controller Wiring and Layout

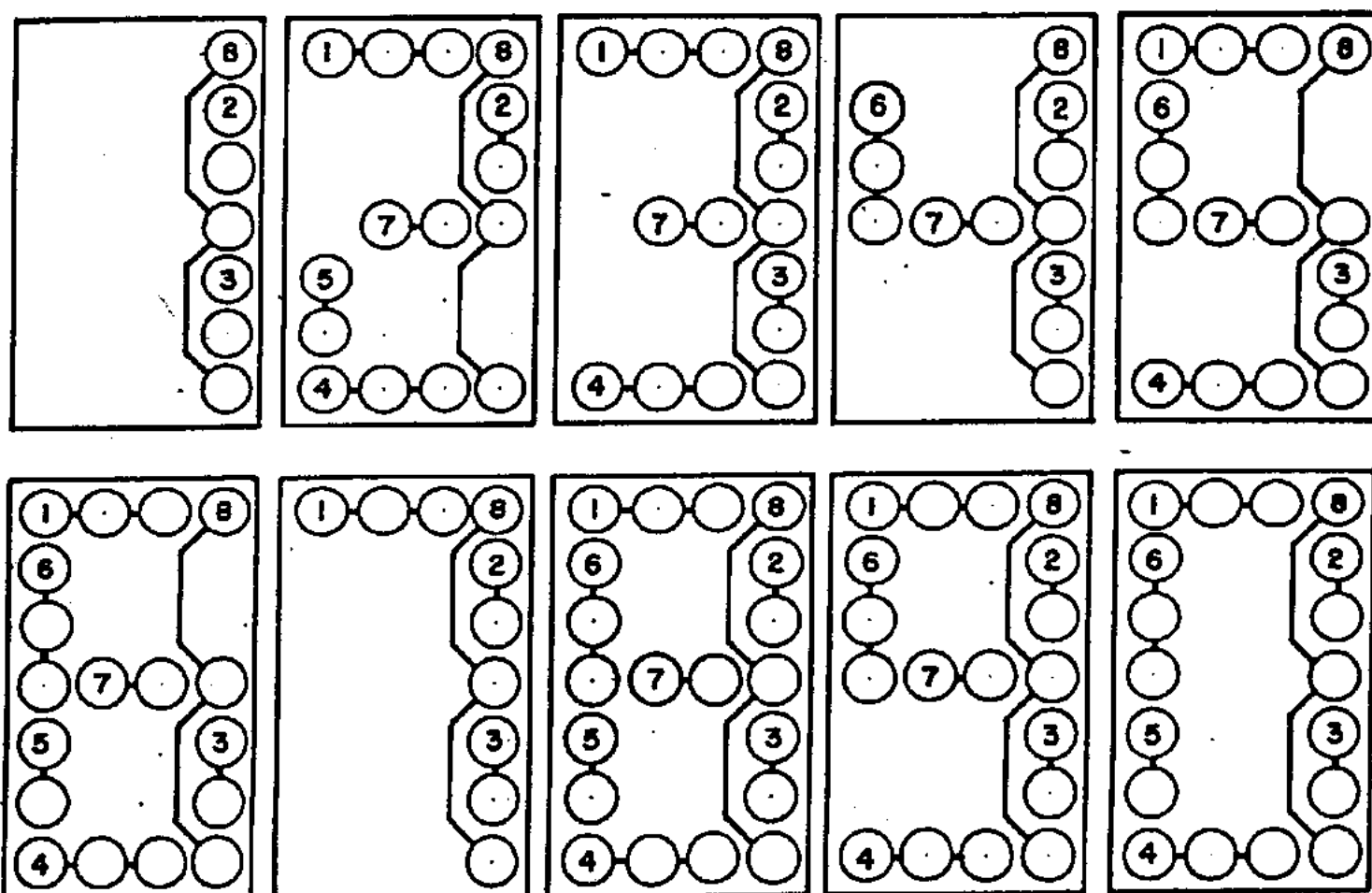


CONTROLLER #1 Layout

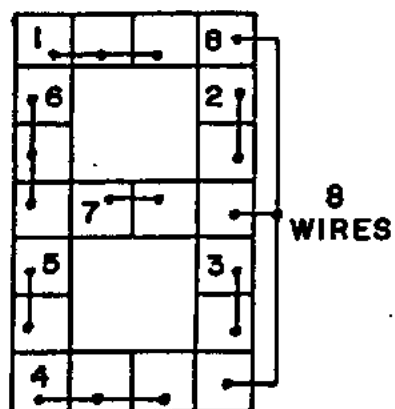


CONTROLLER #2 LAYOUT

6.6 Microprocessor 4X7 Lamp Pattern (8 Bit)



COMBINATIONS

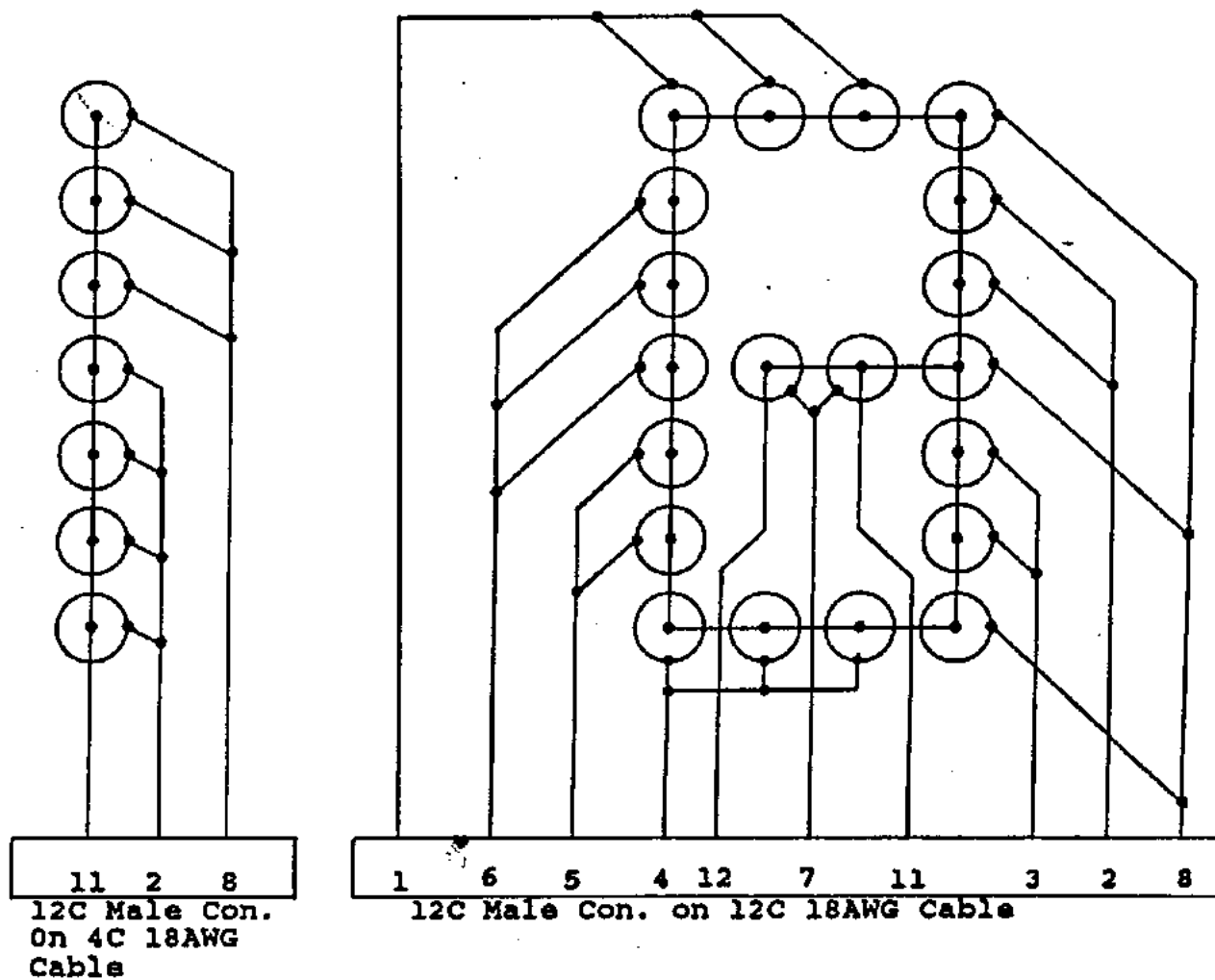


NUMERALS

	0	1	2	3	4	5	6	7	8	9
LAMP NOS	1	0	2	3	4	5	6	7	8	9
2	0	1	2	3	4	5	6	7	8	9
3	0	1	2	3	4	5	6	7	8	9
4	0	1	2	3	4	5	6	7	8	9
5	0	1	2	3	4	5	6	7	8	9
6	0	1	2	3	4	5	6	7	8	9
7	0	1	2	3	4	5	6	7	8	9
8	0	1	2	3	4	5	6	7	8	9

LAMP PATTERN

6.7 Figuregram Wiring

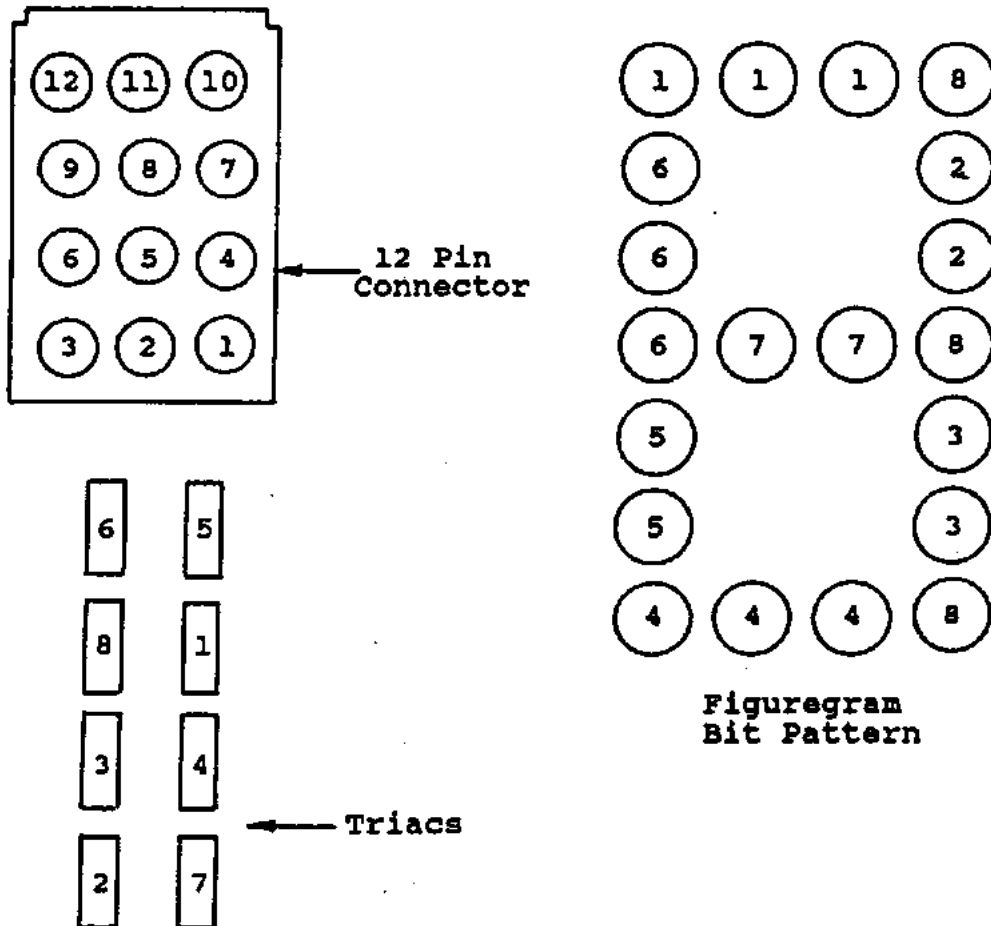


8 BIT FIGUREGRAM WIRING (Face View)

6.9 Triac Placement

The triac is the switch that controls the figuregram lamps. The triacs for any given figuregram are adjacent to the twelve pin connector on the driver board that controls that figuregram.

Shown below is the triac placement and bit designation relative to the figuregram bit pattern.



MP TRIAC PLACEMENT



POWER / CAPITAL CONCEPTS
TO ENTER ON THIS SYSTEM
ON THIS SIDE.

SEE DETAIL "A"

CONCRETE PAINT OR ENAMELED
BY STRIPS FOR LEAK PROOF
- Seal, Condy, Pany.

REAR VIEW OF SEAP. ERECTION
SCALE = $\frac{1}{4}'' = 1'-0''$

SCALES - 1 1/2" = 1'-0"
CONTINUING PAGE OF DRAWING

U.S. DEPT. OF JUSTICE
FEDERAL BUREAU OF INVESTIGATION
WASHINGTON, D. C. 20535

Page # 10
3867- Tapering
11 of 11

524200 10 00000000
 201 0 100 000 000000
 0000 00 000000 000
 0000 0 0 0 000 0 000
 0000 0 0 0 000 0 000

WILL OF DEED

$$\begin{array}{r} 402 \overline{) 200200} \\ \underline{804} \\ 1200 \\ \underline{1206} \\ 440 \\ \underline{444} \\ 40 \\ \underline{402} \\ 18 \end{array}$$

LE "I" BEAM UPGRADES ARE
USED THEY REQ. 3-1000 LB
STRUCTURAL "I" BEAMS.
FURN. BY OTHERS
IN AREA.

[illegible]