

FS-41xF panels of players' names

Installation and service manual

Displaying names of players

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1. LIST OF MODELS OF PANELS OF PLAYERS' NAMES

The panels of players' names come in pairs, one for each team, and are usually installed to the right and left sides of the central scoreboard. Following are examples of the various models.

Fig. 1: **FS-412F** (art.260F)

LEFT--NAME-1	RIGHT-NAME-1
LEFT--NAME-2	RIGHT-NAME-2
LEFT--NAME-3	RIGHT-NAME-3
LEFT--NAME-4	RIGHT-NAME-4
LEFT--NAME-5	RIGHT-NAME-5
LEFT--NAME-6	RIGHT-NAME-6
LEFT--NAME-7	RIGHT-NAME-7
LEFT--NAME-8	RIGHT-NAME-8
LEFT--NAME-9	RIGHT-NAME-9
LEFT--NAME10	RIGHT-NAME10
LEFT--NAME11	RIGHT-NAME11
LEFT--NAME12	RIGHT-NAME12

Fig. 2: **FS-414F** (art.262F)

LEFT--NAME-1	RIGHT-NAME-1
LEFT--NAME-2	RIGHT-NAME-2
LEFT--NAME-3	RIGHT-NAME-3
LEFT--NAME-4	RIGHT-NAME-4
LEFT--NAME-5	RIGHT-NAME-5
LEFT--NAME-6	RIGHT-NAME-6
LEFT--NAME-7	RIGHT-NAME-7
LEFT--NAME-8	RIGHT-NAME-8
LEFT--NAME-9	RIGHT-NAME-9
LEFT--NAME10	RIGHT-NAME10
LEFT--NAME11	RIGHT-NAME11
LEFT--NAME12	RIGHT-NAME12
LEFT--NAME13	RIGHT-NAME13
LEFT--NAME14	RIGHT-NAME14

2. INTRODUCTION

This manual covers all the aspects of normal assembly, installation and maintenance of the various models of FS-41xF electronic panels used for displaying players' names (see the various models in chapter 1). It is extremely important that the panels of players' names are installed correctly. Please read the manual carefully before attempting to install the panels.

2.1 SAFETY WARNING



The installation of this product and of the electrical system should be carried out by a qualified technician and conform with the current regulations established by the country in which the device will be installed. The system must be equipped with ground connection and protective devices.

3. ASSEMBLY OF THE PANEL OF PLAYERS' NAMES

To ensure fast and affordable shipping, the various modules of each panel of players' names are separated before shipping. These modules must be assembled before installation.

Remove the modules from their packaging. On the back of each module you will find a label indicating whether it belongs to the RIGHT or LEFT of the panel of players' names, and its assembly position (1, 2, 3, ...), where the number 1 refers to the top position.

To assemble both right and left panels, follow the procedure for assembling a single panel of players' names.

3.1 JOINING THE MODULES BY MEANS OF BRACKETS

Assemble the panel of players' names on the floor before mounting it on the wall. Follow the directions below:

1. Make sure you have all the necessary pieces: modules for putting together the panel (see the various models in chapter 1); brackets; screws for attaching the brackets to the modules; power supply cords and telephone cables for connection among modules; dowels and screws for attaching to the wall.
2. We suggest placing protective material such as cardboard on the floor to serve as a base for assembling the panel. For each panel a pair of support brackets must be assembled by uniting a top bar (in the shape of a narrow "U") to a bottom bar (in the shape of a wide "U"): overlap the top and bottom bars so that the holes are aligned. Insert the bolts and tighten them with the corresponding lock nuts (Fig. 3).
3. Place the modules face down on the floor and in numerical order according to the numbers on the back of each (Fig. 4), so as to assemble the desired panel (see various models in chapter 1). Then position the two brackets above the modules and align the holes. Using the screws provided and a Phillips screwdriver, fasten the brackets to the modules (Fig. 4).

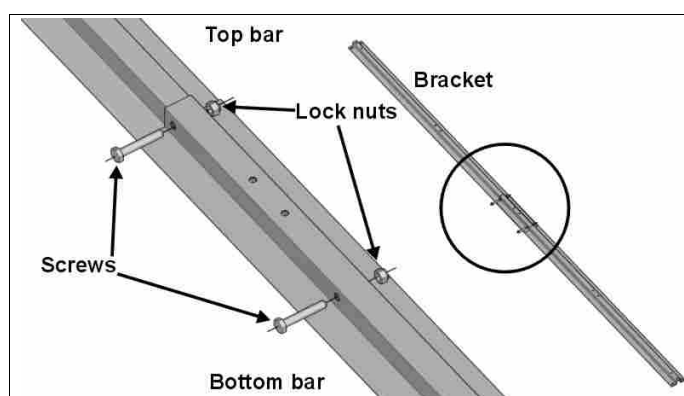


Fig. 3: Support brackets

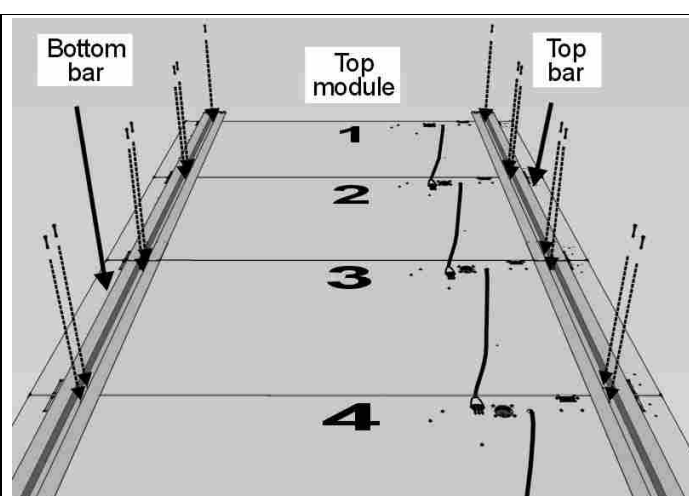


Fig. 4: Joining the brackets to the modules

3.2 ELECTRICAL CONNECTION OF MODULES

Once the various modules of a panel of players' names have been joined together by the brackets, you may proceed to their electrical connection. On the back of each module there are (Fig. 5):

- a) power supply cords;
- b) socket for the power supply cord of the module below;
- c) "SERIAL DATA INPUT" port for the serial data from the central scoreboard;
- d) "SERIAL DATA OUTPUT" port for connecting to the "SERIAL DATA INPUT" port of the module below.

Proceed as follows.

1. By using the telephone cables (circa 1m), connect the "SERIAL DATA OUTPUT" port of each module to "SERIAL DATA INPUT" port of the immediately module below (Fig. 5, Fig. 6).
2. Insert the power supply cord of each module in the proper socket of the immediately module below.

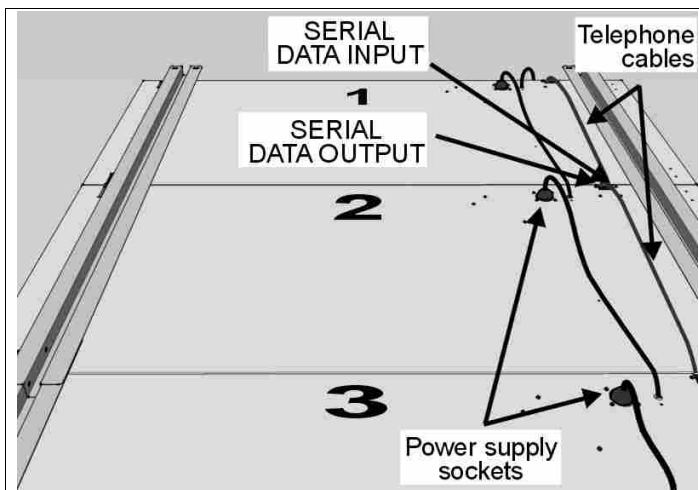


Fig. 5: Connection cables

3. Insert the power supply cord of the top module, in the proper socket and fasten the other end to the top part of the panel with the clip provided for this purpose (Fig. 6); this is to enable the power supply plug to be positioned over the panel of players' names once the panel is installed on the wall.
4. A 3m thin cable is provided for each panel of players' names. This cable should be inserted into the "SERIAL DATA INPUT" connector of the top module and then fastened above the panel by means of a provided clip. Circa 2.5 m of cable should be left free (Fig. 6) in order to make connecting to the serial data cable easier once the module has been installed on the wall.
5. Repeat the procedure for both panels of players' names.

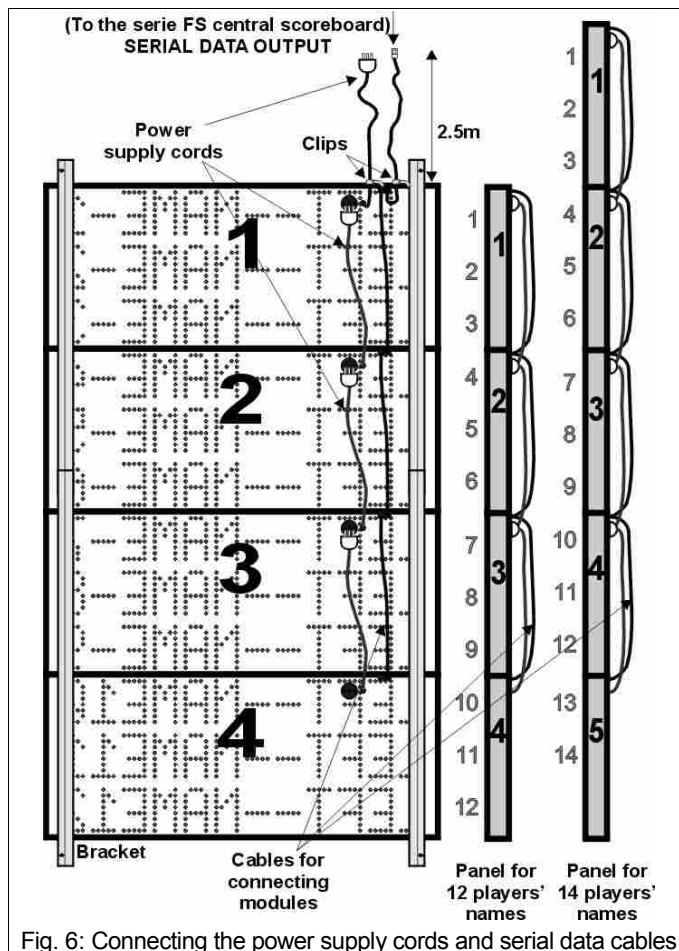


Fig. 6: Connecting the power supply cords and serial data cables

4. ELECTRICAL POWER SUPPLY SYSTEM

Remember that the electrical power system should be implemented by a qualified technician.

4.1 POWER SWITCH AND SOCKET

Each panel of players' names comes with a power cord and plug. To turn the panel on and off easily, we suggest that a power socket be positioned just above the panel (see the example in Fig. 9). The power socket can then be controlled by a switch installed in an easy-to-reach position; this will facilitate switching off the system when not in use and help save energy and prevent unnecessary wear and tear.

5. INSTALLATION ON WALL



Before installing the assembled panels of players' names (see chapter 3), we suggest first running a preliminary check test (chapter 6.2) by temporarily connecting the panel to the Command Console and to the mains power supply.

5.1 SELECTING THE CORRECT POSITION

Position the panels of players' names on the two sides of the central scoreboard. Make sure not to invert the sides. There is a label on the back of each panel indicating its proper position of either RIGHT or LEFT. Be reminded that the FS series panels are resistant to damage from balls and therefore require no additional front protection cover.



Check to make sure that the wall is strong enough to support the weight of the panels and that the dowels provided are suitable for the type of wall and environment (e.g., possible corrosion due to dampness). If the dowels are not suitable for the wall, replace them with appropriate ones. Consult a professional in the field.

5.2 INSTALLING THE PANEL

To make installation easier, leave 5 cm of space between the central scoreboard and the panels when attaching the latter to the wall. Before installing the panel of players' names, accurately measure the distance between the two top holes on the brackets. The holes are in the shape of eyelets; therefore it is necessary that you take the measurement starting from the center of each hole.

1. Make two holes in the wall for the top brackets at the proper distance (see above). The dowels provided require holes 10 mm in diameter. Remove all dust caused by drilling from inside the holes with a high pressure air gun and cylindrical brush in order to ensure a tight hold.
2. Insert a dowel in each of the holes and then insert the screws by working the nut with a 13 mm wrench (Fig. 7); insert the washers.
3. Fasten the panel of players' names to the wall by fitting the eyelets at the top of the brackets over the screws; insert the remaining washers and end nuts, tightening them with the 13 mm wrench.

The panel of players' names is now adequately installed. However, seeing that there are also lower bracket eyelets, you may also wish to fasten the bottom part of the panel to the wall; this will help to prevent possible oscillation. Proceed as follows.

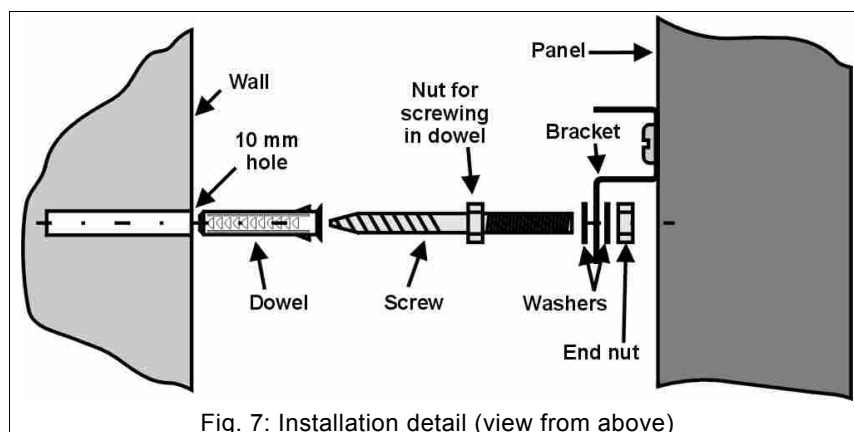


Fig. 7: Installation detail (view from above)

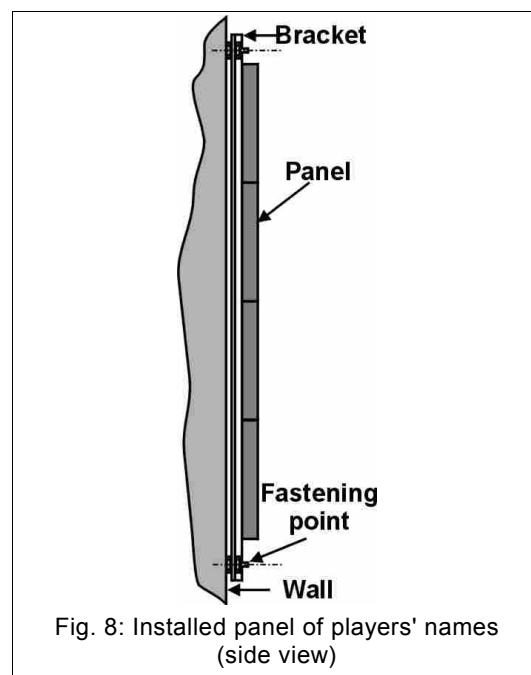


Fig. 8: Installed panel of players' names (side view)

4. Once the panel is fastened to the wall by the top nuts, make two additional holes in the wall through the eyelets at the bottom of the brackets. After drilling remove all dust from holes.
5. Slightly loosen the top end nuts and distance the bottom part of the board from the wall in order to insert the dowels in the holes; then insert the screws (tightening them with the 13 mm wrench) and washers. Reposition the panel close to the wall, making sure the screws pass through the eyelets at the bottom of the brackets.
6. Insert the washers and tighten both the top and bottom end nuts.



Make sure that you have securely fastened the panel to the wall in order to prevent possible collapse and harm to persons or objects.

6. FINAL CONNECTION AND TEST OF PANEL OF PLAYERS' NAMES

Once the panel of players' names has been installed on the wall, you can proceed with connecting the electrical power supply and serial data cable.

6.1 CONNECTING THE PANELS OF PLAYERS' NAMES

Fig. 9 shows a configuration of the central scoreboard, the panels of players' names and the statistics panels displaying fouls/points of players, and the lower scoreboard displaying penalty times.

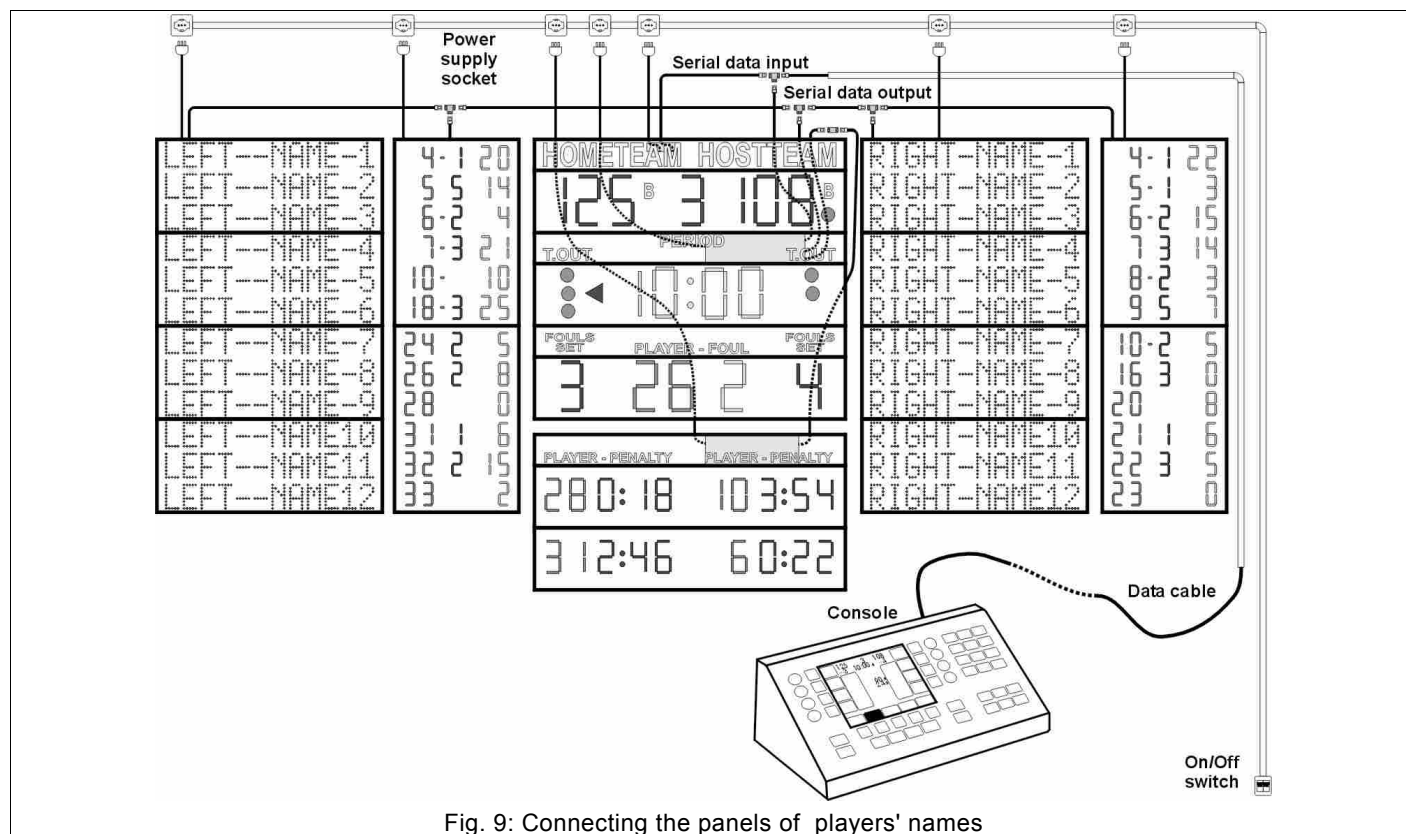








Fig. 9: Connecting the panels of players' names

1. Make sure you have disconnected the power supply by turning off the scoreboard switch.

2. Using the adapter provided, connect the panels displaying names of the players to one of the two "SERIAL DATA OUTPUT" cables of the central scoreboard (Fig. 9).
3. Insert the power cord plug for each panel into the proper wall socket.

6.2 TESTING THE PANELS OF PLAYERS' NAMES

Once the panels of players' names have been installed on the wall you can make an overall test to see if all information is displayed correctly.

1. The first test should be made when you first switch on the scoreboard. All display panels should remain illuminated for circa 1 second, even if the Command Console is turned off or disconnected. If a panel does not remain illuminated for circa 1 second, see paragraph 7.1.1.
2. The next step is to connect the serial data cable to the Command Console. After switching on the Console, the screens should light up to display the proper information. If the screens do not light up, see paragraph 7.1.3.
3. Once you have checked that the data connection works properly, you can make a complete start-up test of all display boards. From the Command Console press the buttons  → , then with the buttons  and  select the parameter "Scoreboard Test"; lastly, with the buttons  and , modify the parameter in order to activate and deactivate the complete start-up of the scoreboard. If you encounter problems, consult the Command Console manual.

For incomplete display of panels, see chapter 7.1.

7. MAINTENANCE

This chapter contains information on how to quickly resolve the principal problems that may occur with the panel of players' names over time. For problems with other scoreboards, consult the relative installation manual.

If you have further problems that cannot be solved herein, please contact us.

For all malfunctions, the following is a list of operations, ranked according to priority, that should be carried out to re-establish the proper functioning of the panel of players' names.

7.1 MALFUNCTIONS

→ 7.1.1 The panel of players' names does not light up when switched on.

When the panel of players' names is supplied with electricity, all the display panels light up for circa 1 second, even if the Command Console is turned off or disconnected. If this does not occur, proceed as follows:

1. Check that there is the power supply at the panel's power socket.
2. Make sure that the panel's power cable plug is properly inserted in the socket.

→ 7.1.2 A module of the panel of players' names does not light up when switched on.

1. Make sure that the module's power cable plug is properly inserted in the socket.
2. Have a qualified technician conduct the following operations:
 - a) open the panel module, as described in chapter 7.2, points 1-5;
 - b) check that there is a continuous +24 Vdc voltage output from the power supply (the red LED on the control boards should be illuminated). If the +24Vdc voltage is not present then replace the power supply (chapter 7.5), otherwise check the internal cables and connections.

→ 7.1.3 The panel lights up for 1 second but then switches off completely.

1. Check that the Console has enabled the players' statistics.
2. Check that the serial data cable is properly connected to the panel of players' names and to the Command Console and that there are no signs of abrasions, cuts or damage.
3. Try using the other data output port of the Command Console.
4. Temporarily connect the panel of players' names directly to the Console with a normal 8-way telephone cable with RJ-45 modular connectors, or with a standard straight-through network cable (EIA/TIA-568A/B). If the panel functions correctly, replace the permanent system's serial data cable.
5. Check that the serial data cables among the modules are properly inserted (chapter 3.2).
6. Have a qualified technician conduct the following operations:
 - a) open the top module, as described in chapter 7.2, points 1-5;
 - b) check that there is a continuous +24 Vdc input voltage to the connector board (Fig. 17). If the +24Vdc voltage is not present then check the power supply connections, otherwise replace the connector board (chapter 7.4).
 - c) replace the 10-way flat cable among the connector board and the control boards.

→ 7.1.4 Part or all of a LED display board does not light up.

1. Replace the relative LED display board (chapter 7.3).
2. Change the connection cable between the LED display board and the control board (Fig. 14).
3. Replace the control board (chapter 7.2).

→ 7.1.5 The board is not bright enough.

1. On the Command Console press the buttons **Setup Menu** → **SYSTEM** and check the level of brightness [0 to 9] found under the item "Scoreboard luminosity".

→ **7.1.6 An entire group of LED boards does not light up in one of the panel's modules.**

1. Have a qualified technician conduct the following operations:
 - a) open the panel module, as described in chapter 7.2, points 1-5;
 - b) identify the control board connected to the group of malfunctioning LED display boards via the 16-way flat cables (Fig. 14). When supplying power to the panel, if the LED on that control board (Fig. 14) is flashing, then replace the control board (chapter 7.2); otherwise, if the LED is not illuminated, replace the 10-way flat cable among the connector board and the control boards.

7.2 REPLACING A CONTROL BOARD

This procedure can be done without having to de-install the panel of players' names.



1. Disconnect the panel's power supply.
2. With a Phillips screwdriver remove a side bracket from the module containing the board in need of replacement; do this by unscrewing the three screws located on the side bracket (Fig. 10).
3. Remove the transparent front panel (Fig. 11).

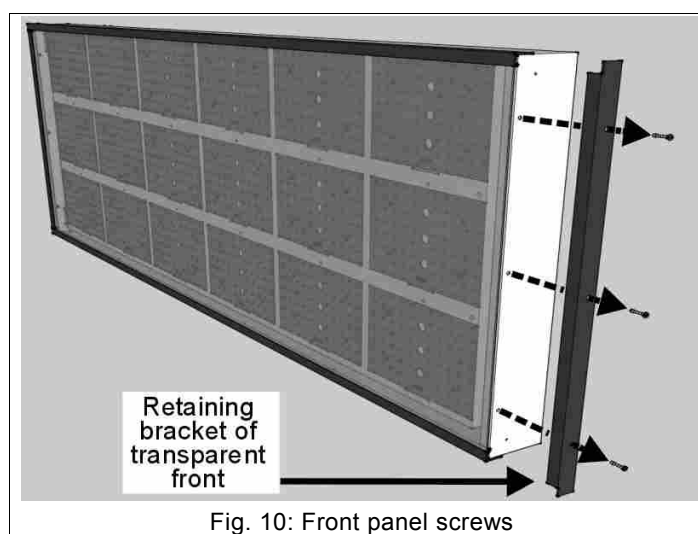


Fig. 10: Front panel screws

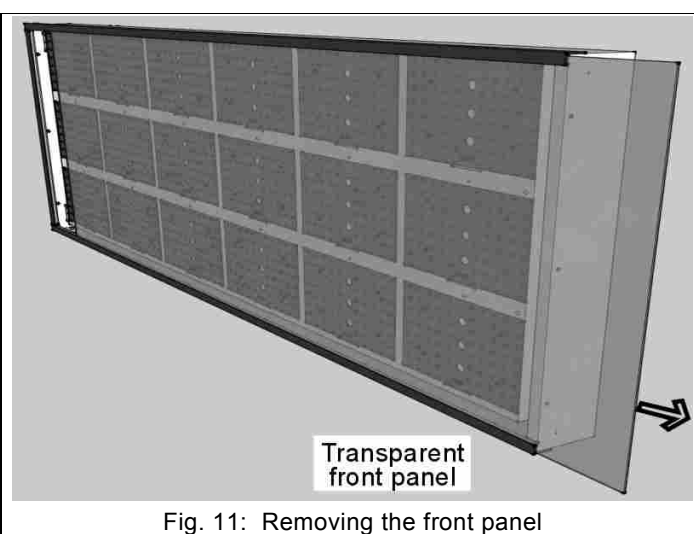


Fig. 11: Removing the front panel

4. With a Phillips screwdriver remove the two screws from the right side of the metal support of the LED display boards (Fig. 12).

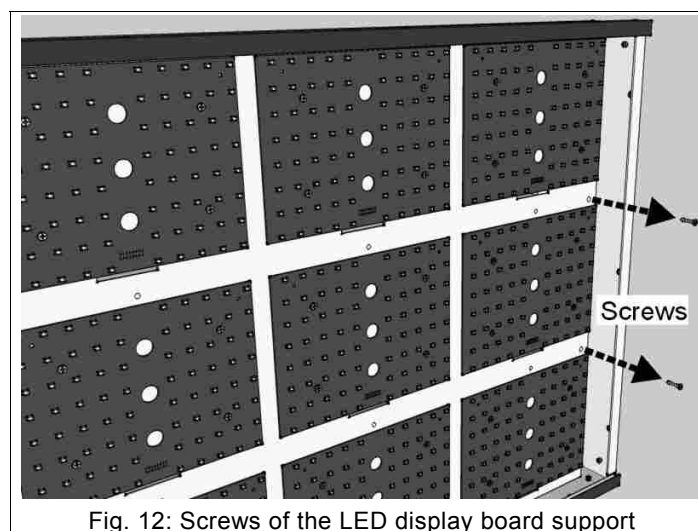


Fig. 12: Screws of the LED display board support

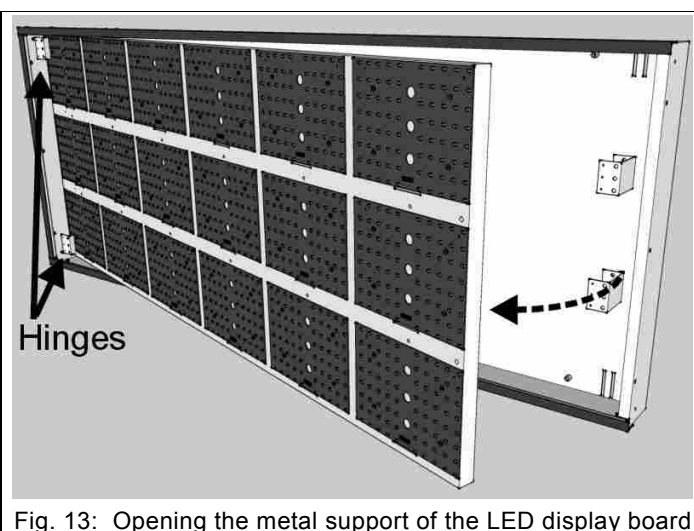


Fig. 13: Opening the metal support of the LED display board

5. Rotate the LED board support (Fig. 13) using the hinges on the left side as a pivot.
6. Identify the control board(s) housed inside of the support structure (Fig. 14); the malfunctioning LED display boards are connected to this control board. Keeping in mind their original positions, remove all the connectors from the control board.
7. With a 5.5 mm wrench, unscrew the 4 end nuts from the control board (Fig. 14) and remove the control board from its casing.
8. Set the DIP-switches of the new control board to the same settings of those of the replaced control board (chapter 8) and fasten the new board into the casing.
9. Reinsert the control board's connectors in their original positions. Close the metal support structure of the LED display

boards and fasten it with the screws.

- Supply power to the panel of players' names again to check if the new control board works properly.

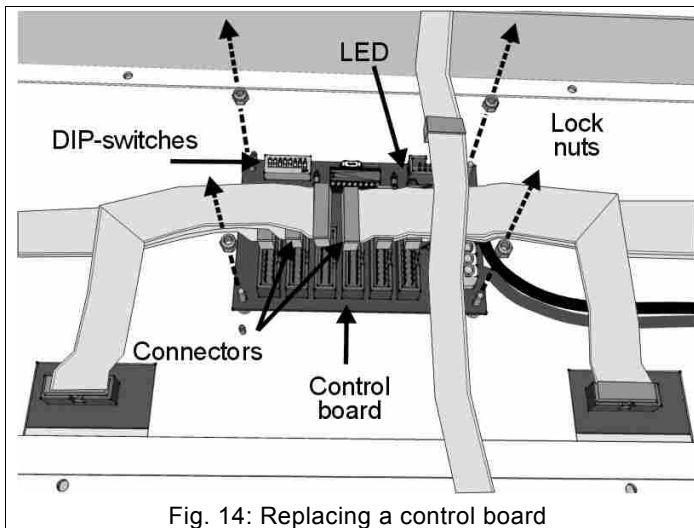


Fig. 14: Replacing a control board

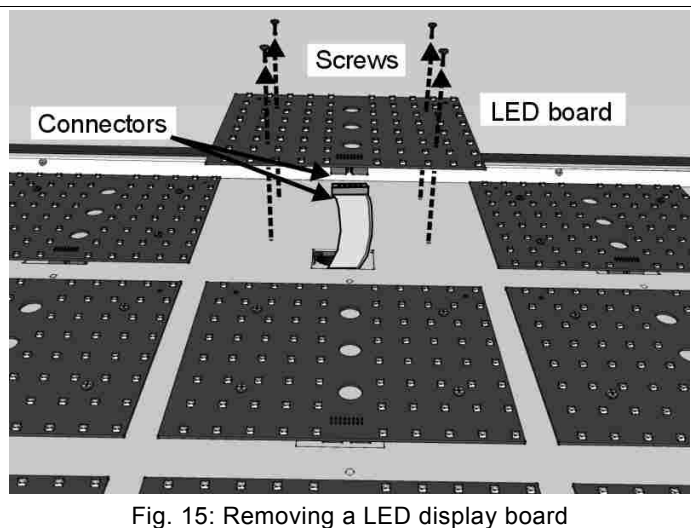


Fig. 15: Removing a LED display board

7.3 REPLACING A LED DISPLAY BOARD

This procedure can be done without having to de-install the panel of players' names.

- Remove the transparent front panel of the module containing the LED display board in need of replacement, as described in chapter 7.2, paragraphs 1-3.
- With a screwdriver, remove the screws from the LED display board in need of replacement (Fig. 15); slightly distance the board from its position in order to remove the flat cable connector.
- Insert the flat cable connector in the new board and then fasten the board with the screws.
- Supply power to the board again to check if the display board works properly.

7.4 REPLACING A CONNECTOR BOARD

This procedure can be done without having to de-install the panel of players' names.

- Remove the transparent front panel from the module of the panel containing the connector board in need of replacement. Open the module by lifting the LED display board's support structure as described in chapter 7.2, paragraphs 1-5.
- Identify the connector board (Fig. 16); keeping in mind their original positions, remove all the connections from inside the board.
- With a 5.5 mm wrench unscrew the 4 end nuts from the connector board (Fig. 17) and remove the board from its casing. Insert the new connector board.
- Reinsert the board connectors in their original positions and then close and fasten the metal support of the LED display board with the screws.
- Supply power to the panel of players' names again to check if the new connector board works properly.

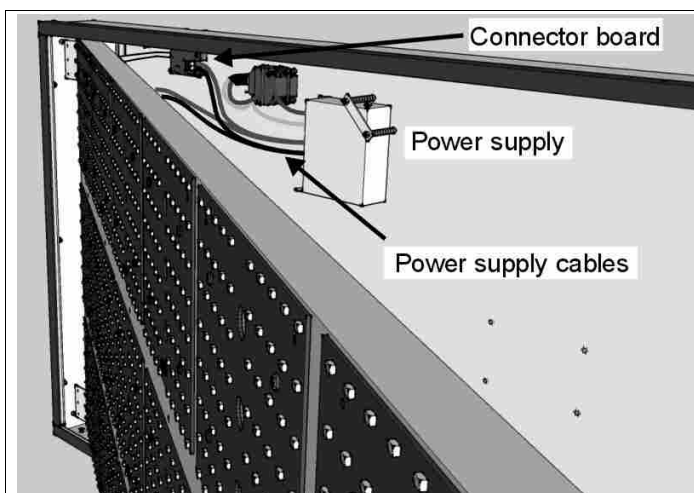


Fig. 16: Replacing a connector board

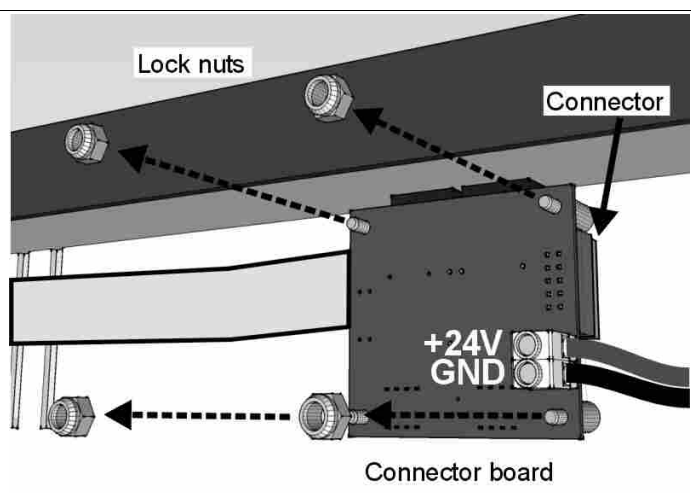


Fig. 17: Installing a connector board

7.5 REPLACING THE POWER SUPPLY

This procedure can be done without having to de-install the panel of players' names.

- Remove the transparent front panel from the top module containing the power supply unit in need of replacement. Open the module by lifting the metal support of the LED display board as described in chapter 7.2, paragraphs 1-5.
- Identify the power supply in need of replacement (Fig. 16, Fig. 18); keeping in mind their original positions, disconnect the cables from the terminal block with a Phillips screwdriver.

3. With the same screwdriver, remove the four screws (Fig. 18) located on the sides of the power supply unit and remove it from its position.
4. Place the new power supply unit into position and fasten with screws. Then reconnect the cables to the terminal block while keeping in mind their correct positions (Table 1).
5. Close the metal support of the LED display boards and fasten it with the screws.
6. Supply power to the panel of players' names again to check if it works properly.

L	N	PE	-V	+V
Brown	Blue	Yellow Green	Black	Red

Table 1: Terminal block of power supply

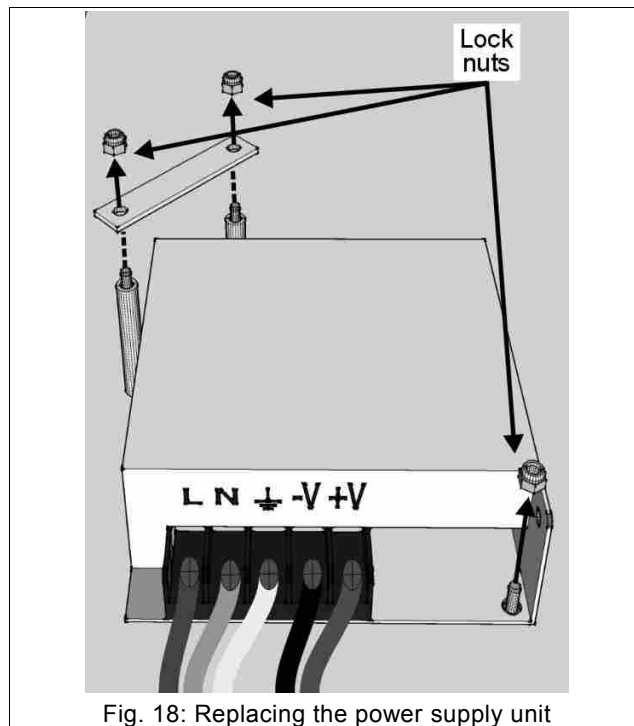

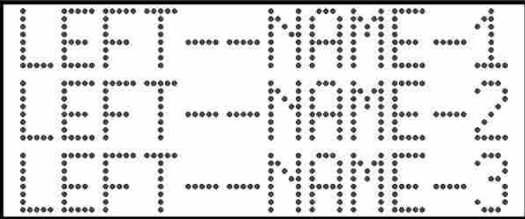
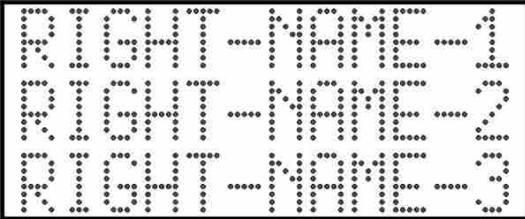
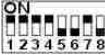



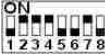



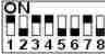

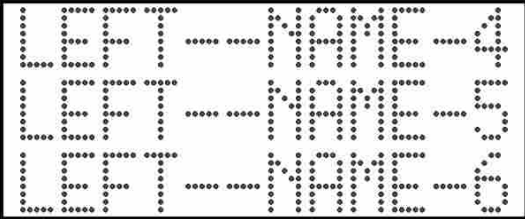
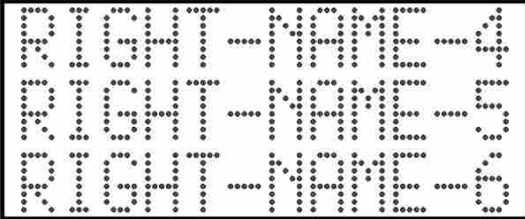










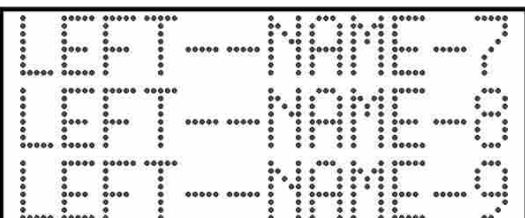
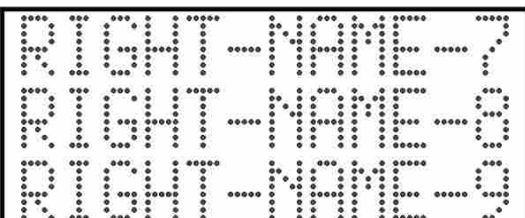










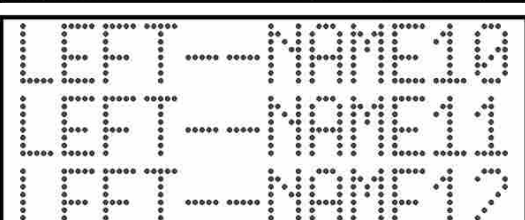
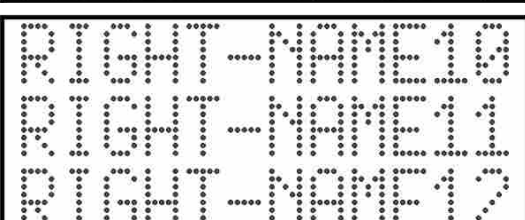











Fig. 18: Replacing the power supply unit

8. CONFIGURATION OF MODULE DIP-SWITCHES

This chapter shows the configuration of the control board's DIP-switches located inside each panel module. The configuration of the DIP-switches determines the information that will be displayed by the module.

FS-412F: LEFT PANEL OF PLAYERS' NAMES, 12 PLAYERS			FS-412F: RIGHT PANEL OF PLAYERS' NAMES, 12 PLAYERS		
ON  1 2 3 4 5 6 7 8				ON  1 2 3 4 5 6 7 8	
ON  1 2 3 4 5 6 7 8				ON  1 2 3 4 5 6 7 8	
ON  1 2 3 4 5 6 7 8				ON  1 2 3 4 5 6 7 8	
ON  1 2 3 4 5 6 7 8				ON  1 2 3 4 5 6 7 8	
ON  1 2 3 4 5 6 7 8				ON  1 2 3 4 5 6 7 8	
ON  1 2 3 4 5 6 7 8				ON  1 2 3 4 5 6 7 8	
ON  1 2 3 4 5 6 7 8				ON  1 2 3 4 5 6 7 8	
ON  1 2 3 4 5 6 7 8				ON  1 2 3 4 5 6 7 8	
ON  1 2 3 4 5 6 7 8				ON  1 2 3 4 5 6 7 8	
ON  1 2 3 4 5 6 7 8				ON  1 2 3 4 5 6 7 8	
ON  1 2 3 4 5 6 7 8				ON  1 2 3 4 5 6 7 8	
ON  1 2 3 4 5 6 7 8				ON  1 2 3 4 5 6 7 8	

FS-414F: LEFT PANEL OF PLAYERS' NAMES, 14 PLAYERS		FS-414F: RIGHT PANEL OF PLAYERS' NAMES, 14 PLAYERS	
<div style="border: 1px solid black; padding: 2px; margin-bottom: 5px;">ON</div> <div style="border: 1px solid black; padding: 2px; margin-bottom: 5px;">1 2 3 4 5 6 7 8</div>	<div style="border: 1px solid black; padding: 5px; min-height: 40px;"> <!-- Dots for Player 1 Name --> </div>	<div style="border: 1px solid black; padding: 5px; min-height: 40px;"> <!-- Dots for Player 1 Name --> </div>	<div style="border: 1px solid black; padding: 2px; margin-bottom: 5px;">ON</div> <div style="border: 1px solid black; padding: 2px; margin-bottom: 5px;">1 2 3 4 5 6 7 8</div>
<div style="border: 1px solid black; padding: 2px; margin-bottom: 5px;">ON</div> <div style="border: 1px solid black; padding: 2px; margin-bottom: 5px;">1 2 3 4 5 6 7 8</div>	<div style="border: 1px solid black; padding: 5px; min-height: 40px;"> <!-- Dots for Player 2 Name --> </div>	<div style="border: 1px solid black; padding: 5px; min-height: 40px;"> <!-- Dots for Player 2 Name --> </div>	<div style="border: 1px solid black; padding: 2px; margin-bottom: 5px;">ON</div> <div style="border: 1px solid black; padding: 2px; margin-bottom: 5px;">1 2 3 4 5 6 7 8</div>
<div style="border: 1px solid black; padding: 2px; margin-bottom: 5px;">ON</div> <div style="border: 1px solid black; padding: 2px; margin-bottom: 5px;">1 2 3 4 5 6 7 8</div>	<div style="border: 1px solid black; padding: 5px; min-height: 40px;"> <!-- Dots for Player 3 Name --> </div>	<div style="border: 1px solid black; padding: 5px; min-height: 40px;"> <!-- Dots for Player 3 Name --> </div>	<div style="border: 1px solid black; padding: 2px; margin-bottom: 5px;">ON</div> <div style="border: 1px solid black; padding: 2px; margin-bottom: 5px;">1 2 3 4 5 6 7 8</div>
<div style="border: 1px solid black; padding: 2px; margin-bottom: 5px;">ON</div> <div style="border: 1px solid black; padding: 2px; margin-bottom: 5px;">1 2 3 4 5 6 7 8</div>	<div style="border: 1px solid black; padding: 5px; min-height: 40px;"> <!-- Dots for Player 4 Name --> </div>	<div style="border: 1px solid black; padding: 5px; min-height: 40px;"> <!-- Dots for Player 4 Name --> </div>	<div style="border: 1px solid black; padding: 2px; margin-bottom: 5px;">ON</div> <div style="border: 1px solid black; padding: 2px; margin-bottom: 5px;">1 2 3 4 5 6 7 8</div>
<div style="border: 1px solid black; padding: 2px; margin-bottom: 5px;">ON</div> <div style="border: 1px solid black; padding: 2px; margin-bottom: 5px;">1 2 3 4 5 6 7 8</div>	<div style="border: 1px solid black; padding: 5px; min-height: 40px;"> <!-- Dots for Player 5 Name --> </div>	<div style="border: 1px solid black; padding: 5px; min-height: 40px;"> <!-- Dots for Player 5 Name --> </div>	<div style="border: 1px solid black; padding: 2px; margin-bottom: 5px;">ON</div> <div style="border: 1px solid black; padding: 2px; margin-bottom: 5px;">1 2 3 4 5 6 7 8</div>
<div style="border: 1px solid black; padding: 2px; margin-bottom: 5px;">ON</div> <div style="border: 1px solid black; padding: 2px; margin-bottom: 5px;">1 2 3 4 5 6 7 8</div>	<div style="border: 1px solid black; padding: 5px; min-height: 40px;"> <!-- Dots for Player 6 Name --> </div>	<div style="border: 1px solid black; padding: 5px; min-height: 40px;"> <!-- Dots for Player 6 Name --> </div>	<div style="border: 1px solid black; padding: 2px; margin-bottom: 5px;">ON</div> <div style="border: 1px solid black; padding: 2px; margin-bottom: 5px;">1 2 3 4 5 6 7 8</div>
<div style="border: 1px solid black; padding: 2px; margin-bottom: 5px;">ON</div> <div style="border: 1px solid black; padding: 2px; margin-bottom: 5px;">1 2 3 4 5 6 7 8</div>	<div style="border: 1px solid black; padding: 5px; min-height: 40px;"> <!-- Dots for Player 7 Name --> </div>	<div style="border: 1px solid black; padding: 5px; min-height: 40px;"> <!-- Dots for Player 7 Name --> </div>	<div style="border: 1px solid black; padding: 2px; margin-bottom: 5px;">ON</div> <div style="border: 1px solid black; padding: 2px; margin-bottom: 5px;">1 2 3 4 5 6 7 8</div>
<div style="border: 1px solid black; padding: 2px; margin-bottom: 5px;">ON</div> <div style="border: 1px solid black; padding: 2px; margin-bottom: 5px;">1 2 3 4 5 6 7 8</div>	<div style="border: 1px solid black; padding: 5px; min-height: 40px;"> <!-- Dots for Player 8 Name --> </div>	<div style="border: 1px solid black; padding: 5px; min-height: 40px;"> <!-- Dots for Player 8 Name --> </div>	<div style="border: 1px solid black; padding: 2px; margin-bottom: 5px;">ON</div> <div style="border: 1px solid black; padding: 2px; margin-bottom: 5px;">1 2 3 4 5 6 7 8</div>
<div style="border: 1px solid black; padding: 2px; margin-bottom: 5px;">ON</div> <div style="border: 1px solid black; padding: 2px; margin-bottom: 5px;">1 2 3 4 5 6 7 8</div>	<div style="border: 1px solid black; padding: 5px; min-height: 40px;"> <!-- Dots for Player 9 Name --> </div>	<div style="border: 1px solid black; padding: 5px; min-height: 40px;"> <!-- Dots for Player 9 Name --> </div>	<div style="border: 1px solid black; padding: 2px; margin-bottom: 5px;">ON</div> <div style="border: 1px solid black; padding: 2px; margin-bottom: 5px;">1 2 3 4 5 6 7 8</div>
<div style="border: 1px solid black; padding: 2px; margin-bottom: 5px;">ON</div> <div style="border: 1px solid black; padding: 2px; margin-bottom: 5px;">1 2 3 4 5 6 7 8</div>	<div style="border: 1px solid black; padding: 5px; min-height: 40px;"> <!-- Dots for Player 10 Name --> </div>	<div style="border: 1px solid black; padding: 5px; min-height: 40px;"> <!-- Dots for Player 10 Name --> </div>	<div style="border: 1px solid black; padding: 2px; margin-bottom: 5px;">ON</div> <div style="border: 1px solid black; padding: 2px; margin-bottom: 5px;">1 2 3 4 5 6 7 8</div>
<div style="border: 1px solid black; padding: 2px; margin-bottom: 5px;">ON</div> <div style="border: 1px solid black; padding: 2px; margin-bottom: 5px;">1 2 3 4 5 6 7 8</div>	<div style="border: 1px solid black; padding: 5px; min-height: 40px;"> <!-- Dots for Player 11 Name --> </div>	<div style="border: 1px solid black; padding: 5px; min-height: 40px;"> <!-- Dots for Player 11 Name --> </div>	<div style="border: 1px solid black; padding: 2px; margin-bottom: 5px;">ON</div> <div style="border: 1px solid black; padding: 2px; margin-bottom: 5px;">1 2 3 4 5 6 7 8</div>
<div style="border: 1px solid black; padding: 2px; margin-bottom: 5px;">ON</div> <div style="border: 1px solid black; padding: 2px; margin-bottom: 5px;">1 2 3 4 5 6 7 8</div>	<div style="border: 1px solid black; padding: 5px; min-height: 40px;"> <!-- Dots for Player 12 Name --> </div>	<div style="border: 1px solid black; padding: 5px; min-height: 40px;"> <!-- Dots for Player 12 Name --> </div>	<div style="border: 1px solid black; padding: 2px; margin-bottom: 5px;">ON</div> <div style="border: 1px solid black; padding: 2px; margin-bottom: 5px;">1 2 3 4 5 6 7 8</div>
<div style="border: 1px solid black; padding: 2px; margin-bottom: 5px;">ON</div> <div style="border: 1px solid black; padding: 2px; margin-bottom: 5px;">1 2 3 4 5 6 7 8</div>	<div style="border: 1px solid black; padding: 5px; min-height: 40px;"> <!-- Dots for Player 13 Name --> </div>	<div style="border: 1px solid black; padding: 5px; min-height: 40px;"> <!-- Dots for Player 13 Name --> </div>	<div style="border: 1px solid black; padding: 2px; margin-bottom: 5px;">ON</div> <div style="border: 1px solid black; padding: 2px; margin-bottom: 5px;">1 2 3 4 5 6 7 8</div>
<div style="border: 1px solid black; padding: 2px; margin-bottom: 5px;">ON</div> <div style="border: 1px solid black; padding: 2px; margin-bottom: 5px;">1 2 3 4 5 6 7 8</div>	<div style="border: 1px solid black; padding: 5px; min-height: 40px;"> <!-- Dots for Player 14 Name --> </div>	<div style="border: 1px solid black; padding: 5px; min-height: 40px;"> <!-- Dots for Player 14 Name --> </div>	<div style="border: 1px solid black; padding: 2px; margin-bottom: 5px;">ON</div> <div style="border: 1px solid black; padding: 2px; margin-bottom: 5px;">1 2 3 4 5 6 7 8</div>