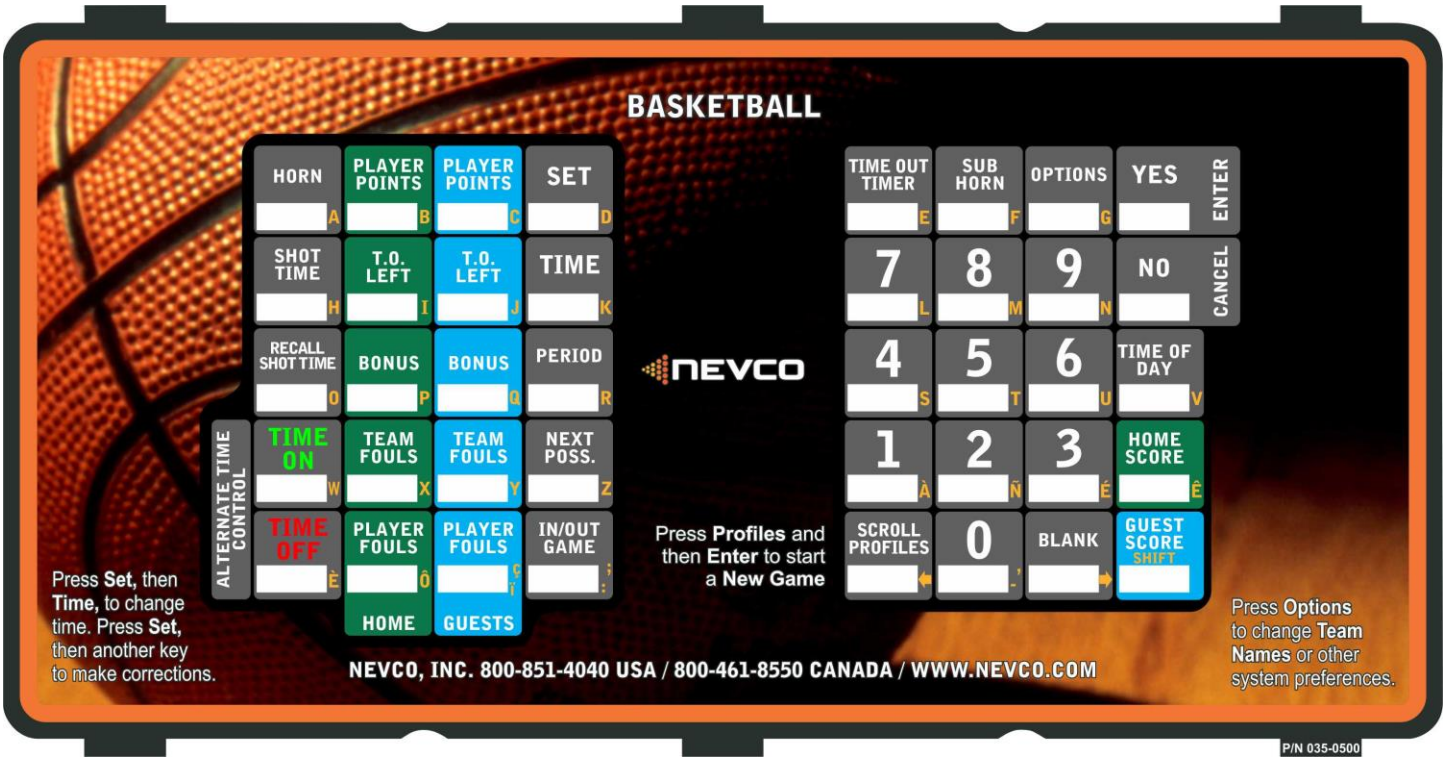
Scoreboard Operator's Instructions
MPCW-7 Control



Some features on the keyboard overlay may not be included on the particular model being operated.

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These Instructions are for the Following Models:

LED models:			Incandescent models:
2700		25xx	2400
2710	47xx	26xx	2400-A4
2715			2440
2740		SCD-7	2440-A4
2742			
2745		SCD-T7	2450
2750			2460
2760		SCD-5	9410
2770		SCD-T5	F15
2775			F12A
2780		SSC-7	SCD
2781		SSC-T5	
2785	84xx	SSC-T7	
2702	88xx		
2712		F512	
2752		F515	
2772			
82xx			
SD7-5	SD6-5	F712	
SD7-9	SD6-9	F715	
PTF7	PTF5		

BASKETBALL

Thank You

Thank You for choosing NEVCO. We appreciate your business.

The following instructions will help you become familiar with the operation and features of the scoreboard system. Please take a few minutes to study this manual, and to practice with the control.

If you ever have any questions or comments, please call or email us.

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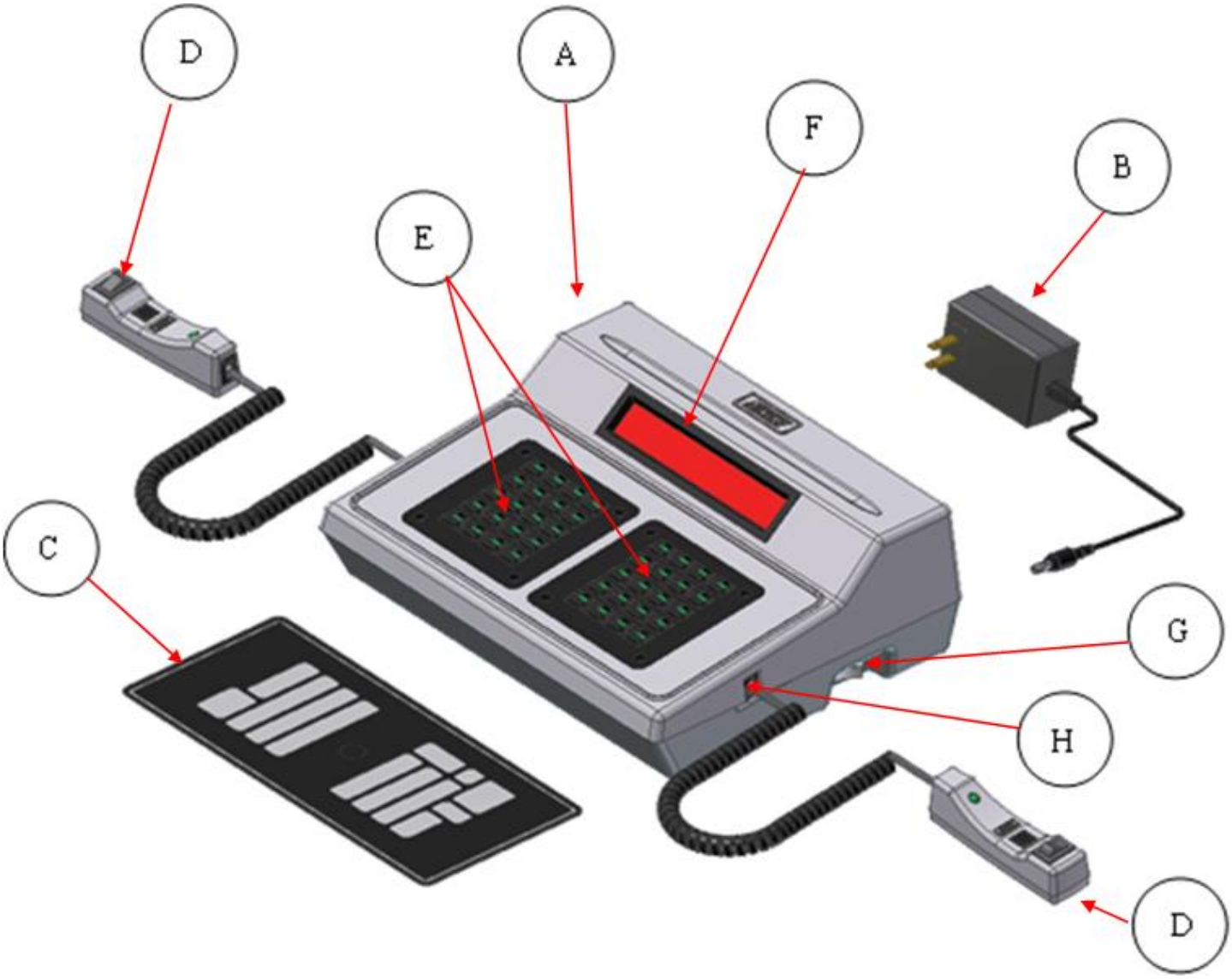

Figure 1 – MPCW Control (front view)

A.	MPCW Control	Can operate scoreboards for a wide range of sports and features.
B.	Power Supply	9 V DC (included with the control)
C.	Overlay	Fits on top of control to label the keys (included with system)
D.	Hand Held Switch	A TCS-7 time control switch is included with each control. Other switches are included with the accessories they operate.
E.	Keypads	Left and Right (20 keys each)
F.	16 character display	Bright LED for better visibility
G.	Power On / Off switch	Removes power from the control only (does NOT turn power off to scoreboard)
H.	Jack for hand held switch	One on each side of control (use either jack for any Hand Held switch)

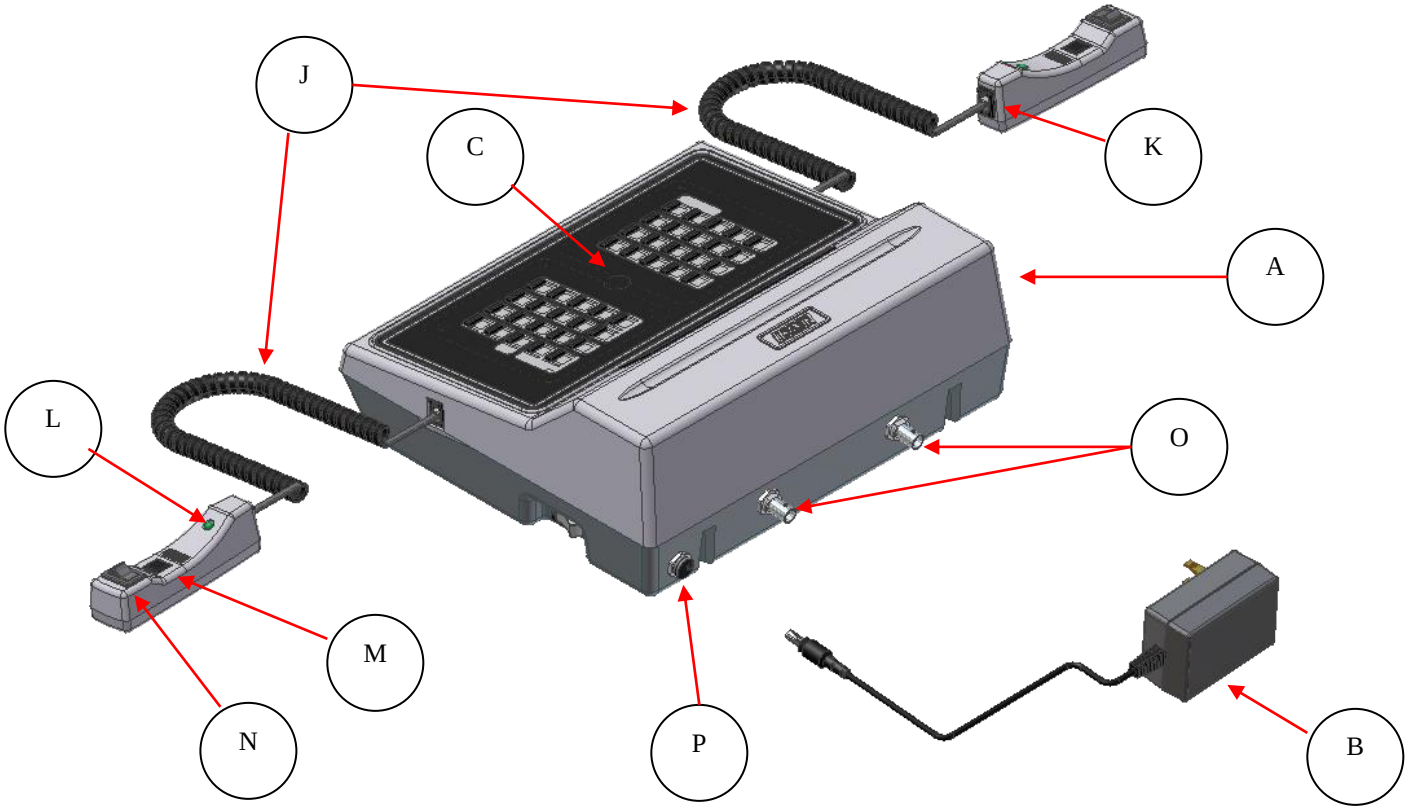

Figure 2 – MPCW Control (rear view)

A.	MPCW Control	Universal – to change sports, change the Overlay and enter the new Model Code.
B.	Power Supply	9 V DC (included with control)
C.	Overlay	For the sports used with the scoreboard
J.	Coiled Cord	Stretches to over 4 ft. (included with switch)
K.	Socket for coiled cord	Makes it easy to replace the cord
L.	LED test indicator	Verifies that the Hand Held switch is working
M.	Remote push button switch	Function depends on type of Hand Held switch (on TCS-7 – sounds the horn)
N.	Remote rocker switch	Function depends on type of Hand Held switch (on TCS-7 – controls the time)
O.	Output to scoreboard	BNC connector for coax cable (use either or both as needed)
P.	Jack for power input	9 V DC

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SETUP

Upon first power up of the MPCW-7 control the control is configured to operate with a 27xx scoreboard as a basketball control.

New Sport

Scroll Profiles changes the MPCW-7's input and output to operate a new sport. Profiles settings are set with the last profile loaded or saved in that sport. To change sports:

Place the desired sport overlay on the control.

Press

the MPCW-7 will display.

```
##-SPORT
```

Enter the sport name using the keyboard or continue to press

Scroll Profiles until the desired sport is displayed.

Refer to the top of the overlay for what to enter into the control.

- The letters are on the right side of the keys.
- All sports are entered in all capital letters
- Once the control can distinguish the sport entered it will auto complete the rest
- If the wrong sport is entered press NO/CANCEL and begin again

Press YES once the desired sport is displayed, the control will then change to the sport.

Scoreboard Model

The scoreboard model setting must be set to match the scoreboard being operated.
If using for ptf stat panels model "PTF Stats" must be selected in the OPTIONS Model menu.
<u>It is highly recommended to create a profile to save this setting if the MPCW-7 is going to be used to control multiple board models.</u>
Scoreboard model will be fully covered in the Sport OPTIONS portion of this manual

NOTE: The scoreboard model should be set before connecting to a Scoreboard.

To change the scoreboard model:

1. Press

until the MPCW-7 displays

```
Model >>
```

2. Press

3. Press

until the desired scoreboard series is displayed

4. Press

Wireless

- The MPCW-7 can operate one or more selectable wireless receivers depending on the customer's need.
- The receivers can be linked or unlinked depending on the operational requirements at game time.

It is strongly recommended to save wireless settings in each profile used.
Different wireless settings should be saved to different profiles.

Note: The receiver desired to be linked has to be programmed into the MPCW-7. To do this follow the instructions in the OPTIONS section of this manual. Wireless will be further explained in the OPTIONS portion of this manual

To Link or Unlink receivers:

1. Press

until the MPCW-7 displays

Wireless >>

2. Press

MPCW-7 will display

Link Receiver

3. Press

MPCW-7 should display the first receiver in the list.

Rec Name 1 *

Press YES again to link or unlink that receiver. The "*" displayed on the control next to the receiver name means the receiver is linked

4. To link another receiver:

Rec Name 2

Press

to cycle through available receivers

Press YES to link that receiver.

Creating a Profile

A profile needs to be created after the scoreboard model and wireless settings are set. It is recommended to save this profile to profile number 1.

To create a profile:

1. Press

until the MPCW-7 displays.

Profiles >>

2. Press

MPCW-7 will display.

Load Profile

3. Press

until the MPCW-7 displays.

Save Profile

4. Press

MPCW-7 will display.

Profile(##): ◄

Enter the profile number and name using the keyboard.

Refer to the top of the overlay for what to enter into the control.

- The letters are on the right side of the keys.
- If the wrong profile is entered press NO/CANCEL and begin again

5. Press

MPCW-7 will save profile and will display. `1-MY PROFILE_`

6. Press

to verify profile, MPCW-7 will display. `1-MY PROFILE`

For more information about profiles refer to the OPTIONS section of this manual.

Note: A default profile for each sport is programmed at the factory for your scoreboard model. If you wish to use a different profile you must turn off the default lock setting before you can load the profile you have created. Each time the control is powered on the default lock is automatically turned on.

To Turn off the Profile Default Lock:

1. Press

until the MPCW-7 displays. `Profiles >>`

2. Press

MPCW-7 will display. `Load Profile`

3. Press

until the MPCW-7 displays. `Default Lock*`

4. Press

to turn the default lock off. `Default Lock`

START UP

New Game

Scroll Profiles changes the MPCW-7's input and output to operate a new game or sport. Profiles settings are set with the last profile loaded or saved in that sport. To start a new game or sport:

Press

the MPCW-7 will display.

```
##-PROFILE NAME
```

Enter the profile name using the keyboard or continue to press

Scroll Profiles until the desired profile is displayed.

Refer to the top of the overlay for what to enter into the control.

- The letters are on the right side of the keys.
- All sports are entered in all capital letters
- Once the control can distinguish the sport entered it will auto complete the rest
- If the wrong sport is entered press NO/CANCEL and begin again

Press

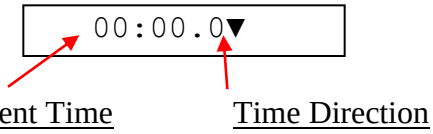
when the desired profile is displayed, the control will then change to that profile.

For more information about profiles refer to the options menu section of this manual

QUICK START GUIDE

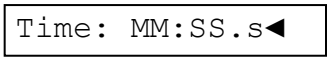
With the scoreboard on and the control on the main time screen you are ready to set the time for the first period of play.

Main Time Screen:

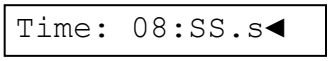


Set the play clock to 8 minutes

Press

The control will show 

Press

The control will show 

Press

The control will show

You are now ready for the game to begin. To start a new game at any time, press

then

To Start the Clock

Press

or use hand-held switch

To Stop the Clock

Press

or use hand-held switch

To Operate the Horn

Press

To Set Period

Press

Then press a number key to set the value

To Add To Score

Press

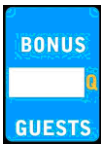
or

Then press a number key to add to the total value

Use the SET key

To Toggle Bonus

Press

or 

To Toggle Next Possession

Press

To Enter a Player Foul

First	***Then***	***Then***
Press or	##◄ Fouls: # Enter the player ## using the 0-9 keys. For example 25	#25 Fouls: 0+ Press the 1 key to add one foul to player #25

If the player # is only one digit, press YES after entering the single digit

Team Fouls will automatically be incremented by 1. Auto Increment can be disabled through the options menu

to "correct" SCORE, TEAM FOULS, PLAYER FOULS, or TIME

Keyboard Function

YES key

Use to accept settings, confirm data input, and to navigate through options menu

NO key

Use to cancel an operation, reset changes in the process of making them, exit a sub-options menu, and to send the MPCW-7 back to the screen that displays the name of the sport being played.

SET key

Use ahead of a function key to directly enter a value, set times, and correct errors. These functions will be further described throughout the manual

HORN key

Press to sound the scoreboard horn. Release the key to stop the horn.

NOTE: The duration of the horn is limited to 4 seconds.

SUB HORN key

Press to sound the sub horn the next time that the main time is stopped

SCROLL PROFILES key

Press to view profiles and sports. Each key press moves to the next profile/sport.

OPTIONS key

Press to enter and move through the options menu. Each press of the OPTIONS key moves to the next option in the options menu

Time Function

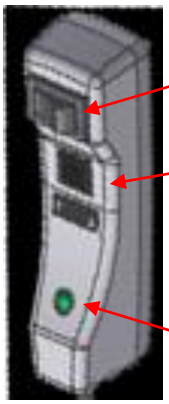
STANDARD TIME FUNCTIONS

1. Main Time - Main time is the time displayed to keep track of game time.
2. Period – A number to keep track of which period the game is on
3. Shot Time- Allows you to track and correct shot time
4. Recall Shot Time- Allows you to display the previous shot time
5. Time Out – Time Out consists of 5 settable timers used to time a time out.
6. Time Of Day – The MPCW-7 will keep track of time of day

TIME CONTROLS

The standard keys used for time control.

Hand Held Switch



Two Position Switch
- Right is Time On Left is Time Off

Horn Switch
- Press to sound horn
- Release to silence the horn
- Horn will sound for up to 4 seconds

Indicator Light
- Flashes when connected to a powered up MPCW-7

TIME ON Key

Turns Main Time on and can be used to turn on the Aux timer and Segment Timer if used

TIME OFF Key

Stops Main Time and can be used to stop the Aux Timer and Segment Time if used

Note:

1. Aux timer and Segment timer are fully explained in the OPTIONS section of this manual
2. The Time On and Time Off keys are disabled if the hand held time control switch is plugged in to the control.
3. To make these two keys active again, turn the control power off, disconnect the hand held time control switch, and restart the control.

TIME Key

Press to return to main time screen
Press from main time screen to display aux timer or segment timer
Press from aux timer or segment timer screen to return to main time screen

PERIOD Key

Press PERIOD to set the game period

SHOT TIME Key

Press SET then SHOT TIME to set shot time

RECALL SHOT TIME key

Press RECALL SHOT TIME to recall previous shot time

TIME OF DAY Key

Press TIME OF DAY to verify the time set within the control and display the time on the scoreboard. When "Stick Time of Day" is enabled in the "Time of Day" options menu, turning off the control at this point will leave TOD on the time display.

MAIN TIME

- Is the time displayed on the scoreboard to keep track of game time
- Can count down or up

To change direction of main time refer to the OPTIONS section of this manual

To Start and Stop Main Time

1. Press

to start main time
2. If time is 00:00.0 and is set to down time needs to be reset to start
3. If time is set to up time will start anywhere

There are two ways to stop main time

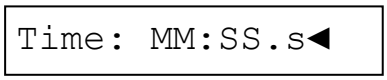
1. End time – If time reaches 00:00.0 when time is set to down. The auto horn will sound for four seconds
2. Press

to stop main time

To Set Main Time

1. Press

then

the control will then display 

2. Enter the Minutes, Seconds, and Tenth Second as needed.
   a. After all five digits are filled it automatically accepts the time.
   b. If less than 5 digits are entered and YES is pressed, then zeros will be placed in the unfilled digits and the time will be accepted.

Example

1. An entry of 1, 2, 3, 4, 5 will set the time to 12 minutes 34 seconds and 5 10s of second (12:34.5)
2. An entry of 1, 2, YES/CONFIRM will set time to 12 minutes (12:00.0)

Note: Pressing NO at any point before the 5th digit is pressed in the time entry process will reset time to previous values

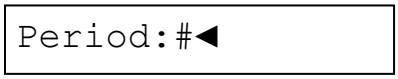
Example

1. Time is set to 10:00.0
2. SET > TIME is pressed and an entry of 1, 2, 3, 4 is entered.
3. NO/CANCEL is pressed.
4. Time will then be set to 10:00.0

PERIOD

In addition to the game time, the period helps keep track of where the game is.
To Set the Period

1. Press

the control will then display 

2. Press the number corresponding to the Period
3. The Period will be set and the MPCW-7 will then navigate to the main time screen

SHOT TIME

This function is used to correct shot time
To correct shot time

1. Press

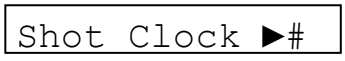
2. Press

3. Enter value

RECALL SHOT TIME

This function is used to recall the previous shot time
To recall shot time

1. Press

2. The control will display 

TIME OUT

- Time out is functionally a set of timers used to organize time outs in a game.
- There is a choice of five programmable timers.
- Time out timer key will not be functional until time is set to off.
- It is optional to display the time out timer on the scoreboard
- Each timer has a programmable warning time.

Warning Time – Is a signal that the end of a time out is approaching. The scoreboard will sound a 2 second horn and the MPCW-7 will navigate itself back to the time out time screen.

Note: Refer to the OPTIONS section of this manual to

1. Set time out timers
2. Set warning times
3. To display or not display the time out timer on the scoreboard

Defaults

Time Out	Time	Warning
1	:30.0	:15.0
2	:45.0	:15.0
3	1:00.0	:15.0
4	1:15.0	:15.0
5	1:30.0	:15.0

To Start a Time Out

Press TIME OUT TIMER the MPCW-7 will display
The last time out timer used will display as an option to use this timer press YES

```
Time Out: (1-5)
```

Use the number keys 1-5 to choose the time out

- The time out number selected will automatically begin counting
- The horn will sound for two seconds at the warning time
- The horn will sound for four seconds at the end of the time out.

```
Time2: 02:00.0
```

To Conclude a Time out Early

There may be a desire to skip to the warning time and/or conclude the time out early. To do this while the time is counting:

First, to use this function the MPCW-7 must be on the time out timer screen
To reenter the time out screen press the TIME OUT TIMER key.
If on the time out timer screen press the TIME OUT TIMER key

The timer should skip to the warning time.
The scoreboard's horn should sound for 2 seconds
The MPCW-7 should beep for 2 seconds

Press the TIME OUT TIMER key again to conclude the time out

- The MPCW-7 will go back to the main time screen
- The scoreboard's horn should sound for 4 seconds
- The MPCW-7 should beep for 4 seconds

```
12:00.0▼ Per:1
```

TIME OF DAY

When Time Of Day is set the MPCW-7 will keep track of Time of Day:

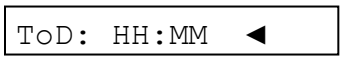
- Time Of Day can function with the 12 and 24 hour clock
- A press of TIME OF DAY will display time of day on the scoreboard in the main time place
- Compatible scoreboards can display time of day while the scoreboard is turned off

Note: Refer to the OPTIONS section of this manual to stick time of day (displays the time while the control is turned off) and change the Time of Day from 12 to 24 hours

To Set Time of Day

1. Press

then

; the control will then display 

2. Enter the Hours and Minutes.
    a. After all four digits are filled it automatically accepts the time.
    b. If less than 4 digits are entered and YES is pressed, then zeros will be placed in the unfilled digits and the time will be accepted.
    c. If less than 4 digits are entered and there is an error press NO/Cancel.
        i. The previous value is set
        ii. The control goes back to the main screen

In-Game Stats

In-Game Stats are entries in the control that can or will display on the scoreboard.
Note: Not all in game stats are available to display on all scoreboards.

Basketball In-Game Stats are HOME and GUESTS:

SCORE TIME OUTS LEFT BONUS TEAM FOULS

Following are descriptions of the In-Game Stats in detail and how to use them.
Depending on the stat's function there is a possibility of entering game time stats three ways: adding, setting, and indicating.

Adding – Adding is the usual function for In-Game Stats after the stat key (Score, Team Fouls, Etc) is pressed the following number key pressed is added to the total. To add more, press the stat key again. For direct entry, corrections refer to Setting.

Example

HOME SCORE is pressed and the screen displays: `3+ Score 4`

6 is pressed the result is: `9+ Score 4`

Setting – Rather than add to the total stat selected one can directly enter it. This is setting. It is typically used to directly set the stat selected or correct a previous add.

Example

SET then HOME SCORE is pressed and the screen displays: `13◄ Score 4`

1 then 2 are pressed the result is: `12 Score 4`

Or 1 then YES/CONFIRM is pressed. The result is: `1 Score 4`

Indicating – Indicating illuminates an indicator light or designated digits to indicate events within a game. For example: possession, fouls, and time outs left. Not all scoreboard models have this function.

Example

Press NEXT POSSESSION and the home or guest possession indicator displays on a 3504 Scoreboard

Note:

1. The # represents numerical values in the following examples
2. The "+" indicates the MPCW-7 is in add mode. The side the "+" is on is what side is being added to.
3. The "◄" or the "►" indicates the MPCW-7 is in set mode. The side the "◄" or the "►" is on is what side is being set.
4. The left or right is relative to the side of the board that value is going to be displayed, not home or guests. This setting can be changed using the Swap Home&Guests option.
   a. Refer to the OPTIONS section of this manual

SCORE

Press **HOME SCORE** to enter the home score ADD mode.

The control will display `##+ Score ##`

Press **GUEST SCORE** to enter the guest score ADD mode.

The control will display `## Score +##`

Adding to Score

1. Press or
2. The control will display `##+ Score ##` or `## Score +##`
3. Enter any value 0-9 and it will add that value to the value with the "+".
   a. To add more start from step 1

Note:
1. You cannot subtract from the value. To correct a mistake refer to Setting Score

Setting Score

1. Press then or
2. The control will display `##◄ Score ##` or `## Score ►##`
3. 1st digit: Enter any value 0-9
   a. If that single digit value is the desired setting, then press YES, if not continue to step 4
4. 2nd digit: Enter any value 0-9
5. 3rd digit: Enter any value 0-9

Note:
1. A zero in the 10's spot will automatically be removed and leave a single digit value.

At any time before the 1's digit is placed can be pressed to restore the previous value and cancel the function.

BONUS

Press home **BONUS**

The control will display `Bonus`

Press guests **BONUS**

The control will display `Bonus`

To Add to Bonus

1. Press or
2. The control will display `Bonus`
3. Press or to add a bonus (press twice for a double bonus)

NEXT POSSESSION

Press **NEXT POSS.** to indicate which team will have ball possession next

The control will display `< NextPoss`

Setting Next Possession

1. Press
2. The control will display `< NextPoss` or `NextPoss >`
3. Each time the button is pressed it will switch between Home and Guest next possession

To Disable Next Possession

1. Press
2. Press

TIME OUTS LEFT

Press Home **T.O. LEFT**

The MPCW-7 will display `H#◄ T.O. Left #G`

Press Guests **T.O. LEFT**

The MPCW-7 will display `H# T.O. Left ►#G`

To Set Time Outs Left

1. Press or
2. The control will display `H#◄ T.O. Left #G` or `H# T.O. Left ►#G`
3. Enter value

TEAM FOULS

Press Home **TEAM FOULS**

The MPCW-7 will display `H #+ Fouls #G`

Press Guests **TEAM FOULS**

The MPCW-7 will display `H # Fouls + #G`

To Add to Team Fouls

1. Press or
2. The control will display `H #+ Fouls #G` or `H # Fouls +#G`
3. Enter the number of fouls that should be added to total fouls
4. The control will display `###◄ H Fouls #` or `###◄ G Fouls #`

5. Enter the player number
6. The control will display `### H Fouls ▶#` or `### G Fouls ▶#`
7. Enter the number of fouls for that player

Note:
1. You cannot subtract from the value. To correct a mistake refer to Setting Team Fouls

Setting Team Fouls

1. Press

then

or

2. The control will display `H ◀ Fouls #G` or `H # Fouls ▶#G`
3. Enter the value (if it is a single digit press the number and then YES)

PTF Stat Panels

If using for ptf stat panels model "PTF Stats" must be selected in the OPTIONS Model menu.
It is highly recommended to create a profile to save this setting if the MPCW-7 is going to be used to control multiple board models.

IN/OUT GAME

This button is used to put a player in or out of the game.

Note: If 2700 series is selected under the Model option in the options menu, you must first enter the player numbers into the left and right panels before you will be able to use the In/Out Game button. See Basketball Options for information on how to enter data into the left and right panels.

To Take a Player In/Out of the Game

1. Press home or guest Player Fouls or Player Points
2. Enter the player number
3. Press In/Out Game

   Note: An asterisk indicates that the player is currently in the game

PLAYER FOULS

Press Home **PLAYER FOULS**

The MPCW-7 will display

```
##◄  Fouls: #
```

Press Guests **PLAYER FOULS**

The MPCW-7 will display

```
##◄  Fouls: #
```

To Add Player Fouls

1. Press

or

2. The control will display

```
##◄  Fouls: #
```

3. Enter the player number
4. The control will display

```
##  Fouls: #+
```

5. Enter the number of fouls to be <u>added</u> to the fouls for the player

To Set Player Fouls

1. Press

then

or

2. The control will display `##◄  Fouls: #`
3. Enter the player number
4. The control will display `##  Fouls: #◄`
5. Enter the number of fouls for the player

PLAYER POINTS

Press Home **PLAYER POINTS**

The MPCW-7 will display `##◄  Points: #`

Press Guests **PLAYER POINTS**

The MPCW-7 will display `##◄  Points: #`

To Add Player Points

1. Press

or

2. The control will display `##◄  Points: #`
3. Enter the player number
4. The control will display `##  Points: #+`
5. Enter the number of points to be <u>added</u> to the player's points

To Set Player Points

1. Press

then

or

2. The control will display

```
##◄  Points: #
```

3. Enter the player number
4. The control will display

```
##  Points: #◄
```

5. Enter the number of points for the player

Basketball Options

There are five unique options for basketball. They are EOP Light, Shot Clocks, Automation, Left Panel and Right Panel.

EOP Light

EOP Light options are:
End of Period – When enabled this makes the EOP lights light up when main time runs out
Shot Clock – When enabled this makes the EOP lights light up when the shot time runs out
Horn Key – When enabled this makes the EOP lights light up any time the horn sounds

Press OPTIONS until the MPCW-7 display reads

```
EOP Light >>
```

Press YES to enter the EOP Light menu

Press OPTIONS again to scroll through the EOP Light menu

End of Period

The first selection in the EOP Light menu is end of period

Press YES to enable or disable

```
End of Period*
```

Note:
1. An asterisk means that end of period is enabled

Shot Clock

The second selection in the EOP Light menu is shot clock

Press YES to enable or disable

```
Shot Clock*
```

Note:
1. An asterisk means that shot clock is enabled

Horn Key

The third selection in the EOP Light menu is horn key

Press YES to enable or disable

```
Horn Key*
```

Note:
1. An asterisk means that horn key is enabled

Shot Clocks

Shot Clocks options are:
Shot Clock Enable- Allows you to enable or disable shot clocks
Set Out of Bounds Time- Allows you to set the default time for out of bounds time (Reset2)
Set Shot Time- Allows you to set the default time for shot time (Reset1)

Press OPTIONS until the MPCW-7 display reads

```
Shot Clocks
```

Press YES to enter the Shot Clocks menu

Press OPTIONS again to scroll through the Shot Clocks menu

Shot Clock Enable

The first selection in the Shot Clocks menu is shot clock enable

Press YES to select

Press YES to enable or disable

```
Shot Clk Enable*
```

Note:
1. An asterisk means that shot clocks are enabled

Set Out of Bounds Time

The second selection in the Shot Clocks menu is set OB time

Press OPTIONS, the display will read

```
Set OB Time
```

Press YES to select, and then enter the value

Set Shot Time

The third selection in the Shot Clocks menu is set ST time

Press OPTIONS, the display will read

```
Set ST Time
```

Press YES to select, and then enter the value

FIBA

The final selection in the Shot Clocks menu is FIBA enable

Press YES to select

```
FIBA Disabled
```

Press YES to enable and set trigger time or disable

```
FIBA Enabled :05
```

Note:

Default is FIBA support disabled.
Press YES to enable and set the FIBA trigger time (0–10) for the shot clock to start displaying 1/10 seconds.
The default trigger time is 5 seconds.

Automation

Automation options are:
Auto Bonus- When enabled, bonuses will automatically be added after a certain number of fouls have been reached.
Auto Increment Team Fouls- When a foul has been added to a player number that foul will automatically be added to team fouls.
Shot Time>Main Time Blank- When enabled, this will blank out the shot time if the main time remaining is less than shot time

Press OPTIONS until the MPCW-7 display reads

```
Automation
```

Press YES to enter the automation menu

Press OPTIONS again to scroll through the automation menu

Auto Bonus

The first selection in the automation menu is Auto Bonus

Press OPTIONS, the display will read

```
Auto Bonus >>
```

Press YES

```
Auto Bonus?
```

Press YES to enable or disable

```
Auto Bonus?*
```

Note:

1. An asterisk means that shot clocks are enabled

There are two Auto Bonus sub-options:
Single Bonus- Allows you to set the number of fouls for a single bonus to automatically occur
Double Bonus- Allows you to set the number of fouls for a double bonus to automatically occur

Single Bonus

The first selection in the Auto Bonus menu is single bonus

Press OPTIONS, the display will read

```
Single Bonus
```

Press YES, and then enter the value

Double Bonus

The second selection in the Auto Bonus menu is double bonus

Press OPTIONS, the display will read

```
Double Bonus
```

Press YES, and then enter the value

Auto Increment Team Fouls

The second selection in the Automation menu is auto increment team fouls

Press OPTIONS until the MPCW-7 display reads

```
Auto Incr TF
```

Press YES to enable or disable

```
Auto Incr TF *
```

Note:
An asterisk means that it is enabled

Shot Time > Main Time Blank

The third selection in the Automation menu is ST > MT Blank

Press OPTIONS until the MPCW-7 display reads

```
ST>MT Blank
```

Press YES to enable or disable

Note:
An asterisk means that it is enabled

Left Panel

Allows you to enter the players for the left panel

Press OPTIONS until the MPCW-7 display reads

```
Left Panel >>
```

Press YES

```
1Pos---Plyr ##
```

Press OPTIONS to navigate to the desired position

Press YES again, and then enter the player number

```
1Pos---Plyr ▶##
```

Press OPTIONS to navigate to the next position

```
2Pos---Plyr ##
```

Right Panel

Allows you to enter players for the right panel

Press OPTIONS until the MPCW-7 display reads

```
Right Panel >>
```

Press YES

```
1Pos---Plyr ##
```

Press OPTIONS to navigate to the desired position

Press YES again, and then enter the player number

```
1Pos---Plyr ►##
```

Press OPTIONS to navigate to the next position

```
2Pos---Plyr ##
```

OPTIONS

The OPTIONS menu consists of game settings and added features useable during a game or practice.
The OPTIONS are set into 18 possible selections:

1. Brightness
2. Team Names
3. Profiles
4. Scoreboard Model
5. Main Time
6. Aux Time
7. Segment Timer
8. Time Out Timer
9. Swap Home & Guests
10. Aux Display
11. EOP Light
12. Wireless
13. Time of Day
14. Shot Clocks
15. Automation
16. Left Panel
17. Right Panel
18. Scoreboard Test

Each press of the OPTIONS key will toggle through these options. Press a function key or cancel to abort the options mode. It is important to note that unless you save the profile these option settings will revert when the new game key is pressed, so after changing the brightness, programming timeout timers, etc. Go to the Profiles section.

OPTIONS menu Navigation

There are three keys to use to navigate through the OPTIONS menu: OPTIONS, YES, and NO/CANCEL.

OPTIONS key

Use to scroll to the next option in the OPTION menu and sub-options menus.

YES key

1. Used to select an option or enter a sub-option menu
2. Used to confirm changes made
3. Used to change a value

NO/CANCEL key

1. Used to exit a sub-option.
2. If pressed enough times it will bring one back to the screen that displays the name of the sport being played.
3. Used to Cancel/Reset a change if the change has not been completed or confirmed

Navigation Example 1

1. **OPTIONS** is pressed until `Segment Timer` displays.
2. **YES** is pressed to enter the Segment Timer menu
3. **NO/CANCEL** is pressed to Exit the segment timer menu

Navigation Example 2

1. Left Team name is entered to `Comets ▲`
2. **YES** is pressed to confirm changes made
3. If **NO/CANCEL** is pressed rather than YES it will cancel the name entered and cease modifying Left Team Name

Navigation Example 3

1. **OPTIONS** is pressed until `Brightness: Low` displays.
2. **YES** is pressed to change the Brightness to High
3. **NO/CANCEL** is pressed to exit the options menu back to the main screen

BRIGHTNESS

Ambient lighting conditions may cause the scoreboard to be too bright or dim. To remedy this go to the brightness options to toggle scoreboard brightness between bright or dim.

Example

`Brightness: High`	Better suited for daylight conditions to better see the scoreboard Not well suited for low light conditions
`Brightness:  Low`	Well suited for low light conditions May be difficult to see during daylight conditions

To Change Brightness:

Press OPTIONS until the MPCW-7 display reads

`Brightness: ****`

Note: "****" represents High or Low

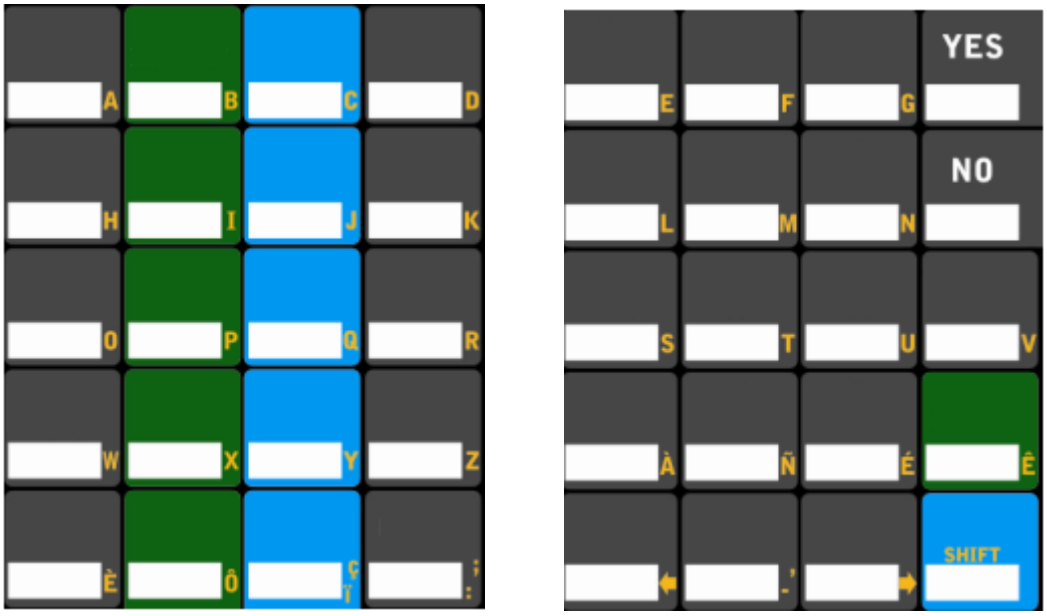
To toggle between High or Low scoreboard brightness

TEAM NAMES

The team names option works with the Electronic Team Names (ETN) package in a Nevco scoreboard system. Using this system can replace the usual vinyl HOME and GUESTS with an LED display used for displaying the team names.

Electronic Team Name keypad

The Team name keypad is marked in the orange color on the MPCW-7 keypad.



Note: The standard function text and symbols have been removed for example only.

The letter and number keys are self explanatory. There is however a few function keys that are important to know in the Electronic Team Name keypad.

Backspace

The ◄ key is used as a backspace button while entering team names

Space

The ► key is used as a space during while entering team names

Shift Key

Default: uppercase letter state

1st press "▼": Changes to lowercase letters

2nd press "#": Changes from letter entry to number entry

3rd press "▲": Back to uppercase letters

Changing Team Names

First enter the **Team Names Menu**

Press OPTIONS until the displays reads

```
Team Names >>
```

Press to enter Team Names Menu display reads

```
Home Team Name
```

Note:

1. During entry of a team name

be pressed to cancel changes and move to another selection
2. Team names can be up to 12 characters
3. Depending on the display, if the team name is long enough it will shrink both left and right displays to fit one or both

Guests Team name

Guests Team Name is the default entry point to the team names menu

```
Guest Team Name
```

1. Press

to modify guest team name

```
GUESTS ▲
```

   a. This enters the Guests team name editing screen
2. Enter the team name using the letters (upper and lower case), numbers, backspaces, and spaces as required.

```
ABCdef123000  #
```

3. Press

to confirm the team name entry

```
Home Team Name
```

   a. Menu will then go to the Home team name option

Home Team name

Home Team Name is automatically the option after modifying the right team name.

1. Press

on the left team name screen

```
HOME ▲
```

   a. This enters the HOME team name editing screen
2. Enter the team name using the letters (upper and lower case), numbers, backspaces, and spaces as required.

```
Comets ▲
```

3. Press

to confirm the team name entry
   a. Control will then go back to the option to edit Guests team name

```
Guest Team Name
```

   b. Press YES if there is a correction required if not;
4. Press

to return to the main OPTIONS menu or press

to return to main time screen.

MAIN TIME

Main time options are:

Direction – Main time can count up or down

Auto Horn – The horn sounding when time runs out or when time reaches Stop Time.

Style – Allows you to display main time in hour/minute format or minute/second format.

Disable 0.1 – When main time is under a minute, it will shift to display SS.TT instead of MM:SS. This is the default behavior. When "Disable .1" is selected, then main time will always display as MM:SS. (M for minutes, S for seconds, and T for tenth of seconds.)

Press OPTIONS until the MPCW-7 display reads

```
Main Time
```

Press to enter main time menu

Changing the Direction of Main Time

1. From Main Time menu press

until the MPCW-7 display reads

```
Direction: ▼
```

   Note: The direction arrow could be ▼ ▲

2. Press

to toggle the direction of time

```
Direction: ▲
```

Turning Auto Horn On or Off

1. From Main Time menu press

until the display reads

```
Auto Horn:
```

   Note: The "*" designates the Auto Horn is on.

2. Press

to turn Auto Horn On or Off.

```
Auto Horn:  *
```

Changing Main Time Style

Within Main Time menu:

1. Press

until the MPCW-7 display reads

```
Style     >>
```

2. Press


```
MM:SS
```

3. Press

to scroll through the styles

```
HH:MM
```

4. Press

to enable the time style you want to use
   a. An asterisk indicates which style is enabled

Disabling and Enabling 0.1 Seconds Time Shift

1. From Main Time menu press

until the display reads

```
Disable .1
```

   Note: The "*" designates the Disable .1 is on. (Will not shift time)

2. Press

to disable 0.1 seconds shift.

```
Disable .1 *
```

AUX TIME

The control has a built in auxiliary timer that can be used for many purposes. It can be configured to count up or down. It can run continuously or only when the main time is running. It can be displayed on the control by pressing the time key twice in succession. It can also be configured to display on an auxiliary time display if one is part of your system. Some uses for the auxiliary timer include timing field/facility usage or it can be used to determining how far into a game a certain event happened.

Aux Time Options are:

1. *Setting Aux Time* – Aux time can be set to count down or up from a certain settable time. To set the time use this option
2. *Direction* – Aux time can count up or down according to the need or desire of the user. Use this option to adjust Aux time to run up or down.
3. *Time switch Operation* – Aux time can be operated with the same time switch used to operate main time.
4. *Setting Aux Stop Time* – Aux stop time is functionally the same as stop time for main time. It is the set time where Aux time will cease counting.**Note:** Aux stop time will not stop time if set to 00:00 and Aux Time is cycling from 99:59.9 to 00:00.0 . It is treated as 100 hours
5. *Style* – Aux time can be entered in hour/minute format or minute/second format.

To get to Aux Time options:

Press OPTIONS until the MPCW-7 display reads

```
Aux Time >>
```

Press to enter aux time menu

Setting Aux Time

Within Aux Time menu:

1. Press

until the MPCW-7 display reads Aux time.
    a. If Aux time has never been set up before or Aux time has counted down to zero the MPCW-7 display will read

```
Aux: 00:00.0▲
```

2. Press

to begin editing Aux time

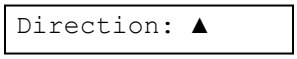
```
Aux: MM:SS.S◄
```

3. Enter the minutes, seconds, and 10th of seconds.
    a. After all five digits are filled it automatically accepts the time.
    b. If less than 5 digits are entered and YES is pressed, then zeros will be placed in the unfilled digits and the time will be accepted.
    c. If NO/CANCEL is pressed before all 5 digits are entered it restores the previous value and completes the editing process

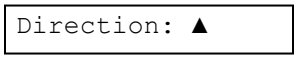
Changing Direction of Aux Time

Within Aux Time menu:

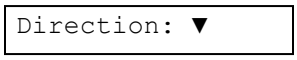
1. Press OPTIONS until the MPCW-7 display reads



2. Press YES to change the direction of time
   a. For time counting up display will read



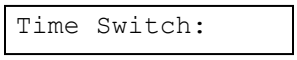
   b. For time counting down display will read



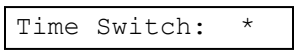
Setting Time Switch Operation

Within Aux Time menu:

1. Press OPTIONS until the MPCW-7 display reads



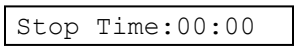
2. Press YES to enable or disable time switch operation of Aux Time
   a. The * represents enabled



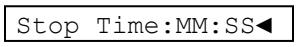
Setting Aux Stop Time

Within Aux Time menu:

1. Press OPTIONS until the MPCW-7 display reads Stop Time.
   a. If Aux Stop Time has never been set before display will read



2. Press YES to begin editing Aux Stop time

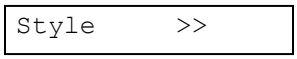


3. Enter the Minutes and Seconds.
   a. After all four digits are filled it automatically accepts the stop time.
   b. If less than 4 digits are entered and YES is pressed then zeros will be placed in the unfilled digits and the time will be accepted.
   c. If NO/CANCEL is pressed before all 4 digits are entered it restores the previous value and completes the editing process

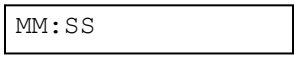
Changing Aux Time Style

Within Aux Time menu:

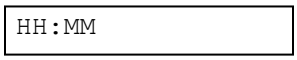
1. Press OPTIONS until the MPCW-7 display reads



2. Press YES



3. Press OPTIONS to scroll through the styles



4. Press YES to enable the time style you want to use
   a. An asterisk indicates which style is enabled

SEGMENT TIMER

A **segment timer** is used for pacing organized practices, as an interval horn, and can be used for other practical uses as well. As an example: a segment consists of a practice event (playbook time, running drills, breaks, etc) that is run for a set period of time. Once the time has expired, a new segment is entered and the drill changes. The segment timer will count down from the programmed segment time to zero. The MPCW-7 segment timer function has a maximum of 20 segments.

There are three settings to be set in each segment: time, auto horn, and auto advance. **Auto horn** sounds the horn at the end of a time segment. If **Auto Advance** is enabled, when the current segment completes the next segment time begins counting automatically.

Segment Timer Projects

As stated earlier a segment timer project has a maximum of 20 segments.

Saving a Segment Timer Project

To save segment timer project create one, then save it using the Profiles option in the OPTIONS menu.

Segment timer projects can take some time to set up. If a standard segment timer project is desired for regular use it is highly recommended to save it.

Interval Horn

The simplest segment timer project is the **interval horn**. An interval horn is used to sound the horn every time the set time completes. The interval horn is a one segment, segment timer project with auto horn and auto advance enabled. The project cycles through the allotted segment time, sounds the horn, and goes back to the beginning to start the process over again. A good example for interval horn use is little league hockey. In many little league hockey leagues they use an interval horn to signal on ice shift changes. Here are the settings to set to operate an interval horn project

Example: Interval Horn

Segment 1	Segment Settings		Result
Signal player shift change	Segment Time	1:00	1 minute counts to 0. Horn Sounds at the end of time. Segment 1 restarts
	Auto Horn	ON	
	Auto Advance	ON	

Practice Timer

A typical segment timer project is a practice timer. The practice timer is used to organize practice into segments for different practice functions. Each segment is set to a certain time representing a required time for a practice event. When the next segment begins the team moves to the next event in the schedule.

Segments can be set to automatically begin if required or to begin upon pressing the TIME ON key on the MPCW-7 by toggling the auto advance function in the edit segment menu. Segment end can be signaled by the sounding of the horn or not by setting the Auto Horn function in the edit segment menu. Here is an example of a practice timer project:

Example: Organized Practice

Segment 1	**Segment Settings**		**Result**
Stretching and Calisthenics	Segment Time	10:00	10 minutes counts to 0. Horn Sounds at the end of time. Segment 2 is prompted but not counting
	Auto Horn	ON	
	Auto Advance	OFF	
Segment 2	**Segment Settings**		**Result**
Agility Training	Segment Time	10:00	10 minutes counts to 0. Horn Sounds at the end of time. Segment 3 begins counting
	Auto Horn	ON	
	Auto Advance	ON	
Segment 3	**Segment Settings**		**Result**
Linemen to sleds. Backs, Receivers, TE, and QBs to drill routes Etc.	Segment Time	2:00	2 minutes counts to 0. Segment 4 begins counting
	Auto Horn	OFF	
	Auto Advance	ON	
Segment 4	**Segment Settings**		**Result**
Players and coaches begin position specific drills	Segment Time	10:00	10 minutes counts to 0. Horn Sounds at the end of time. Segment 5 begins counting
	Auto Horn	ON	
	Auto Advance	ON	
Segment 5	**Segment Settings**		**Result**
Offence and Defense join to run plays	Segment Time	20:00	20 minutes counts to 0. Horn Sounds at the end of time. Segment 6 begins counting
	Auto Horn	ON	
	Auto Advance	ON	
Segment 6	**Segment Settings**		**Result**
Team Strategy meeting	Segment Time	20:00	20 minutes counts to 0. Horn Sounds at the end of time.
	Auto Horn	ON	
	Auto Advance	OFF	

Main Menu

There are three options in the main segment timer menu.

1. Enable – Enables or disables the segment timer function in the control. Disable will remove a displayed segment timer from the scoreboard.
2. Display on Scoreboard – Option to display or not display segment timer in place of standard Main Time on the scoreboard. This option is unusable if the segment timer is disabled
3. Edit Segment – Use this option to edit segments, and create a segment timer project.

Press OPTIONS until the MPCW-7 display reads `Segment Timer >>`

Press YES to enter Segment Timer Menu

Enable or Disable

1. Press

after entry in the segment timer menu until display shows

```
Enable
```

2. Press

to enable or disable segment timer function

Note: The "*" means that it is Enabled

```
Enable          *
```

Display on Scoreboard

1. Press

after entry in the segment timer menu until display shows

```
Disp On Board
```

2. Press

to display segment timer on the scoreboard

```
Disp On Board   *
```

Note: The "*" means that it is Enabled

Edit Segment

The Edit Segment menu is used to edit segments and edit the segment timer project. There are 6 options in the Edit Segment menu.

1. Segment Main Time – Option to edit segment main time
2. Auto Horn – Enables or disables Auto Horn function
3. Auto Advance – Enables or disables Auto Advance function
4. Next Segment – To edit the next segment in the project. If the project is less than 20 (the others are set to 0.0 time) then it adds a segment to the project
5. Insert Segment – Moves the current segment forward and edits another segment in place of it
6. Delete segment – Deletes current segment

Entering Editing Segment menu

1. Press

after entry in the segment timer menu until display shows

```
Edit Segment
```

2. Press

to enter Edit Segment menu

```
Seg: 1 ##:##
```

Editing Segment Main Time

1. Press

after entry in the segment timer menu until display shows

```
Seg: 1 ##:##
```

2. Press

to edit the current segment

```
Seg: 1 ##:##◄
```

3. Enter the Minutes and Seconds.
   a. After all four digits are filled it automatically accepts the time.
   b. If less than 4 digits are entered and YES is pressed then zeros will be placed in the unfilled digits and the time will be accepted.
   c. If NO/CANCEL is pressed before all 4 digits are entered it restores the previous value and completes the editing process

Toggling Auto Horn

1. Press OPTIONS G after entry in the edit segment timer menu until display shows

```
Seg: # Auto Hrn
```

2. Press YES to toggle the auto horn function in the selected segment

```
Seg: # Auto Hrn*
```

   a. The "*" represents Auto Horn is enabled

Toggling Auto Advance

1. Press OPTIONS G after entry in the edit segment timer menu until display shows

```
Seg: # Auto Adv
```

2. Press YES to toggle the auto advance function in the selected segment

```
Seg: # Auto Adv*
```

   a. The "*" represents Auto Advance is enabled

Next Segment

1. Press OPTIONS G after entry in the edit segment timer menu until display shows

```
Seg: # Next Seg
```

2. Press YES to advance the segment number
   a. Segment number only goes up to twenty and rolls back to 1

Insert Segment

1. Press OPTIONS G after entry in the edit segment timer menu until display shows

```
Insert Segment
```

2. Press YES to insert a segment into the current segment position

```
Seg: 1 ##:##◄
```

3. Enter the Minutes and Seconds.
   a. After all four digits are filled it automatically accepts the time.
   b. If less than 4 digits are entered and YES is pressed then zeros will be placed in the unfilled digits and the time will be accepted.

Delete Segment

1. Press OPTIONS G after entry in the segment timer menu until display shows

```
Delete Segment
```

2. Press YES to delete the current segment

```
Seg: 1 ##:##◄
```

   a. All subsequent segments will move up in position to fill the spot of the deleted segment

TIME OUT TIMER

Time out timer options are:
Display On Scoreboard – If enabled a running time out timer will display on the scoreboard
Edit Time Outs – To change time out times or time out warning times select this option

Press OPTIONS until the MPCW-7 display reads

```
TimeOut Timer >>
```

Press YES to enter main time menu

Display Time Out Timer on Scoreboard

The first selection in the Time Out Timer menu should be the display on scoreboard option.

If required to cycle back to the display on scoreboard screen

```
Disp On Board
```

To display or not display the time out timer on the scoreboard

```
Disp On Board*
```

Note: the asterisk means that it is enabled

Edit Time Outs Menu

There are 3 options within the "Edit Time Outs" menu

1. Edit Current Time out – There are 5 individual time out timers that can be set individually. The first time out entered is either the last time out used or defaults to time out timer 1.
2. Edit current warning time – Each time out timer has a settable warning time
3. Next time out – To edit another of the five time out timers.

Press until MPCW-7 display reads

```
Edit Time Outs
```

To enter the Edit Time Outs menu

```
Time#: ##:##.#
```

Next Time Out

If the current time out isn't the time out that is desired to be edited:

1. Press

until the MPCW-7 display shows

```
# Next Time Out
```

   a. The number next to it is the current time out to be edited
2. Press

until the MPCW-7 display shows the desired time out to be edited

```
Time#: ##:##.#
```

3. Press

to go back to editing that time out

Edit Current Time Out

If the current time out is the time out desired to be edited:

1. If not currently on the edit time out screen press OPTIONS until MPCW-7 displays `Time#: ##:##.#`
2. Press YES. The MPCW-7 will display `Time#: MM:SS.s ◄`
3. Enter the minutes, seconds, and 10th of seconds.
    a. After all five digits are filled it automatically accepts the time.
    b. If less than 5 digits are entered and YES is pressed, then zeros will be placed in the unfilled digits and the time will be accepted.
    c. If NO/CANCEL is pressed before all 5 digits are entered, it restores the previous value and completes the editing process

Edit Current Time Out's Warning Time

If the current time out is the time out desired to be edited:

1. If not currently on the edit warning screen press OPTIONS until the MPCW-7 displays `Warn#: ##:##.#`
2. Press YES: The MPCW-7 will display `Warn#: MM:SS.s ◄`
3. Enter the minutes, seconds, and 10th of seconds.
    a. After all five digits are filled it automatically accepts the time.
    b. If less than 5 digits are entered and YES is pressed, then zeros will be placed in the unfilled digits and the time will be accepted.
    c. If NO/CANCEL is pressed before all 5 digits are entered, it restores the previous value and completes the editing process

SWAP HOME AND GUEST

This function does just as it says. All Home and Guests values switch places on the display and in the control's display. Home and Guests team names switch if the scoreboard has electronic team names.
Note: Home and Guest keys do not swap on the MPCW-7

OPTIONS — Press after entry in the segment timer menu until display shows `Swap Home&Guest`

YES — Press to switch all values of home and guests `Swap Home&Guest*`

AUXILIARY DISPLAY

This function allows you to choose one of the following to display on the auxiliary timer: main time, auxiliary time, or time of day.

OPTIONS — Press OPTIONS until the MPCW-7 display reads `Aux Display >>`

YES — Press YES to enter the Auxiliary Display menu `Display Main`

OPTIONS — Press OPTIONS to scroll through the list

Press YES to enable the time you want to display on the auxiliary timer

Display Main*

Note: An asterisk indicates which option is enabled

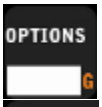
HORN SETTINGS

Each horn type can be changed from a selection of 9 different tones. The horn output volume can be changed as well. This is done within the horn settings option. (Only available on select models)

NOTE: Horn settings may not affect scoreboards that are not in the outdoor x6xx series.

Tones can be described as:

Tone Setting	Description
Tone = 0, or blank	Mute
Tone = 1	Yelp
Tone = 2	Buzzer
Tone = 3	Car Horn
Tone = 4	Fog Horn
Tone = 5	156 Hz
Tone = 6	270 Hz
Tone = 7	285 Hz
Tone = 8	303 Hz
Tone = 9	385 Hz



Press OPTIONS until the MPCW-7 display reads

Horn Settings >>

To enter the Horn Settings menu

Volume: #

Horn Volume

Adjusting the horn volume affects all 5 different horns. To adjust the horn volume:

1. Press if not already on the horn volume screen until the display shows

Volume: #

2. Press the MPCW-7 will display

Volume: #◄

3. Press the desired volume number key from 0 (muted) to 9 (max), or to disable the horn press
   a. Volume is then set.

EOP Horn Tone

This setting will change the EOP (end of period) tone and main stop time tone. To change the tone:

1. Press until the display shows

EOP Tone: #

2. Press the MPCW-7 will display

EOP Tone: #◄

3. Press the desired horn tone key from 0 to 9; or to disable the EOP horn

Horn Key Tone

This setting will change tone of the horn that sounds when the horn key is pressed. To change the tone:

1. Press

until the display shows

```
Key Tone: #
```

2. Press

the MPCW-7 will display

```
Key Tone: #◄
```

3. Press the desired horn tone key from 0 to 9; or

to disable the horn key

Aux Horn Tone

This setting will change both the Aux stop time and end time horn tone.

1. Press

until the display shows

```
Aux Tone: #
```

2. Press

the MPCW-7 will display

```
Aux Tone: #◄
```

3. Press the desired horn tone key from 0 to 9

Time out Timer Tone

This setting will change both the end time out tone and warning time tone.

1. Press

until the display shows

```
TimeOut Tone: #
```

2. Press

the MPCW-7 will display

```
TimeOut Tone: #◄
```

3. Press the desired horn tone key from 0 (no horn tone) to 9

Segment Timer Horn Tone

This setting changes the segment timer auto horn tone.

1. Press

until the display shows

```
Segment Tone: #
```

2. Press

the MPCW-7 will display

```
Segment Tone: #◄
```

3. Press the desired horn tone key from 0 (no horn tone) to 9

WIRELESS

The Wireless options are to link receivers, add receivers, and delete receivers from the control. To set the wireless options:

Press OPTIONS until the MPCW-7 display reads

```
Wireless >>
```

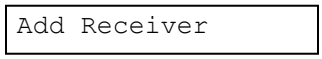
Press YES to enter the Wireless Options menu

```
Link Receiver
```

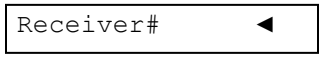
Add Receiver

The MPCW-7 stores any receivers it uses in memory. If a new receiver is required because of a new scoreboard installation, maintenance, or a new component in the existing Nevco, Inc. scoring system begin by adding a receiver.
Be sure to have the receiver serial number ready it will be needed to add a receiver to the MPCW-7.
From the "Link Receiver" screen:

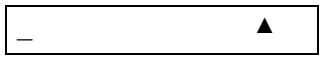
1. From the Link Receiver screen: press OPTIONS until the display shows

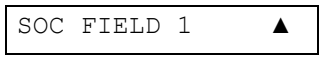


2. Press YES the MPCW-7 will display



3. Enter the six digit receiver serial number
    a. The control will then navigate to name the receiver
4. Enter a receiver name using the team name number and letter keys.
    a. The receiver name is entered just as a team name is. For more reference refer to the "Team Names" Section
    b. It is recommended to name the receiver according to what it controls



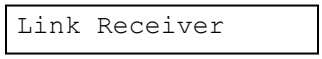


Note: Once a new receiver is added it is added to all profiles as linked. If this is not a desirable state then for each profile used save it according to what the receiver needs are.

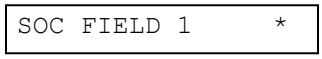
Link Receiver

The MPCW-7 allows the user to choose which wireless receivers to use during operation. The receivers used default to being linked this setting allows one to toggle the use of each receiver added to the MPCW-7. To link or unlink a receiver:

1. If using profiles load the profile desired to change the wireless settings
    a. Refer to the Profiles section of this manual
2. Enter the wireless options menu by pressing OPTIONS until "Wireless" displays and pressing YES. MPCW-7 will display the Link Receiver screen.



3. Press YES the MPCW-7 will display the first receiver added to the MPCW-7



4. If that receiver is desired to link or be unlinked press YES
    a. The asterisk designates a Linked state
5. If there are more receivers within the MPCW-7 press OPTIONS to go through each
6. Repeat steps 3 thru 5 until all receivers are at their desired state
7. If using profiles save the current profile
8. If using profiles repeat steps 1 thru 7 for all profiles with different wireless settings.

Delete Receiver

The MPCW-7 stores added receivers it uses in memory. If it is necessary to delete a receiver because it is no longer in use, defective, etc the Delete Receiver menu is used.
Warning: Deleted receivers are deleted from the control as a whole. To make a receiver not operate in certain circumstance refer to the "Link Receiver" process.

1. From the Link Receiver screen: press OPTIONS until the display shows

```
Delete Receiver
```

2. Press YES the MPCW-7 will display the first receiver added to the MPCW-7

```
SOC FIELD 1      *
```

3. If this is not the receiver to be deleted press OPTIONS until that receiver displays

```
SOC FIELD 4      *
```

4. Press YES and that receiver is deleted from the MPCW-7

Note: Once a receiver is deleted it is deleted from all profiles and is not remembered by the control.
To correct a mistakenly deleted receiver refer to "Add receiver" and "Link Receiver" as needed.

TIME OF DAY

Use this option to:

- Stick time of day on the scoreboard when the MPCW-7 is turned off
- Toggle the clock between 12 and 24 hours

OPTIONS — Press OPTIONS until the MPCW-7 display reads

```
Time Of Day >>
```

YES — Press YES to enter the Time of Day Options menu

```
Stick TOD
```

Stick TOD

When this function is enabled the scoreboard will display the time of day after the MPCW-7 is shut off.
This feature does not support 24 hour format.
To enable or disable this function from the Time of Day Options menu:

1. If the MPCW-7 is not currently on the Stick TOD screen press OPTIONS until the MPCW-7 displays

```
Stick TOD
```

2. Press YES to enable or disable this function.
   a. The * on the screen means that this function is enabled
   b. If this function is enabled then the MPCW-7 is shut off the time of day will display in the scoreboard's main time spot

```
Stick TOD *
```

24 Hour Time

This function will change the time from the 12 hour structure to the 24 hour structure

1. Press OPTIONS until the MPCW-7 displays

```
24 Hour Time
```

2. Press YES to enable or disable this functionality
   a. The * on the screen means that this function is enabled

```
24 Hour Time *
```

PROFILES

Press OPTIONS until the MPCW-7 displays

```
Profiles >>
```

Press YES to enter the Profiles menu

```
Load Profile
```

A Profile retains all settings within the control for future use. A large amount of our customers may only need the default profile for each sport in the MPCW-7 for the entirety of its use. The New Game key will access the last profile saved or loaded within each sport and there is no need to create multiple unique profiles. However, there are some instances where profiles are strongly encouraged for ease of use.

If:

- There are multiple settings that are to be set for different times the scoreboard is in use
- The MPCW-7 is being used on different scoreboard types
- Segment Timer projects are being used
- There are different wireless configurations for different games

Then: A unique profile may make the MPCW-7 control much more convenient to use.

The MPCW-7 can save up to 100 profiles.
Each sport's profiles save the following:

Half/Period/Quarter	Main Time Options	Caption Settings
All Game Time Stats	Aux Time Options	Team Names
Main Time	Time Out Options	Horn Settings
Stop Time	Swap Home and Guest	Wireless Settings
Scoreboard Brightness	Segment Timer Options	Scoreboard Model

<u>To keep track profile settings and numbers it is recommended to keep good notes on profiles.</u>
A Profile worksheet is provided in the Appendix for these notes

There are three options in the Profiles menu "Load Profile", "Default Lock" and "Save Profile". The procedures for these options are covered in START UP and SET UP. To recap:

Load Profile

Load profile is the first option within the Profile Options

```
Load Profile
```

1. From the Load Profile Screen: Press

the MPCW-7 will display

```
Profile(##):## ◄
```

   a. The profile number here will be the last profile loaded or saved
2. If the displayed profile is the profile required then press

3. If the profile displaying is not the required profile then enter the two digit number of the profile required.
   a. If it is a single digit enter the number and press YES to load

The MPCW-7 will then begin the process of loading a profile.

- The MPCW-7 beeper will sound
- The MPCW-7 will display the MPCW-7 revision screen
- The scoreboard will blank
- The MPCW-7 will display the sport
- The scoreboard will load

Save Profile

Save profile is the second option from within the Profile Options
Set all applicable settings before saving a profile.
It is useful to press the new game key to clear the board before making all of the options changes desired prior to saving a profile. If you don't blank the board, your profile will be saved with time and score that will be recalled every time the new game key is pressed. This can be useful if you want the time to be set to 8:00 in basketball for example, or if you prefer the fouls to be '0' by default instead of <blank>.

1. Upon entry into the Profile Options; Press OPTIONS G until the MPCW-7 displays

```
Save Profile
```

2. Press YES the MPCW-7 will display

```
Profile(##):## ◄
```

   a. The profile number here will be the last profile loaded or saved
3. If the displayed profile is the profile required then press YES
4. If the profile displaying is not the required profile then enter the two digit number of the profile required.
   a. If it is a single digit enter the number and press YES to load

The MPCW-7 will then begin the process of loading a profile.

- The MPCW-7 beeper will sound while saving.

Mistakes in a saved profile

If a mistake was made in the saved profile's settings simply:

1. Load the profile in question
2. Change the setting
3. Save the profile again

Default Lock

Default Lock is the third option within the Profile Options. When enabled, the control will prevent the user from overwriting the default profile created at the factory. The following are the default profile numbers for each sport:

Sport	Default Profile ##
Soccer	88
Football	89
Track	90
Baseball / Softball	91
Lacrosse	92
Basketball	93
Volleyball	94
Wrestling	95
Hockey / Field Hockey	96

To preserve the factory defaults and retain the ability to return the control back to a known state avoid overwriting the factory default profile numbers.

1. Upon entry into the Profile Options; Press OPTIONS G until the MPCW-7 displays

```
Default Lock*
```

2. Press YES to turn the Default Lock off
   a. Default Lock automatically turns on each time the control is powered on
   b. An asterisk indicates that default lock is turned on

Backup / Restore

Used at the factory to output the contents of the profile / wireless data

TROUBLESHOOTING CHART

Problem	Cause	Solution
Cannot access the OPTIONS menu	Time is running	Turn time off before attempting to change settings
Horn does not sound when time has expired	Auto horn is turned off	Enable the auto horn in the Main Time OPTIONS menu
	Volume is set to zero	Change the volume to something other than zero in the Horn OPTIONS menu
	EOP horn is set to zero	Change the EOP horn in the Horn OPTIONS menu to the desired horn sound
Timer counts in wrong direction	Timer direction is set wrong	Change the direction of time in the Main Time OPTIONS menu
Cannot subtract from score	Score keys will add only	Use SET then HOME or GUESTS SCORE key and enter the correct score directly
Cannot clear Time Out Timer from scoreboard without sounding warning horn (teams are ready to play)	Clearing the Time Out Timer forces it to drop to the warning time which sounds the warning horn	Press TIME OUT TIMER twice. The warning horn will be skipped and the time out timer end horn will sound
Tenth second does not show on scoreboard	Main clock is counting up.	Tenth second will not show when main time is counting up
	Time is above one minute	None this is standard operation
Time of day will not display on scoreboard when I press Time of day	Time of day key is not enabled	Use SET TIME OF DAY to enable it
Aux time is displayed on the auxiliary time display, but it is not counting	Hours and minutes are being displayed. The display will change only once each minute	Minutes and seconds will be displayed during the last hour of remaining time
	Time switch is off	Aux time is set to run with the time switch. Either turn the time switch to on/press TIME ON or go to options and disable the option to run with the time switch
The horn randomly goes off during game time while main time is running	Aux timer is running	Start a new game. Go to Aux timer OPTIONS menu and set the aux timer to 00:00. Save the profile
	Segment Timer is running	Start a new game when possible. Go to Segment Timer options menu and disable segment timer. Save the profile.
The Horn randomly goes off while the control is on. Main time is not running.	Aux timer is set to run without the time switch	Start a new game. Go to Aux timer OPTIONS menu and set the aux timer to 00:00 and set the aux timer to run with the time switch. Save the profile
The Horn goes off when turning on the control after transferring it from another scoreboard.	The Model is not set correctly	Go to Options > Model and select the correct Scoreboard Model

If the problem persists please contact the Nevco Service Department.

800-851-4040

GLOSSARY

ALTERNATE TIME CONTROL SWITCHES (keys): Located on the keypad, these 2 keys, TIME ON and TIME OFF, may be used instead of the Hand Held Time Control Switch.

NOTE: These 2 keys are inactive while the Hand Held Time Control Switch is plugged in. To enable them, turn the control off, unplug the Hand Held Switch and restart the control. You may use "Start Where Left off Last" if you wish.

AUTO HORN: Sounds for a minimum of 4 seconds when the main time has expired, stop time is reached, segment timer ends a segment (if set), time out ends, aux time ends, or aux time reaches aux stop time. Main time Auto horn can be disabled through the main time options menu.

NOTE: Auto Horn tones and volumes can be changed via the Horn Options menu

AUX TIMER: An auxiliary timer, separate from the main timer, that can be configured to count up or down and to start and stop with the time control switch or run continuously. It can be viewed on the control by pressing TIME twice, going to Aux Time Options, or on an AUXILIARY TIME DISPLAY. Some uses for the aux timer include timing field or facility usage, or determining how far into a game a certain event happened.

AUXILIARY TIME DISPLAY: Consisting only of a timer, it can display the main time, the AUX TIME or the Time of Day Clock. Auxiliary Time Display models include: 9410, 9510, 9405 and 9505.

BATTERY: Battery powered memory saves the settings and data in the control in case of power failure. It also maintains the accuracy of the time of day when the control is unplugged.

BEEPER: Confirms each key press and alerts operator when time expires.

PROFILE: Saves the current control settings and data so it can be easily recalled later. Up to 100 profiles can be saved for each sport.

BRIGHTNESS LEVEL: The scoreboard can be set to bright or dim for best viewing. Indoor scoreboards default to bright; outdoor scoreboards default to dim.

TIME OF DAY: Time of Day Clock. Once the correct time has been set, the accuracy of the time of day is maintained even while the control power is unplugged. During normal operation, the time of day can be displayed on the control and scoreboard by pressing a single key.

NOTE: Pressing the TIME key or turning the time on will return the main time to the display(s).

DISPLAY: A 16 character display on the control prompts the operator for input and can monitor the scoreboard data.

HAND HELD TIME CONTROL SWITCH: A hand held switch with a coiled cord that plugs into either side of the control. When connected, the alternate time control switches (keys) are disabled. (Makes it easier for another person to control the main time or sound the horn).

INTERVAL HORN: A horn that sounds repeatedly at preset intervals throughout the game. An example of use is to signal when little league hockey teams should change lines. The Interval Horn has been replaced by a more versatile SEGMENT TIMER which can function just the same. (See Segment Timer)

OPTIONS: Consist of game settings and added features useable during a game or practice.

OVERLAY: A flat plastic panel that fits over and around the keys on the control. Tabs at the top and bottom hold it in place. Each overlay provides the proper labeling for each key, Nevco contact information, and the sport name. When you want to change to a different sport, install the correct overlay and enter the sport name on the new sport screen.

SEGMENT TIMER: Sometimes called Practice Timer, it allows a list of time segments to be programmed into the control. As an example the list can then be used for a practice routine or drill. When started, the first segment on the list is loaded into the main timer and starts counting down. When zero is reached, the timer moves to the next segment in the segment timer project. If Auto horn is enabled then the horn will sound for 4 seconds. If Auto advance is enabled the next segment will begin counting if not Time On will need to be pressed.

NOTE: The Segment Timer has replaced the Interval Horn and can mimic it exactly.

STOP TIME: Is a time set for main time or aux time to automatically cease counting. It functionally acts the same as time running out on the clock. The Auto horn will sound if it is set to within the main time options and the horn options.

TENTH SECOND SHIFT TIMER: Automatically shifts from displaying minutes and seconds to seconds and tenths of seconds during the last minute of count down time. (May be disabled if desired)

TIME OUT TIMER: Programmable for different time out lengths and with optional warning horn and an option to display the Time Out time remaining on the scoreboard. (Five different time out timers are available.**)**

Appendix

(Profile Chart)

Profile _____
Sport _____

Profile _____
Sport _____

Profile _____
Sport _____

Profile _____
Sport _____

Profile _____
Sport _____

Appendix

(Segment Timer)

Troubleshooting Chart

Problem	Cause	Solution
I have to set up the same segment timer project every time I change sports	Not saved in the profile being used. Or using the wrong profile	Go to Profiles in the OPTIONS menu and load the profile that has the segment timer desired saved in it
	Not saved in any profile	Set up the timer as needed, then from the OPTIONS Profiles menu, save a profile. When you start the control, go to the options menu and load the desired profile to use.
I cannot restart a segment	No you cannot restart a segment.	You can change the segment's currently displayed time. As soon as it expires, the next segment in the list is loaded. (The original time remains unchanged.)
The drills are fine, but we need time to get ready for the next drill.	Auto Advance is on	Go to Edit Segment in the Segment Timer Options and turn Auto Advance off for the desired segment.
	No extra segments have been set up for time between drills.	Set up an extra segment, for time to get ready, for each drill.
I cannot tell when all the segments have expired.	If one cannot display segment timer on the Scoreboard or the display is just a timer.	Set up an extra segment or two at the end of the segment list. Set these segments to a short amount of time. Each should have auto horn and auto advance Enabled. The horn sound will alert to the end of the segment timer project
	IF one can display segment timer project on the scoreboard	The segment number is displayed in the Guests place on a standard scoreboard
The horn keeps randomly sounding. (Hockey)	Interval horn is enabled	Go to Interval horn in the options menu, and turn off the Interval Enable option.

If the problem persists please contact the Nevco Service Department.

800-851-4040

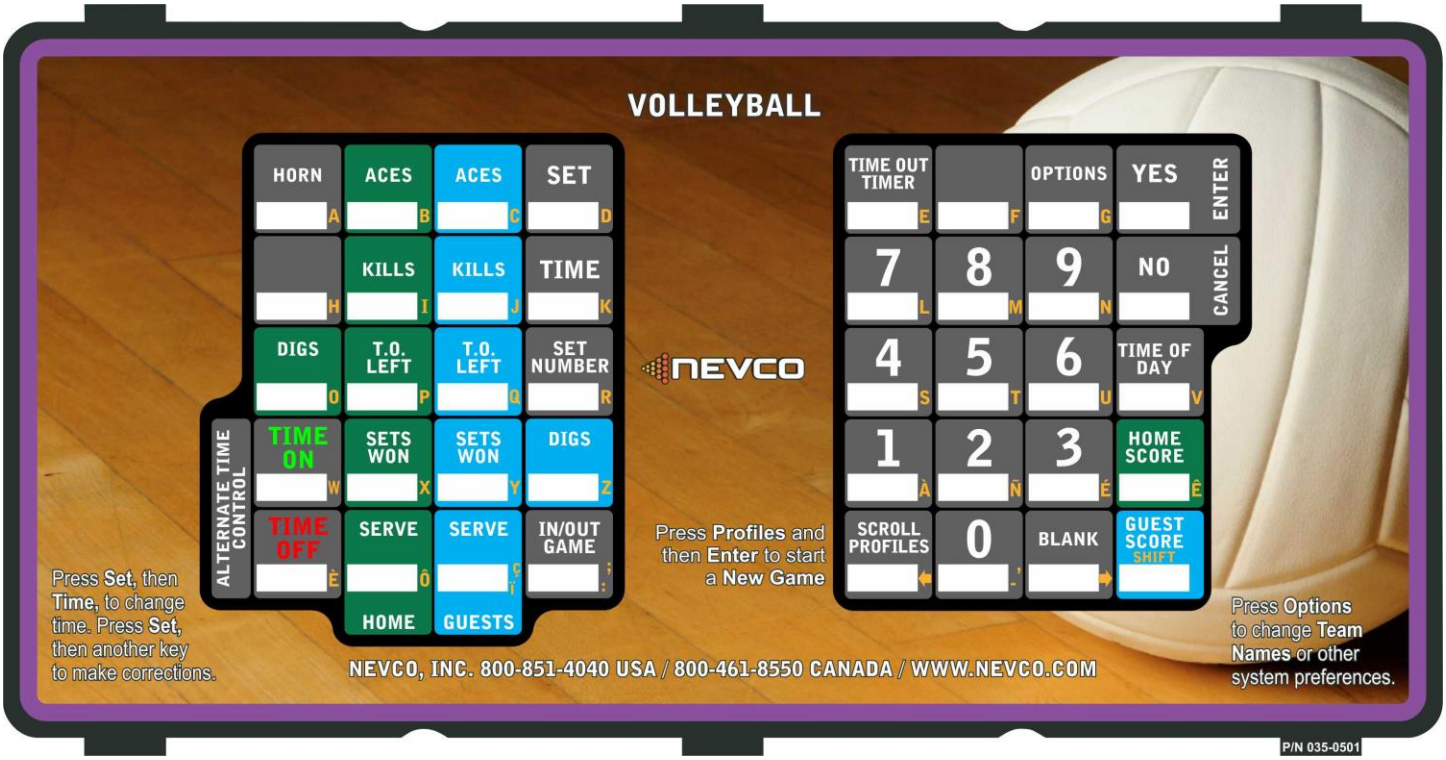
Appendix

(Segment Timer)

Segment Timer Project _____ Profile _____

Segment #	Duration	Drill

Scoreboard Operator's Instructions
MPCW-7 Control



Some features on the keyboard overlay may not be included on the particular model being operated.

MAXIMIZE YOUR IMPACT™

Since 1934

These Instructions are for the Following Models:

LED models:			Incandescent models:
2700	84xx	25xx	2400
2710	88xx	26xx	2400-A4
2715			2440
2740			2440-A4
2742			
2745			2450
2750			2460
2760			9410
2770			F15
2775			F12A
2780		F512	
2781		F515	
2785			
2702			
2712			
2752			
2772			
82xx			
SD7-5	SD6-5	F712	
SD7-9	SD6-9	F715	

VOLLEYBALL

Thank You

Thank You for choosing NEVCO. We appreciate your business.

The following instructions will help you become familiar with the operation and features of the scoreboard system. Please take a few minutes to study this manual, and to practice with the control.

If you ever have any questions or comments, please call or email us.

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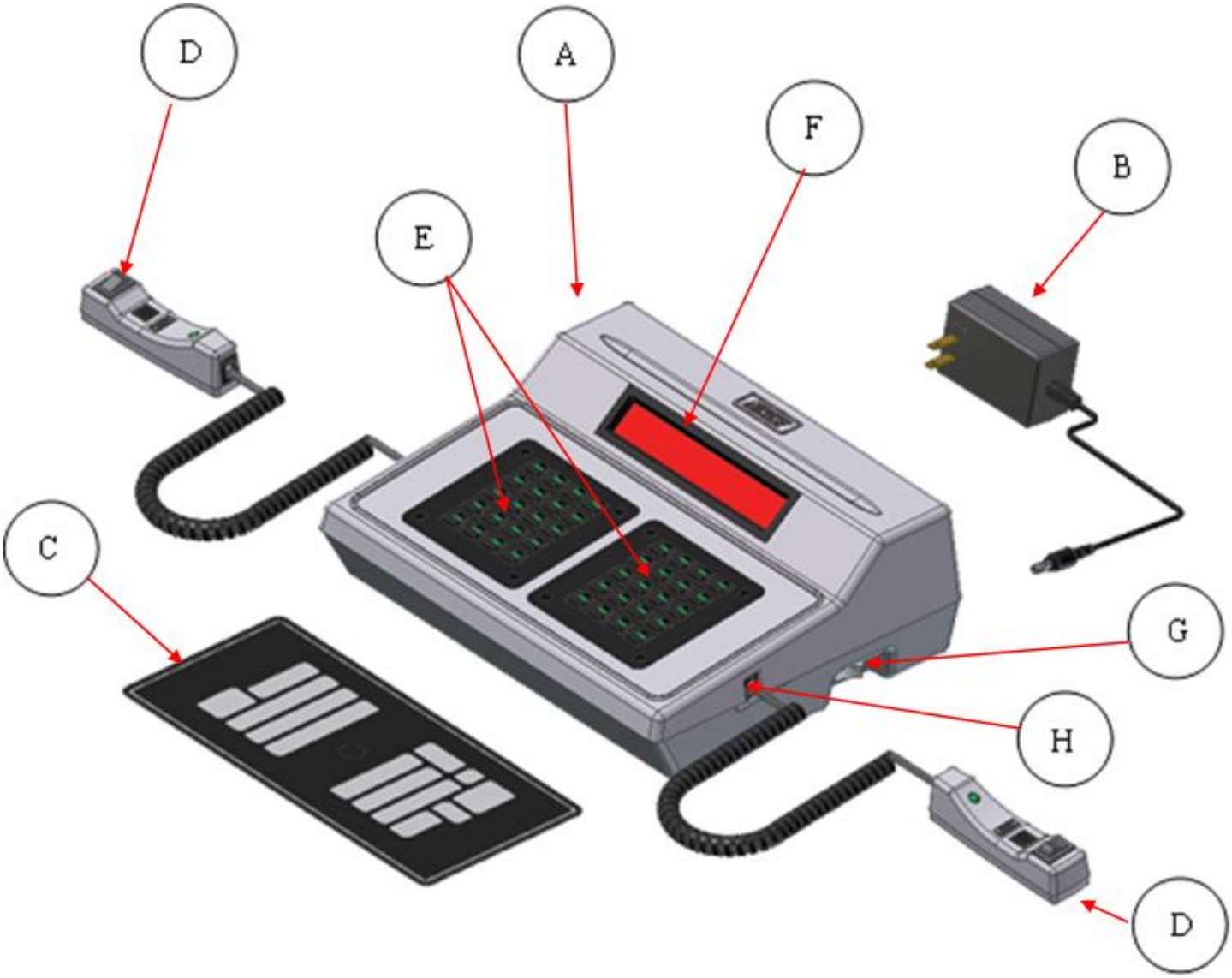

Figure 1 – MPCW Control (front view)

A.	MPCW Control	Can operate scoreboards for a wide range of sports and features.
B.	Power Supply	9 V DC (included with the control)
C.	Overlay	Fits on top of control to label the keys (included with system)
D.	Hand Held Switch	A TCS-7 time control switch is included with each control. Other switches are included with the accessories they operate.
E.	Keypads	Left and Right (20 keys each)
F.	16 character display	Bright LED for better visibility
G.	Power On / Off switch	Removes power from the control only (does NOT turn power off to scoreboard)
H.	Jack for hand held switch	One on each side of control (use either jack for any Hand Held switch)

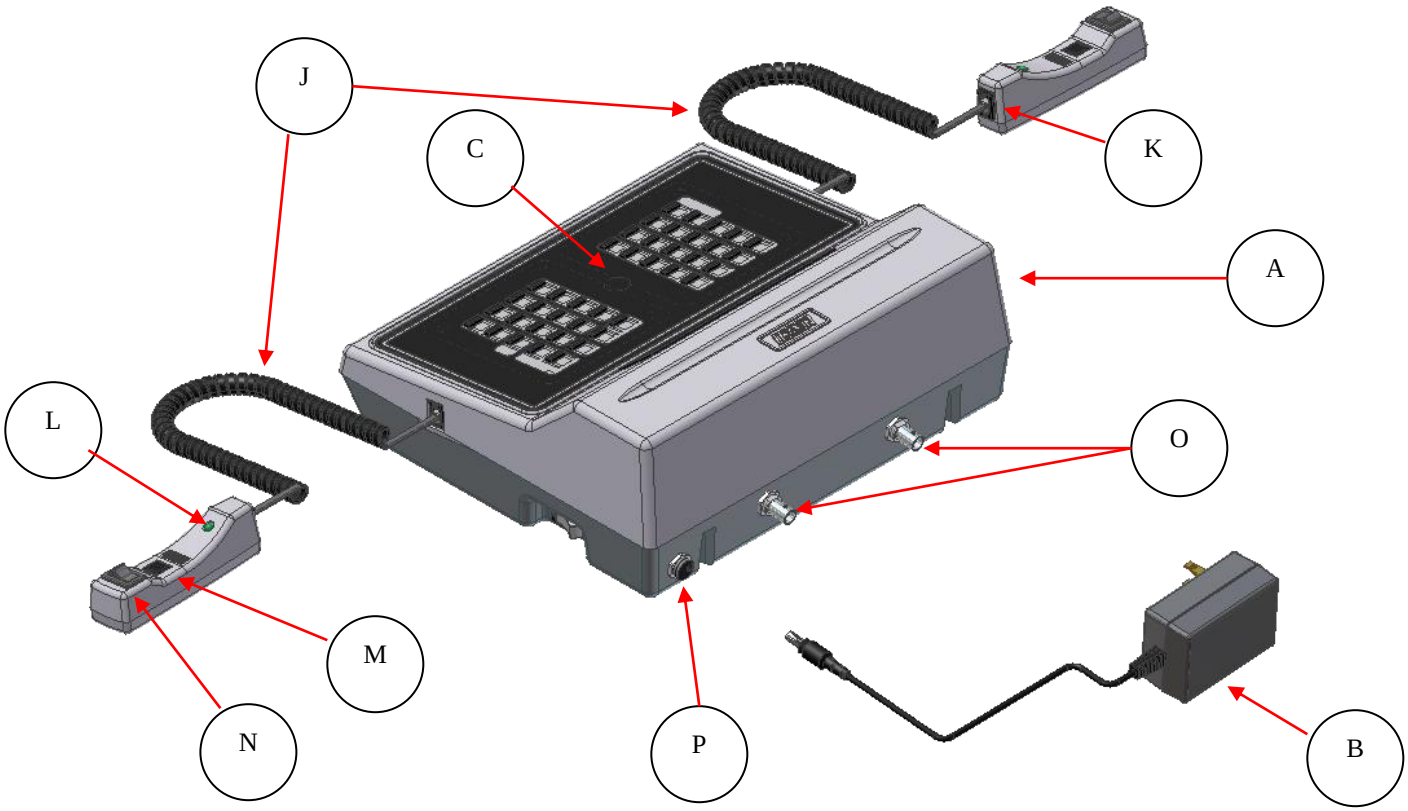

Figure 2 – MPCW Control (rear view)

A.	MPCW Control	Universal – to change sports, change the Overlay and enter the new Model Code.
B.	Power Supply	9 V DC (included with control)
C.	Overlay	For the sports used with the scoreboard
J.	Coiled Cord	Stretches to over 4 ft. (included with switch)
K.	Socket for coiled cord	Makes it easy to replace the cord
L.	LED test indicator	Verifies that the Hand Held switch is working
M.	Remote push button switch	Function depends on type of Hand Held switch (on TCS-7 – sounds the horn)
N.	Remote rocker switch	Function depends on type of Hand Held switch (on TCS-7 – controls the time)
O.	Output to scoreboard	BNC connector for coax cable (use either or both as needed)
P.	Jack for power input	9 V DC

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SETUP

Upon first power up of the MPCW-7 control the control is configured to operate with a 27xx scoreboard as a volleyball control.

New Sport

Scroll Profiles changes the MPCW-7's input and output to operate a new sport. Profiles settings are set with the last profile loaded or saved in that sport. To change sports:

Place the desired sport overlay on the control.

Press

the MPCW-7 will display.

```
##-SPORT
```

Enter the sport name using the keyboard or continue to press

Scroll Profiles until the desired sport is displayed.

Refer to the top of the overlay for what to enter into the control.

- The letters are on the right side of the keys.
- All sports are entered in all capital letters
- Once the control can distinguish the sport entered it will auto complete the rest
- If the wrong sport is entered press NO/CANCEL and begin again

Press YES once the desired sport is displayed, the control will then change to the sport.

Scoreboard Model

The scoreboard model setting must be set to match the scoreboard being operated.
NOTE: If using for stat panels model "SD Stats" must be selected.
It is highly recommended to create a profile to save this setting if the MPCW-7 is going to be used to control multiple board models.
Scoreboard model will be fully covered in the Sport OPTIONS portion of this manual

NOTE: The scoreboard model should be set before connecting to a Scoreboard.

To change the scoreboard model:

1. Press

until the MPCW-7 displays

```
Model >>
```

2. Press

3. Press

until the desired scoreboard series is displayed

4. Press

Wireless

- The MPCW-7 can operate one or more selectable wireless receivers depending on the customer's need.
- The receivers can be linked or unlinked depending on the operational requirements at game time.

It is strongly recommended to save wireless settings in each profile used.
Different wireless settings should be saved to different profiles.

Note: The receiver desired to be linked has to be programmed into the MPCW-7.
To do this follow the instructions in the OPTIONS section of this manual.
Wireless will be further explained in the OPTIONS portion of this manual

To Link or Unlink receivers:

1. Press

until the MPCW-7 displays

```
Wireless >>
```

2. Press

MPCW-7 will display

```
Link Receiver
```

3. Press

MPCW-7 should display the first receiver in the list.

```
Rec Name 1      *
```

Press YES again to link or unlink that receiver. The "*" displayed on the control next to the receiver name means the receiver is linked

4. To link another receiver:

Press

to cycle through available receivers

```
Rec Name 2
```

Press YES to link that receiver.

Creating a Profile

A profile needs to be created after the scoreboard model and wireless settings are set. It is recommended to save this profile to profile number 1.

To create a profile:

1. Press OPTIONS until the MPCW-7 displays. `Profiles >>`
2. Press YES MPCW-7 will display. `Load Profile`
3. Press OPTIONS until the MPCW-7 displays. `Save Profile`
4. Press YES MPCW-7 will display. `Profile(##): ◄`

Enter the profile number and name using the keyboard.

Refer to the top of the overlay for what to enter into the control.

- The letters are on the right side of the keys.
- If the wrong profile is entered press NO/CANCEL and begin again

5. Press YES MPCW-7 will save profile and will display. `1-MY PROFILE_`
6. Press SCROLL PROFILES to verify profile, MPCW-7 will display. `1-MY PROFILE`

For more information about profiles refer to the OPTIONS section of this manual.

Note: A default profile for each sport is programmed at the factory for your scoreboard model. If you wish to use a different profile you must turn off the default lock setting before you can load the profile you have created. Each time the control is powered on the default lock is automatically turned on.

To Turn off the Profile Default Lock:

1. Press OPTIONS until the MPCW-7 displays `Profiles >>`
2. Press YES MPCW-7 will display `Load Profile`
3. Press OPTIONS until the MPCW-7 displays `Default Lock*`
4. Press YES to turn the default lock off `Default Lock`

START UP

New Game

Scroll Profiles changes the MPCW-7's input and output to operate a new game or sport. Profiles settings are set with the last profile loaded or saved in that sport. To start a new game or sport:

Press

the MPCW-7 will display.

```
##-PROFILE NAME
```

Enter the profile name using the keyboard or continue to press

Scroll Profiles until the desired profile is displayed.

Refer to the top of the overlay for what to enter into the control.

- The letters are on the right side of the keys.
- All sports are entered in all capital letters
- Once the control can distinguish the sport entered it will auto complete the rest
- If the wrong sport is entered press NO/CANCEL and begin again

Press

when the desired profile is displayed, the control will then change to that profile.

For more information about profiles refer to the options menu section of this manual

QUICK START GUIDE

To Add To Score

Press

or

Then press a number key to add to the total value

To Set

Time Outs Left

Press

or

Sets Won

Press

or

Then press a number key to set as the value

Keyboard Function

YES key

Use to accept settings, confirm data input, and to navigate through options menu

NO key

Use to cancel an operation, reset changes in the process of making them, exit a sub-options menu, and to send the MPCW-7 back to the screen that displays the name of the sport being played.

SET key

Use ahead of a function key to directly enter a value, set times, and correct errors.
These functions will be further described throughout the manual

HORN key

Press to sound the scoreboard horn. Release the key to stop the horn.

NOTE: The duration of the horn is limited to 4 seconds.

NEW GAME OR SPORT key

Press once for New Game
Press twice for New Sport

OPTIONS key

Press to enter and move through the options menu. Each press of the OPTIONS key moves to the next option in the options menu

SET NUMBER key

Press to enter the game set

Time Function

STANDARD TIME FUNCTIONS

1. Set Number – A number to keep track of which set the game is on
2. Time Out – Time Out Consists of 5 settable timers used to time a time out.
3. Time Of Day – The MPCW-7 will keep track of time of day

SET NUMBER Key

Press SET NUMBER to enter the game set

TIME OF DAY Key

Press TIME OF DAY to verify the time set within the control and display the time on the scoreboard.

SET NUMBER

The set number keeps track of where the game is.

To Enter the Set

1. Press

the control will then display

Set Number:

2. Enter the number corresponding to the set

TIME OUT

- Time out is functionally a set of timers used to organize time outs in a game.
- There is a choice of five programmable timers.
- Time out timer key will not be functional until time is set to off.
- It is optional to display the time out timer on the scoreboard
- Each timer has a programmable warning time.

Warning Time – Is a signal that the end of a time out is approaching. The scoreboard will sound a 2 second horn and the MPCW-7 will navigate itself back to the time out time screen.

Note: Refer to the OPTIONS section of this manual to

1. Set time out timers
2. Set warning times
3. To display or not display the time out timer on the scoreboard

Defaults

Time Out	Time	Warning
1	:30.0	:15.0
2	:45.0	:15.0
3	1:00.0	:15.0
4	1:15.0	:15.0
5	1:30.0	:15.0

To Start a Time Out

Press TIME OUT TIMER the MPCW-7 will display
The last time out timer used will display as an option to use this timer press YES

```
Time Out: (1-5)
```

Use the number keys 1-5 to choose the time out

- The time out number selected will automatically begin counting
- The horn will sound for two seconds at the warning time
- The horn will sound for four seconds at the end of the time out.

```
Time2: 02:00.0
```

To Conclude a Time out Early

There may be a desire to skip to the warning time and/or conclude the time out early. To do this while the time is counting:

First, to use this function the MPCW-7 must be on the time out timer screen
To reenter the time out screen press the TIME OUT TIMER key.
If on the time out timer screen press the TIME OUT TIMER key

- The timer should skip to the warning time.
- The scoreboard's horn should sound for 2 seconds
- The MPCW-7 should beep for 2 seconds

Press the TIME OUT TIMER key again to conclude the time out

- The MPCW-7 will go back to the main time screen
- The scoreboard's horn should sound for 4 seconds
- The MPCW-7 should beep for 4 seconds

TIME OF DAY

When Time Of Day is set the MPCW-7 will keep track of Time of Day:

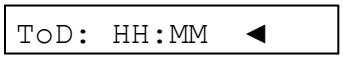
- Time Of Day can function with the 12 and 24 hour clock
- A press of TIME OF DAY will display time of day on the scoreboard in the main time place
- Compatible scoreboards can display time of day while the scoreboard is turned off

Note: Refer to the OPTIONS section of this manual to stick time of day (displays the time while the control is turned off) and change the Time of Day from 12 to 24 hours

To Set Time of Day

1. Press

then

; the control will then display 

2. Enter the Hours and Minutes.
    a. After all four digits are filled it automatically accepts the time.
    b. If less than 4 digits are entered and YES is pressed, then zeros will be placed in the unfilled digits and the time will be accepted.
    c. If less than 4 digits are entered and there is an error press NO/Cancel.
        i. The previous value is set
        ii. The control goes back to the main time screen

In-Game Stats

In-Game Stats are entries in the control that can or will display on the scoreboard.

Note: Not all in game stats are available to display on all scoreboards.

Volleyball In-Game Stats are HOME and GUESTS:

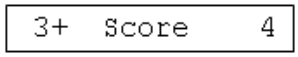
SCORE TIME OUTS LEFT SETS WON

Following are descriptions of the In-Game Stats in detail and how to use them.
Depending on the stat's function there is a possibility of entering game time stats three ways: adding, setting, and indicating.

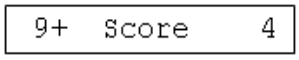
Adding – Adding is the usual function for In-Game Stats after the stat key (Score) is pressed the following number key pressed is added to the total. To add more, press the stat key again. For direct entry and corrections refer to Setting.

Example

HOME SCORE is pressed and the screen displays:



6 is pressed the result is:



Setting – Rather than add to the total stat selected one can directly enter it. This is setting. It is typically used to directly set the stat selected or correct a previous add.

Example

SET then HOME SCORE is pressed and the screen displays:

1 then 2 are pressed the result is:

Or 1 then YES/CONFIRM is pressed. The result is:

Indicating – Indicating illuminates indicator lights or designated digits to indicate events within a game. For example: serve, sets won, and time outs left. Not all scoreboard models have this function.

Example

Press HOME SERVE and the home serve indicator displays on a 3504 Scoreboard
Press GUESTS SERVE and the guests serve indicator displays

Note:

1. The # represents numerical values in the following examples
2. The "+" indicates the MPCW-7 is in add mode. The side the "+" is on is what side is being added to.
3. The "◄" or the "►" indicates the MPC-7 is in set mode. The side the "◄" or the "►" is on is what side is being set.
4. The left or right is relative to the side of the board that value is going to be displayed, not home or guests. This setting can be changed using the Swap Home & Guests option.
   a. Refer to the OPTIONS section of this manual

SCORE

Press **HOME SCORE** to enter the home score ADD mode.

The control will display `##+  Score  ##`

Press **GUEST SCORE** to enter the guest score ADD mode.

The control will display `##  Score  +##`

Adding to Score

1. Press or
2. The control will display `##+  Score  ##` or `##  Score  +##`
3. Enter any value 0-9 and it will add that value to the value with the "+".
   a. To add more start from step 1

Note:
1. You cannot subtract from the value. To correct a mistake refer to Setting Score

Setting Score

1. Press then or
2. The control will display `##◄  Score  ##` or `##  Score  ►##`
3. 1st digit: Enter any value 0-9
   a. If that single digit value is the desired setting then press YES, if not continue to step 4
4. 2nd digit: Enter any value 0-9
5. 3rd digit: Enter any value 0-9

Note:
1. A zero in the 10's spot will automatically be removed and leave a single digit value.

At any time before the 1's digit is placed can be pressed to restore the previous value and cancel the function.

SETS WON

Press HOME **SETS WON** to enter the home sets won.

The control will display `< SETS WON`

Press GUESTS **SETS WON** to enter the guest sets won.

The control will display `SETS WON >`

Setting Sets Won

1. Press

or

The control will display `< SETS WON` or `SETS WON >`
2. Enter value

SERVE

Press HOME **SERVE** to indicate that it is the home team's serve

The control will display `< Serve`

Press GUESTS **SERVE** to indicate that it is the guest team's serve

The control will display `Serve >`

Stat Panels

If using for stat panels model "SD Stats" must be selected in the OPTIONS Model menu.
It is highly recommended to create a profile to save this setting if the MPCW-7 is going to be used to control multiple board models.

IN/OUT GAME

This button is used to put a player in or out of the game.

To Take a Player In/Out of the Game

1. Press home or guest Digs, Aces, or Kills
2. Enter the player number
3. Press In/Out Game
   Note: An asterisk indicates that the player is currently in the game

DIGS

Press **HOME DIGS** to enter the home digs ADD mode.

The control will display `H ##◄Digs: #`

Press **GUEST DIGS** to enter the guest digs ADD mode.

The control will display `G ##◄Digs: #`

Adding to Digs

1. Press

or

2. The control will display `H ##◄Digs: #` or `G ##◄Digs: #`
3. Enter the player number
4. The control will display `H ##Digs: #+` or `G ##Digs: #+`
5. Enter the number of digs to be added

   Note:
   1. You cannot subtract from the value. To correct a mistake refer to Setting Digs

Setting Digs

Press

then

or

1. The control will display `H ##◄Digs: #` or `G ##◄Digs: #`
2. Enter the player number
3. The control will display `H ##Digs: #◄` or `G ##Digs: #◄`
4. Enter the number of digs

ACES

Press **HOME ACES** to enter the home aces ADD mode.

The control will display `H ##◄Aces: #`

Press **GUEST ACES** to enter the guest aces ADD mode.

The control will display `G ##◄Aces: #`

Adding to Aces

1. Press

or

2. The control will display `H ##◄Aces: #` or `G ##◄Aces: #`
3. Enter the player number
4. The control will display `H ##Aces: #+` or `G ##Aces: #+`
5. Enter the number of aces to be <u>added</u>

Note:

1. You cannot subtract from the value. To correct a mistake refer to Setting Aces

Setting Aces

1. Press

then

or

2. The control will display `H ##◄Aces: #` or `G ##◄Aces: #`
3. Enter the player number
4. The control will display `H ##Aces: #◄` or `G ##Aces: #◄`
5. Enter the number of aces

KILLS

Press **HOME KILLS** to enter the home kills ADD mode.

The control will display `H ##◄Kills: #`

Press **GUEST KILLS** to enter the guest kills ADD mode.

The control will display `G ##◄Kills: #`

Adding to Kills

1. Press

or

2. The control will display `H ##◄Kills: #` or `G ##◄Kills: #`
3. Enter the player number
4. The control will display `H ##Kills: #+` or `G ##Kills: #+`
5. Enter the number of kills to be <u>added</u>

Note:

1. You cannot subtract from the value. To correct a mistake refer to Setting Kills

Setting Kills

1. Press

then

or

2. The control will display `H ##◄Kills: #` or `G ##◄Kills: #`

3. Enter the player number

4. The control will display `H ##Kills: #◄` or `G ##Kills: #◄`

5. Enter the number of kills

TIME OUTS LEFT

Press Home **TIME OUTS LEFT** to enter the number of time outs left.

The MPCW-7 will display `< T.O LEFT`

Press Guests **TIME OUTS LEFT** to enter the number of time outs left.

The MPCW-7 will display `T.O. LEFT >`

Setting Time Outs Left

1. Press

or

2. The control will display `< T.O. LEFT` or `T.O. LEFT >`

3. Enter value

Volleyball Options

There is one option that is unique to volleyball, it is Setup Stats. This allows you to choose which two stats you wish to display.

SETUP STATS

Setup stats options are:
Kills-Digs
Kills-Aces
Digs-Aces

Press OPTIONS until the MPCW-7 display reads Setup Stats

```
Setup Stats
```

Press YES to enter setup stats menu

Press OPTIONS again to scroll through the setup stats menu

Press YES to enable the stats that you would like to display

OPTIONS

The OPTIONS menu consists of game settings and added features useable during a game or practice.
The OPTIONS are set into 15 possible selections:

1. Brightness
2. Team Names
3. Profiles
4. Main Time
5. Aux Time
6. Segment Timer
7. Time Out Timer
8. Swap Home & Guests
9. Aux Display
10. Horn Settings
11. Wireless
12. Time of Day
13. Scoreboard Model
14. Setup Stats
15. Scoreboard Test

Each press of the OPTIONS key will toggle through these options. Press a function key or cancel to abort the options mode. It is important to note that unless you save the profile these option settings will revert when the new game key is pressed, so after changing the brightness, programming timeout timers, etc. Go to the Profiles section.

OPTIONS menu Navigation

There are three keys to use to navigate through the OPTIONS menu: OPTIONS, YES, and NO/CANCEL.

OPTIONS key

Use to scroll to the next option in the OPTION menu and sub-options menus.

YES key

1. Used to select an option or enter a sub-option menu
2. Used to confirm changes made
3. Used to change a value

NO/CANCEL key

1. Used to exit a sub-option.
2. If pressed enough times it will bring one back to the screen that displays the name of the sport being played.
3. Used to Cancel/Reset a change if the change has not been completed or confirmed

Navigation Example 1

1. **OPTIONS** is pressed until `Segment Timer` displays.
2. **YES** is pressed to enter the Segment Timer menu
3. **NO/CANCEL** is pressed to Exit the segment timer menu

Navigation Example 2

1. Left Team name is entered to `Comets ▲`
2. **YES** is pressed to confirm changes made
3. If **NO/CANCEL** is pressed rather than YES it will cancel the name entered and cease modifying Left Team Name

Navigation Example 3

1. **OPTIONS** is pressed until `Brightness: Low` displays.
2. **YES** is pressed to change the Brightness to High
3. **NO/CANCEL** is pressed to exit the options menu back to the main screen

BRIGHTNESS

Ambient lighting conditions may cause the scoreboard to be too bright or dim. To remedy this go to the brightness options to toggle scoreboard brightness between bright or dim.

Example

`Brightness: High`	Better suited for daylight conditions to better see the scoreboard Not well suited for low light conditions
`Brightness:  Low`	Well suited for low light conditions May be difficult to see during daylight conditions

To Change Brightness:

Press OPTIONS until the MPCW-7 display reads

`Brightness: ****`

Note: "****" represents High or Low

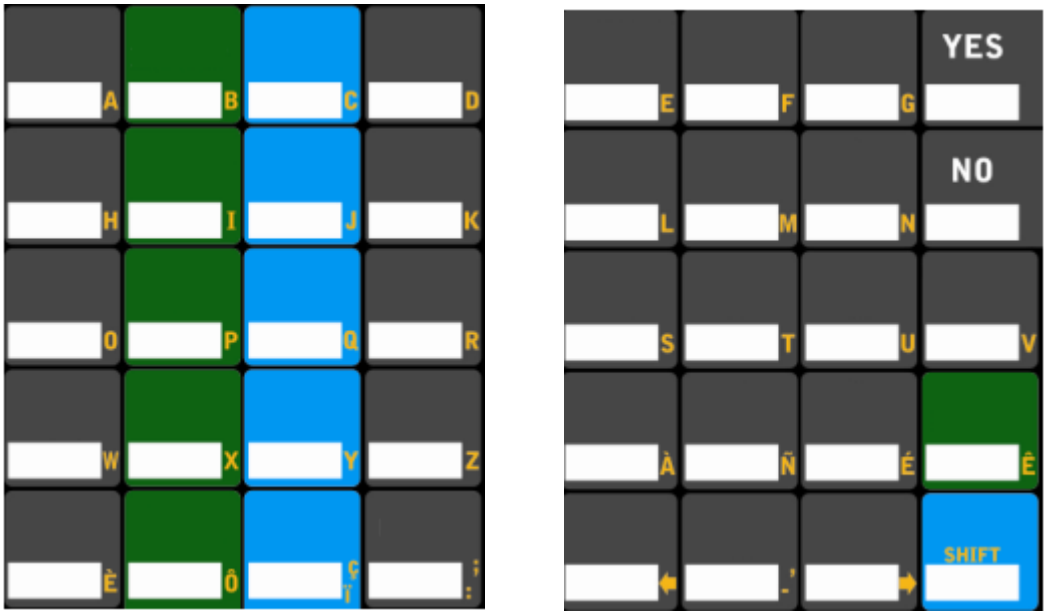
To toggle between High or Low scoreboard brightness

TEAM NAMES

The team names option works with the Electronic Team Names (ETN) package in a Nevco scoreboard system. Using this system can replace the usual vinyl HOME and GUESTS with an LED display used for displaying the team names.

Electronic Team Name keypad

The Team name keypad is marked in the orange color on the MPCW-7 keypad.



Note: The standard function text and symbols have been removed for example only.

The letter and number keys are self explanatory. There is however a few function keys that are important to know in the Electronic Team Name keypad.

Backspace

The ◄ key is used as a backspace button while entering team names

Space

The ► key is used as a space during while entering team names

Shift Key

Default: uppercase letter state

1st press "▼": Changes to lowercase letters

2nd press "#": Changes from letter entry to number entry

3rd press "▲": Back to uppercase letters

Changing Team Names

First enter the **Team Names Menu**

Press OPTIONS until the displays reads

```
Team Names >>
```

Press to enter Team Names Menu display reads

```
Home Team Name
```

Note:

1. During entry of a team name

be pressed to cancel changes and move to another selection
2. Team names can be up to 12 characters
3. Depending on the display, if the team name is long enough it will shrink both left and right displays to fit one or both

Guests Team name

Guests Team Name is the default entry point to the team names menu

```
Guest Team Name
```

1. Press

to modify guest team name

```
GUESTS                ▲
```

   a. This enters the Guests team name editing screen
2. Enter the team name using the letters (upper and lower case), numbers, backspaces, and spaces as required.

```
ABCdef123000    #
```

3. Press

to confirm the team name entry

```
Home Team Name
```

   a. Menu will then go to the Home team name option

Home Team name

Home Team Name is automatically the option after modifying the right team name.

1. Press

on the left team name screen

```
HOME                  ▲
```

   a. This enters the HOME team name editing screen
2. Enter the team name using the letters (upper and lower case), numbers, backspaces, and spaces as required.

```
Comets                ▲
```

3. Press

to confirm the team name entry
   a. Control will then go back to the option to edit Guests team name
   b. Press YES if there is a correction required if not;

```
Guest Team Name
```

4. Press NO CANCEL to return to the main OPTIONS menu or press TIME K to return to main time screen.

MAIN TIME

Main time options are:

Direction – Main time can count up or down

Auto Horn – The horn sounding when time runs out or when time reaches Stop Time.

Style – Allows you to display main time in hour/minute format or minute/second format.

Disable 0.1 – When main time is under a minute, it will shift to display SS.TT instead of MM:SS. This is the default behavior. When "Disable .1" is selected, then main time will always display as MM:SS. (M for minutes, S for seconds, and T for tenth of seconds.)

OPTIONS G — Press OPTIONS until the MPCW-7 display reads

```
Main Time
```

YES — Press to enter main time menu

Changing the Direction of Main Time

1. From Main Time menu press OPTIONS G until the MPCW-7 display reads
   Note: The direction arrow could be ▼ ▲

```
Direction: ▼
```

2. Press YES to toggle the direction of time

```
Direction: ▲
```

Turning Auto Horn On or Off

1. From Main Time menu press OPTIONS G until the display reads
   Note: The "*" designates the Auto Horn is on.

```
Auto Horn:
```

2. Press YES to turn Auto Horn On or Off.

```
Auto Horn:  *
```

Changing Main Time Style

Within Main Time menu:

1. Press OPTIONS G until the MPCW-7 display reads

```
Style     >>
```

2. Press YES

```
MM:SS
```

3. Press OPTIONS G to scroll through the styles

```
HH:MM
```

4. Press YES to enable the time style you want to use
   a. An asterisk indicates which style is enabled

Disabling and Enabling 0.1 Seconds Time Shift

1. From Main Time menu press OPTIONS G until the display reads
   Note: The "*" designates the Disable .1 is on. (Will not shift time)

```
Disable .1
```

2. Press YES to disable 0.1 seconds shift.

```
Disable .1 *
```

AUX TIME

The control has a built in auxiliary timer that can be used for many purposes. It can be configured to count up or down. It can run continuously or only when the main time is running. It can be displayed on the control by pressing the time key twice in succession. It can also be configured to display on an auxiliary time display if one is part of your system. Some uses for the auxiliary timer include timing field/facility usage or it can be used to determining how far into a game a certain event happened.

Aux Time Options are:

1. *Setting Aux Time* – Aux time can be set to count down or up from a certain settable time. To set the time use this option
2. *Direction* – Aux time can count up or down according to the need or desire of the user. Use this option to adjust Aux time to run up or down.
3. *Time switch Operation* – Aux time can be operated with the same time switch used to operate main time.
4. *Setting Aux Stop Time* – Aux stop time is functionally the same as stop time for main time. It is the set time where Aux time will cease counting.**Note:** Aux stop time will not stop time if set to 00:00 and Aux Time is cycling from 99:59.9 to 00:00.0 . It is treated as 100 hours
5. *Style* – Aux time can be entered in hour/minute format or minute/second format.

To get to Aux Time options:

OPTIONS — Press OPTIONS until the MPCW-7 display reads

```
Aux Time >>
```

YES — Press to enter aux time menu

Setting Aux Time

Within Aux Time menu:

1. Press OPTIONS until the MPCW-7 display reads Aux time.
   a. If Aux time has never been set up before or Aux time has counted down to zero the MPCW-7 display will read

```
Aux: 00:00.0▲
```

2. Press YES to begin editing Aux time

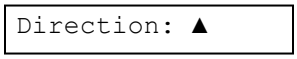
```
Aux: MM:SS.S◄
```

3. Enter the minutes, seconds, and 10th of seconds.
   a. After all five digits are filled it automatically accepts the time.
   b. If less than 5 digits are entered and YES is pressed, then zeros will be placed in the unfilled digits and the time will be accepted.
   c. If NO/CANCEL is pressed before all 5 digits are entered it restores the previous value and completes the editing process

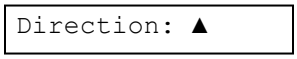
Changing Direction of Aux Time

Within Aux Time menu:

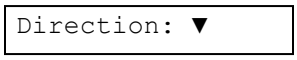
1. Press OPTIONS until the MPCW-7 display reads



2. Press YES to change the direction of time
   a. For time counting up display will read



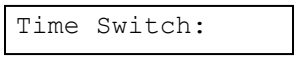
   b. For time counting down display will read



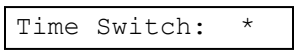
Setting Time Switch Operation

Within Aux Time menu:

1. Press OPTIONS until the MPCW-7 display reads



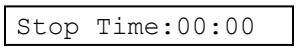
2. Press YES to enable or disable time switch operation of Aux Time
   a. The * represents enabled



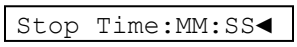
Setting Aux Stop Time

Within Aux Time menu:

1. Press OPTIONS until the MPCW-7 display reads Stop Time.
   a. If Aux Stop Time has never been set before display will read



2. Press YES to begin editing Aux Stop time

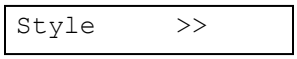


3. Enter the Minutes and Seconds.
   a. After all four digits are filled it automatically accepts the stop time.
   b. If less than 4 digits are entered and YES is pressed then zeros will be placed in the unfilled digits and the time will be accepted.
   c. If NO/CANCEL is pressed before all 4 digits are entered it restores the previous value and completes the editing process

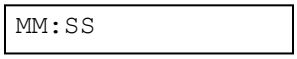
Changing Aux Time Style

Within Aux Time menu:

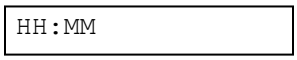
1. Press OPTIONS until the MPCW-7 display reads



2. Press YES



3. Press OPTIONS to scroll through the styles



4. Press YES to enable the time style you want to use
   a. An asterisk indicates which style is enabled

SEGMENT TIMER

A **segment timer** is used for pacing organized practices, as an interval horn, and can be used for other practical uses as well. As an example: a segment consists of a practice event (playbook time, running drills, breaks, etc) that is run for a set period of time. Once the time has expired, a new segment is entered and the drill changes. The segment timer will count down from the programmed segment time to zero. The MPCW-7 segment timer function has a maximum of 20 segments.

There are three settings to be set in each segment: time, auto horn, and auto advance. **Auto horn** sounds the horn at the end of a time segment. If **Auto Advance** is enabled, when the current segment completes the next segment time begins counting automatically.

Segment Timer Projects

As stated earlier a segment timer project has a maximum of 20 segments.

Saving a Segment Timer Project

To save segment timer project create one, then save it using the Profiles option in the OPTIONS menu.

Segment timer projects can take some time to set up. If a standard segment timer project is desired for regular use it is highly recommended to save it.

Interval Horn

The simplest segment timer project is the **interval horn**. An interval horn is used to sound the horn every time the set time completes. The interval horn is a one segment, segment timer project with auto horn and auto advance enabled. The project cycles through the allotted segment time, sounds the horn, and goes back to the beginning to start the process over again. A good example for interval horn use is little league hockey. In many little league hockey leagues they use an interval horn to signal on ice shift changes. Here are the settings to set to operate an interval horn project

Example: Interval Horn

Segment 1	Segment Settings		Result
Signal player shift change	Segment Time	1:00	1 minute counts to 0. Horn Sounds at the end of time. Segment 1 restarts
	Auto Horn	ON	
	Auto Advance	ON	

Practice Timer

A typical segment timer project is a practice timer. The practice timer is used to organize practice into segments for different practice functions. Each segment is set to a certain time representing a required time for a practice event. When the next segment begins the team moves to the next event in the schedule.

Segments can be set to automatically begin if required or to begin upon pressing the TIME ON key on the MPCW-7 by toggling the auto advance function in the edit segment menu. Segment end can be signaled by the sounding of the horn or not by setting the Auto Horn function in the edit segment menu. Here is an example of a practice timer project:

Example: Organized Practice

Segment 1	**Segment Settings**		**Result**
Stretching and Calisthenics	Segment Time	10:00	10 minutes counts to 0. Horn Sounds at the end of time. Segment 2 is prompted but not counting
	Auto Horn	ON	
	Auto Advance	OFF	
Segment 2	**Segment Settings**		**Result**
Agility Training	Segment Time	10:00	10 minutes counts to 0. Horn Sounds at the end of time. Segment 3 begins counting
	Auto Horn	ON	
	Auto Advance	ON	
Segment 3	**Segment Settings**		**Result**
Linemen to sleds. Backs, Receivers, TE, and QBs to drill routes Etc.	Segment Time	2:00	2 minutes counts to 0. Segment 4 begins counting
	Auto Horn	OFF	
	Auto Advance	ON	
Segment 4	**Segment Settings**		**Result**
Players and coaches begin position specific drills	Segment Time	10:00	10 minutes counts to 0. Horn Sounds at the end of time. Segment 5 begins counting
	Auto Horn	ON	
	Auto Advance	ON	
Segment 5	**Segment Settings**		**Result**
Offence and Defense join to run plays	Segment Time	20:00	20 minutes counts to 0. Horn Sounds at the end of time. Segment 6 begins counting
	Auto Horn	ON	
	Auto Advance	ON	
Segment 6	**Segment Settings**		**Result**
Team Strategy meeting	Segment Time	20:00	20 minutes counts to 0. Horn Sounds at the end of time.
	Auto Horn	ON	
	Auto Advance	OFF	

Main Menu

There are three options in the main segment timer menu.

1. Enable – Enables or disables the segment timer function in the control. Disable will remove a displayed segment timer from the scoreboard.
2. Display on Scoreboard – Option to display or not display segment timer in place of standard Main Time on the scoreboard. This option is unusable if the segment timer is disabled
3. Edit Segment – Use this option to edit segments, and create a segment timer project.

Press OPTIONS until the MPCW-7 display reads `Segment Timer >>`

Press YES to enter Segment Timer Menu

Enable or Disable

1. Press

after entry in the segment timer menu until display shows

```
Enable
```

2. Press

to enable or disable segment timer function

Note: The "*" means that it is Enabled

```
Enable          *
```

Display on Scoreboard

1. Press

after entry in the segment timer menu until display shows

```
Disp On Board
```

2. Press

to display segment timer on the scoreboard

```
Disp On Board   *
```

Note: The "*" means that it is Enabled

Edit Segment

The Edit Segment menu is used to edit segments and edit the segment timer project. There are 6 options in the Edit Segment menu.

1. Segment Main Time – Option to edit segment main time
2. Auto Horn – Enables or disables Auto Horn function
3. Auto Advance – Enables or disables Auto Advance function
4. Next Segment – To edit the next segment in the project. If the project is less than 20 (the others are set to 0.0 time) then it adds a segment to the project
5. Insert Segment – Moves the current segment forward and edits another segment in place of it
6. Delete segment – Deletes current segment

Entering Editing Segment menu

1. Press

after entry in the segment timer menu until display shows

```
Edit Segment
```

2. Press

to enter Edit Segment menu

```
Seg: 1 ##:##
```

Editing Segment Main Time

1. Press

after entry in the segment timer menu until display shows

```
Seg: 1 ##:##
```

2. Press

to edit the current segment

```
Seg: 1 ##:##◄
```

3. Enter the Minutes and Seconds.
   a. After all four digits are filled it automatically accepts the time.
   b. If less than 4 digits are entered and YES is pressed then zeros will be placed in the unfilled digits and the time will be accepted.
   c. If NO/CANCEL is pressed before all 4 digits are entered it restores the previous value and completes the editing process

Toggling Auto Horn

1. Press

after entry in the edit segment timer menu until display shows

```
Seg: # Auto Hrn
```

2. Press

to toggle the auto horn function in the selected segment

```
Seg: # Auto Hrn*
```

   a. The "*" represents Auto Horn is enabled

Toggling Auto Advance

1. Press

after entry in the edit segment timer menu until display shows

```
Seg: # Auto Adv
```

2. Press

to toggle the auto advance function in the selected segment

```
Seg: # Auto Adv*
```

   a. The "*" represents Auto Advance is enabled

Next Segment

1. Press

after entry in the edit segment timer menu until display shows

```
Seg: # Next Seg
```

2. Press

to advance the segment number
   a. Segment number only goes up to twenty and rolls back to 1

Insert Segment

1. Press

after entry in the edit segment timer menu until display shows

```
Insert Segment
```

2. Press

to insert a segment into the current segment position

```
Seg: 1 ##:##◄
```

3. Enter the Minutes and Seconds.
   a. After all four digits are filled it automatically accepts the time.
   b. If less than 4 digits are entered and YES is pressed then zeros will be placed in the unfilled digits and the time will be accepted.

Delete Segment

1. Press

after entry in the segment timer menu until display shows

```
Delete Segment
```

2. Press

to delete the current segment

```
Seg: 1 ##:##◄
```

   a. All subsequent segments will move up in position to fill the spot of the deleted segment

TIME OUT TIMER

Time out timer options are:
Display On Scoreboard – If enabled a running time out timer will display on the scoreboard
Edit Time Outs – To change time out times or time out warning times select this option

Press OPTIONS until the MPCW-7 display reads

```
TimeOut Timer >>
```

Press YES to enter main time menu

Display Time Out Timer on Scoreboard

The first selection in the Time Out Timer menu should be the display on scoreboard option.

If required to cycle back to the display on scoreboard screen

```
Disp On Board
```

To display or not display the time out timer on the scoreboard

```
Disp On Board*
```

Note: the asterisk means that it is enabled

Edit Time Outs Menu

There are 3 options within the "Edit Time Outs" menu

1. Edit Current Time out – There are 5 individual time out timers that can be set individually. The first time out entered is either the last time out used or defaults to time out timer 1.
2. Edit current warning time – Each time out timer has a settable warning time
3. Next time out – To edit another of the five time out timers.

Press until MPCW-7 display reads

```
Edit Time Outs
```

To enter the Edit Time Outs menu

```
Time#: ##:##.#
```

Next Time Out

If the current time out isn't the time out that is desired to be edited:

1. Press

until the MPCW-7 display shows

```
# Next Time Out
```

   a. The number next to it is the current time out to be edited
2. Press

until the MPCW-7 display shows the desired time out to be edited

```
Time#: ##:##.#
```

3. Press

to go back to editing that time out

Edit Current Time Out

If the current time out is the time out desired to be edited:

1. If not currently on the edit time out screen press OPTIONS until MPCW-7 displays `Time#: ##:##.#`
2. Press YES The MPCW-7 will display `Time#: MM:SS.s ◄`
3. Enter the minutes, seconds, and 10th of seconds.
    a. After all five digits are filled it automatically accepts the time.
    b. If less than 5 digits are entered and YES is pressed, then zeros will be placed in the unfilled digits and the time will be accepted.
    c. If NO/CANCEL is pressed before all 5 digits are entered, it restores the previous value and completes the editing process

Edit Current Time Out's Warning Time

If the current time out is the time out desired to be edited:

1. If not currently on the edit warning screen press OPTIONS until the MPCW-7 displays `Warn#: ##:##.#`
2. Press YES: The MPCW-7 will display `Warn#: MM:SS.s ◄`
3. Enter the minutes, seconds, and 10th of seconds.
    a. After all five digits are filled it automatically accepts the time.
    b. If less than 5 digits are entered and YES is pressed, then zeros will be placed in the unfilled digits and the time will be accepted.
    c. If NO/CANCEL is pressed before all 5 digits are entered, it restores the previous value and completes the editing process

SWAP HOME AND GUEST

This function does just as it says. All Home and Guests values switch places on the display and in the control's display. Home and Guests team names switch if the scoreboard has electronic team names.
Note: Home and Guest keys do not swap on the MPCW-7

OPTIONS — Press after entry in the segment timer menu until display shows `Swap Home&Guest`

YES — Press to switch all values of home and guests `Swap Home&Guest*`

AUXILIARY DISPLAY

This function allows you to choose one of the following to display on the auxiliary timer: main time, auxiliary time, or time of day.

OPTIONS — Press OPTIONS until the MPCW-7 display reads `Aux Display >>`

YES — Press YES to enter the Auxiliary Display menu `Display Main`

Press OPTIONS to scroll through the list

Press YES to enable the time you want to display on the auxiliary timer

Note: An asterisk indicates which option is enabled

```
Display Main*
```

HORN SETTINGS

Each horn type can be changed from a selection of 9 different tones. The horn output volume can be changed as well. This is done within the horn settings option. (Only available on select models)
NOTE: Horn settings may not affect scoreboards that are not in the outdoor x6xx series.
Tones can be described as:

Tone Setting	Description
Tone = 0, or blank	Mute
Tone = 1	Yelp
Tone = 2	Buzzer
Tone = 3	Car Horn
Tone = 4	Fog Horn
Tone = 5	156 Hz
Tone = 6	270 Hz
Tone = 7	285 Hz
Tone = 8	303 Hz
Tone = 9	385 Hz

Press OPTIONS until the MPCW-7 display reads

```
Horn Settings >>
```

To enter the Horn Settings menu

```
Volume: #
```

Horn Volume

Adjusting the horn volume affects all 5 different horns. To adjust the horn volume:

1. Press if not already on the horn volume screen until the display shows

```
Volume: #
```

2. Press the MPCW-7 will display

```
Volume: #◄
```

3. Press the desired volume number key from 0 (muted) to 9 (max), or to disable the horn press

   a. Volume is then set.

EOP Horn Tone

This setting will change the EOP (end of period) tone and main stop time tone. To change the tone:

1. Press until the display shows

```
EOP Tone: #
```

2. Press the MPCW-7 will display

```
EOP Tone: #◄
```

3. Press the desired horn tone key from 0 to 9; or

to disable the EOP horn

Horn Key Tone

This setting will change tone of the horn that sounds when the horn key is pressed. To change the tone:

1. Press

until the display shows

```
Key Tone: #
```

2. Press

the MPCW-7 will display

```
Key Tone: #◄
```

3. Press the desired horn tone key from 0 to 9; or

to disable the horn key

Aux Horn Tone

This setting will change both the Aux stop time and end time horn tone.

1. Press

until the display shows

```
Aux Tone: #
```

2. Press

the MPCW-7 will display

```
Aux Tone: #◄
```

3. Press the desired horn tone key from 0 to 9

Time out Timer Tone

This setting will change both the end time out tone and warning time tone.

1. Press

until the display shows

```
TimeOut Tone: #
```

2. Press

the MPCW-7 will display

```
TimeOut Tone: #◄
```

3. Press the desired horn tone key from 0 (no horn tone) to 9

Segment Timer Horn Tone

This setting changes the segment timer auto horn tone.

1. Press

until the display shows

```
Segment Tone: #
```

2. Press

the MPCW-7 will display

```
Segment Tone: #◄
```

3. Press the desired horn tone key from 0 (no horn tone) to 9

WIRELESS

The Wireless options are to link receivers, add receivers, and delete receivers from the control. To set the wireless options:

Press OPTIONS until the MPCW-7 display reads

```
Wireless >>
```

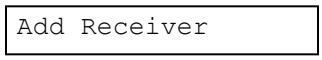
Press YES to enter the Wireless Options menu

```
Link Receiver
```

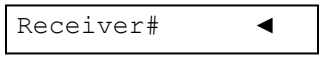
Add Receiver

The MPCW-7 stores any receivers it uses in memory. If a new receiver is required because of a new scoreboard installation, maintenance, or a new component in the existing Nevco, Inc. scoring system begin by adding a receiver.
Be sure to have the receiver serial number ready it will be needed to add a receiver to the MPCW-7.
From the "Link Receiver" screen:

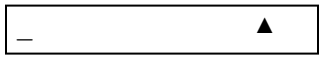
1. From the Link Receiver screen: press OPTIONS until the display shows



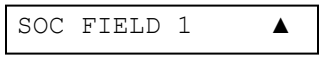
2. Press YES the MPCW-7 will display



3. Enter the six digit receiver serial number
    a. The control will then navigate to name the receiver



4. Enter a receiver name using the team name number and letter keys.
    a. The receiver name is entered just as a team name is. For more reference refer to the "Team Names" Section
    b. It is recommended to name the receiver according to what it controls

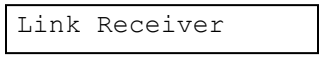


Note: Once a new receiver is added it is added to all profiles as linked. If this is not a desirable state then for each profile used save it according to what the receiver needs are.

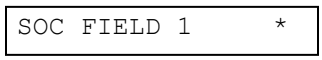
Link Receiver

The MPCW-7 allows the user to choose which wireless receivers to use during operation. The receivers used default to being linked this setting allows one to toggle the use of each receiver added to the MPCW-7. To link or unlink a receiver:

1. If using profiles load the profile desired to change the wireless settings
    a. Refer to the Profiles section of this manual
2. Enter the wireless options menu by pressing OPTIONS until "Wireless" displays and pressing YES. MPCW-7 will display the Link Receiver screen.



3. Press YES the MPCW-7 will display the first receiver added to the MPCW-7



4. If that receiver is desired to link or be unlinked press YES
    a. The asterisk designates a Linked state
5. If there are more receivers within the MPCW-7 press OPTIONS to go through each
6. Repeat steps 3 thru 5 until all receivers are at their desired state
7. If using profiles save the current profile
8. If using profiles repeat steps 1 thru 7 for all profiles with different wireless settings.

Delete Receiver

The MPCW-7 stores added receivers it uses in memory. If it is necessary to delete a receiver because it is no longer in use, defective, etc the Delete Receiver menu is used.
Warning: Deleted receivers are deleted from the control as a whole. To make a receiver not operate in certain circumstance refer to the "Link Receiver" process.

1. From the Link Receiver screen: press OPTIONS until the display shows

```
Delete Receiver
```

2. Press YES the MPCW-7 will display the first receiver added to the MPCW-7

```
SOC FIELD 1      *
```

3. If this is not the receiver to be deleted press OPTIONS until that receiver displays

```
SOC FIELD 4      *
```

4. Press YES and that receiver is deleted from the MPCW-7

Note: Once a receiver is deleted it is deleted from all profiles and is not remembered by the control.
To correct a mistakenly deleted receiver refer to "Add receiver" and "Link Receiver" as needed.

TIME OF DAY

Use this option to:

- Stick time of day on the scoreboard when the MPCW-7 is turned off
- Toggle the clock between 12 and 24 hours

OPTIONS — Press OPTIONS until the MPCW-7 display reads

```
Time Of Day >>
```

YES — Press YES to enter the Time of Day Options menu

```
Stick TOD
```

Stick TOD

When this function is enabled the scoreboard will display the time of day after the MPCW-7 is shut off.
This feature does not support 24 hour format.
To enable or disable this function from the Time of Day Options menu:

1. If the MPCW-7 is not currently on the Stick TOD screen press OPTIONS until the MPCW-7 displays

```
Stick TOD
```

2. Press YES to enable or disable this function.

```
Stick TOD *
```

   a. The * on the screen means that this function is enabled
   b. If this function is enabled then the MPCW-7 is shut off the time of day will display in the scoreboard's main time spot

24 Hour Time

This function will change the time from the 12 hour structure to the 24 hour structure

1. Press OPTIONS until the MPCW-7 displays

```
24 Hour Time
```

2. Press YES to enable or disable this functionality

```
24 Hour Time *
```

   a. The * on the screen means that this function is enabled

PROFILES

OPTIONS Press OPTIONS until the MPCW-7 displays

```
Profiles >>
```

YES Press YES to enter the Profiles menu

```
Load Profile
```

A Profile retains all settings within the control for future use. A large amount of our customers may only need the default profile for each sport in the MPCW-7 for the entirety of its use. The New Game key will access the last profile saved or loaded within each sport and there is no need to create multiple unique profiles. However, there are some instances where profiles are strongly encouraged for ease of use.

If:

- There are multiple settings that are to be set for different times the scoreboard is in use
- The MPCW-7 is being used on different scoreboard types
- Segment Timer projects are being used
- There are different wireless configurations for different games

Then: A unique profile may make the MPCW-7 control much more convenient to use.

The MPCW-7 can save up to 100 profiles.
Each sport's profiles save the following:

Half/Period/Quarter	Main Time Options	Caption Settings
All Game Time Stats	Aux Time Options	Team Names
Main Time	Time Out Options	Horn Settings
Stop Time	Swap Home and Guest	Wireless Settings
Scoreboard Brightness	Segment Timer Options	Scoreboard Model

To keep track profile settings and numbers it is recommended to keep good notes on profiles.
A Profile worksheet is provided in the Appendix for these notes

There are three options in the Profiles menu "Load Profile", "Default Lock" and "Save Profile". The procedures for these options are covered in START UP and SET UP. To recap:

Load Profile

Load profile is the first option within the Profile Options

```
Load Profile
```

1. From the Load Profile Screen: Press YES the MPCW-7 will display

```
Profile(##):## ◄
```

   a. The profile number here will be the last profile loaded or saved
2. If the displayed profile is the profile required then press YES
3. If the profile displaying is not the required profile then enter the two digit number of the profile required.
   a. If it is a single digit enter the number and press YES to load

The MPCW-7 will then begin the process of loading a profile.

- The MPCW-7 beeper will sound
- The MPCW-7 will display the MPCW-7 revision screen
- The scoreboard will blank
- The MPCW-7 will display the sport
- The scoreboard will load

Save Profile

Save profile is the second option from within the Profile Options
Set all applicable settings before saving a profile.
It is useful to press the new game key to clear the board before making all of the options changes desired prior to saving a profile. If you don't blank the board, your profile will be saved with time and score that will be recalled every time the new game key is pressed. This can be useful if you want the time to be set to 8:00 in basketball for example, or if you prefer the fouls to be '0' by default instead of <blank>.

1. Upon entry into the Profile Options; Press OPTIONS G until the MPCW-7 displays

```
Save Profile
```

2. Press YES the MPCW-7 will display

```
Profile(##):## ◄
```

   a. The profile number here will be the last profile loaded or saved
3. If the displayed profile is the profile required then press YES
4. If the profile displaying is not the required profile then enter the two digit number of the profile required.
   a. If it is a single digit enter the number and press YES to load

The MPCW-7 will then begin the process of loading a profile.

- The MPCW-7 beeper will sound while saving.

Mistakes in a saved profile

If a mistake was made in the saved profile's settings simply:

1. Load the profile in question
2. Change the setting
3. Save the profile again

Default Lock

Default Lock is the third option within the Profile Options. When enabled, the control will prevent the user from overwriting the default profile created at the factory. The following are the default profile numbers for each sport:

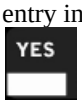
Sport	Default Profile ##
Soccer	88
Football	89
Track	90
Baseball / Softball	91
Lacrosse	92
Basketball	93
Volleyball	94
Wrestling	95
Hockey / Field Hockey	96

To preserve the factory defaults and retain the ability to return the control back to a known state avoid overwriting the factory default profile numbers.

1. Upon entry into the Profile Options; Press

until the MPCW-7 displays

```
Default Lock*
```

2. Press 

to turn the Default Lock off
    a. Default Lock automatically turns on each time the control is powered on
    b. An asterisk indicates that default lock is turned on

Backup / Restore

Used at the factory to output the contents of the profile / wireless data

TROUBLESHOOTING CHART

Problem	Cause	Solution
Cannot access the OPTIONS menu	Time is running	Turn time off before attempting to change settings
Horn does not sound when time has expired	Auto horn is turned off	Enable the auto horn in the Main Time OPTIONS menu
	Volume is set to zero	Change the volume to something other than zero in the Horn OPTIONS menu
	EOP horn is set to zero	Change the EOP horn in the Horn OPTIONS menu to the desired horn sound
Timer counts in wrong direction	Timer direction is set wrong	Change the direction of time in the Main Time OPTIONS menu
Cannot subtract from score	Score keys will add only	Use SET then HOME or GUESTS SCORE key and enter the correct score directly
Cannot clear Time Out Timer from scoreboard without sounding warning horn (teams are ready to play)	Clearing the Time Out Timer forces it to drop to the warning time which sounds the warning horn	Press TIME OUT TIMER twice. The warning horn will be skipped and the time out timer end horn will sound
Tenth second does not show on scoreboard	Main clock is counting up.	Tenth second will not show when main time is counting up
	Time is above one minute	None this is standard operation
Time of day will not display on scoreboard when I press Time of day	Time of day key is not enabled	Use SET TIME OF DAY to enable it
Aux time is displayed on the auxiliary time display, but it is not counting	Hours and minutes are being displayed. The display will change only once each minute	Minutes and seconds will be displayed during the last hour of remaining time
	Time switch is off	Aux time is set to run with the time switch. Either turn the time switch to on/press TIME ON or go to options and disable the option to run with the time switch
The horn randomly goes off during game time while main time is running	Aux timer is running	Start a new game. Go to Aux timer OPTIONS menu and set the aux timer to 00:00. Save the profile
	Segment Timer is running	Start a new game when possible. Go to Segment Timer options menu and disable segment timer. Save the profile.
The Horn randomly goes off while the control is on. Main time is not running.	Aux timer is set to run without the time switch	Start a new game. Go to Aux timer OPTIONS menu and set the aux timer to 00:00 and set the aux timer to run with the time switch. Save the profile
The Horn goes off when turning on the control after transferring it from another scoreboard.	The Model is not set correctly	Go to Options > Model and select the correct Scoreboard Model

If the problem persists please contact the Nevco Service Department.

800-851-4040

GLOSSARY

ALTERNATE TIME CONTROL SWITCHES (keys): Located on the keypad, these 2 keys, TIME ON and TIME OFF, may be used instead of the Hand Held Time Control Switch.

NOTE: These 2 keys are inactive while the Hand Held Time Control Switch is plugged in. To enable them, turn the control off, unplug the Hand Held Switch and restart the control. You may use "Start Where Left off Last" if you wish.

AUTO HORN: Sounds for a minimum of 4 seconds when the main time has expired, stop time is reached, segment timer ends a segment (if set), time out ends, aux time ends, or aux time reaches aux stop time. Main time Auto horn can be disabled through the main time options menu.

NOTE: Auto Horn tones and volumes can be changed via the Horn Options menu

AUX TIMER: An auxiliary timer, separate from the main timer, that can be configured to count up or down and to start and stop with the time control switch or run continuously. It can be viewed on the control by pressing TIME twice, going to Aux Time Options, or on an AUXILIARY TIME DISPLAY. Some uses for the aux timer include timing field or facility usage, or determining how far into a game a certain event happened.

AUXILIARY TIME DISPLAY: Consisting only of a timer, it can display the main time, the AUX TIME or the Time of Day Clock. Auxiliary Time Display models include: 9410, 9510, 9405 and 9505.

BATTERY: Battery powered memory saves the settings and data in the control in case of power failure. It also maintains the accuracy of the time of day when the control is unplugged.

BEEPER: Confirms each key press and alerts operator when time expires.

PROFILE: Saves the current control settings and data so it can be easily recalled later. Up to 100 profiles can be saved for each sport.

BRIGHTNESS LEVEL: The scoreboard can be set to bright or dim for best viewing. Indoor scoreboards default to bright; outdoor scoreboards default to dim.

TIME OF DAY: Time of Day Clock. Once the correct time has been set, the accuracy of the time of day is maintained even while the control power is unplugged. During normal operation, the time of day can be displayed on the control and scoreboard by pressing a single key.

NOTE: Pressing the TIME key or turning the time on will return the main time to the display(s).

DISPLAY: A 16 character display on the control prompts the operator for input and can monitor the scoreboard data.

HAND HELD TIME CONTROL SWITCH: A hand held switch with a coiled cord that plugs into either side of the control. When connected, the alternate time control switches (keys) are disabled. (Makes it easier for another person to control the main time or sound the horn).

INTERVAL HORN: A horn that sounds repeatedly at preset intervals throughout the game. An example of use is to signal when little league hockey teams should change lines. The Interval Horn has been replaced by a more versatile SEGMENT TIMER which can function just the same. (See Segment Timer)

OPTIONS: Consist of game settings and added features useable during a game or practice.

OVERLAY: A flat plastic panel that fits over and around the keys on the control. Tabs at the top and bottom hold it in place. Each overlay provides the proper labeling for each key, Nevco contact information, and the sport name. When you want to change to a different sport, install the correct overlay and enter the sport name on the new sport screen.

SEGMENT TIMER: Sometimes called Practice Timer, it allows a list of time segments to be programmed into the control. As an example the list can then be used for a practice routine or drill. When started, the first segment on the list is loaded into the main timer and starts counting down. When zero is reached, the timer moves to the next segment in the segment timer project. If Auto horn is enabled then the horn will sound for 4 seconds. If Auto advance is enabled the next segment will begin counting if not Time On will need to be pressed.

NOTE: The Segment Timer has replaced the Interval Horn and can mimic it exactly.

STOP TIME: Is a time set for main time or aux time to automatically cease counting. It functionally acts the same as time running out on the clock. The Auto horn will sound if it is set to within the main time options and the horn options.

TENTH SECOND SHIFT TIMER: Automatically shifts from displaying minutes and seconds to seconds and tenths of seconds during the last minute of count down time. (May be disabled if desired)

TIME OUT TIMER: Programmable for different time out lengths and with optional warning horn and an option to display the Time Out time remaining on the scoreboard. (Five different time out timers are available.**)**

Appendix

(Profile Chart)

Profile _____
Sport _____

Profile _____
Sport _____

Profile _____
Sport _____

Profile _____
Sport _____

Profile _____
Sport _____

Appendix

(Segment Timer)

Troubleshooting Chart

Problem	Cause	Solution
I have to set up the same segment timer project every time I change sports	Not saved in the profile being used. Or using the wrong profile	Go to Profiles in the OPTIONS menu and load the profile that has the segment timer desired saved in it
	Not saved in any profile	Set up the timer as needed, then from the OPTIONS Profiles menu, save a profile. When you start the control, go to the options menu and load the desired profile to use.
I cannot restart a segment	No you cannot restart a segment.	You can change the segment's currently displayed time. As soon as it expires, the next segment in the list is loaded. (The original time remains unchanged.)
The drills are fine, but we need time to get ready for the next drill.	Auto Advance is on	Go to Edit Segment in the Segment Timer Options and turn Auto Advance off for the desired segment.
	No extra segments have been set up for time between drills.	Set up an extra segment, for time to get ready, for each drill.
I cannot tell when all the segments have expired.	If one cannot display segment timer on the Scoreboard or the display is just a timer.	Set up an extra segment or two at the end of the segment list. Set these segments to a short amount of time. Each should have auto horn and auto advance Enabled. The horn sound will alert to the end of the segment timer project
	IF one can display segment timer project on the scoreboard	The segment number is displayed in the Guests place on a standard scoreboard
The horn keeps randomly sounding. (Hockey)	Interval horn is enabled	Go to Interval horn in the options menu, and turn off the Interval Enable option.

If the problem persists please contact the Nevco Service Department.

800-851-4040

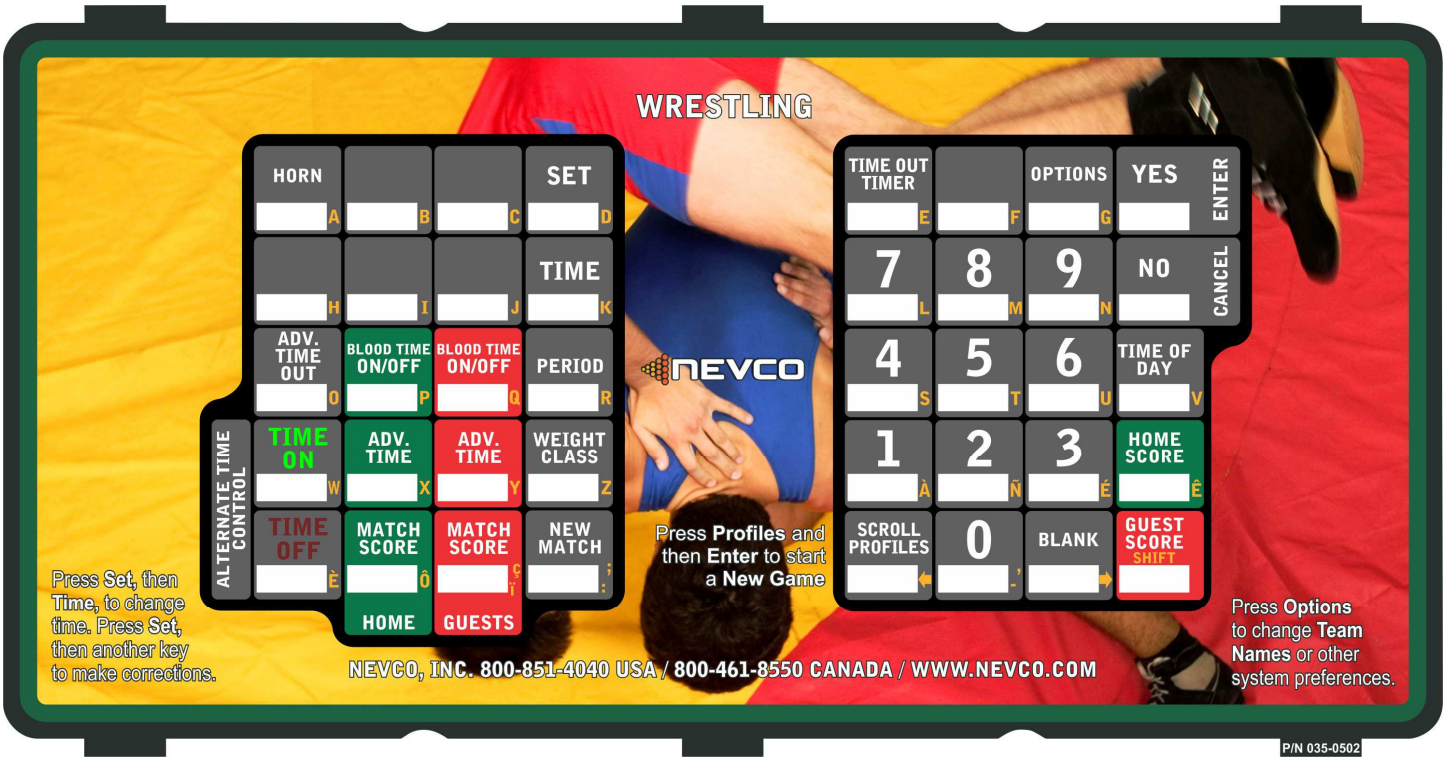
Appendix

(Segment Timer)

Segment Timer Project _____ Profile _____

Segment #	Duration	Drill

Scoreboard Operator's Instructions
MPCW-7 Control



Some features on the keyboard overlay may not be included on the particular model being operated.

NEVCO

MAXIMIZE YOUR IMPACT™

Since 1934

These Instructions are for the Following Models:

LED models:		Incandescent models:
2700	25xx	2400
2702		
2702 4-Face		
2710	26xx	2400-A4
2712		
2712 4-Face		
2715		2440
2740	8401	2440-A4
2745	8402	2450
2750	88xx	2460
2752		
2760		9410
2770		
2772		
2775		
2780		
2781		
2785		
82xx		
9515		
9510		
9715		
9710		

WRESTLING

Thank You

Thank You for choosing NEVCO. We appreciate your business.

The following instructions will help you become familiar with the operation and features of the scoreboard system. Please take a few minutes to study this manual, and to practice with the control.

If you ever have any questions or comments, please call or email us.

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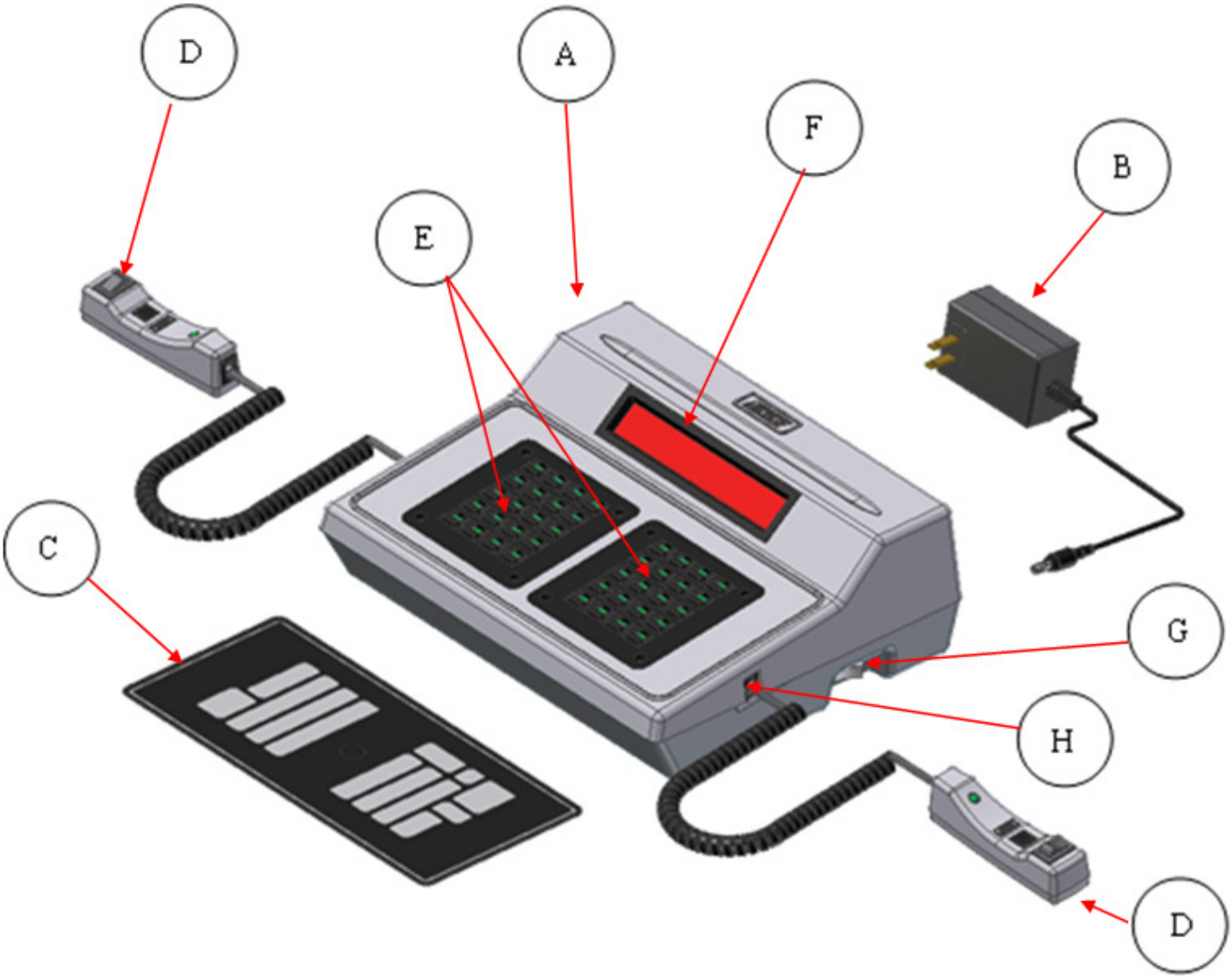

Figure 1 – MPCW Control (front view)

A.	MPCW Control	Can operate scoreboards for a wide range of sports and features.
B.	Power Supply	9 V DC (included with the control)
C.	Overlay	Fits on top of control to label the keys (included with system)
D.	Hand Held Switch	A TCS-7 time control switch is included with each control. Other switches are included with the accessories they operate.
E.	Keypads	Left and Right (20 keys each)
F.	16 character display	Bright LED for better visibility
G.	Power On / Off switch	Removes power from the control only (does NOT turn power off to scoreboard)
H.	Jack for hand held switch	One on each side of control (use either jack for any Hand Held switch)

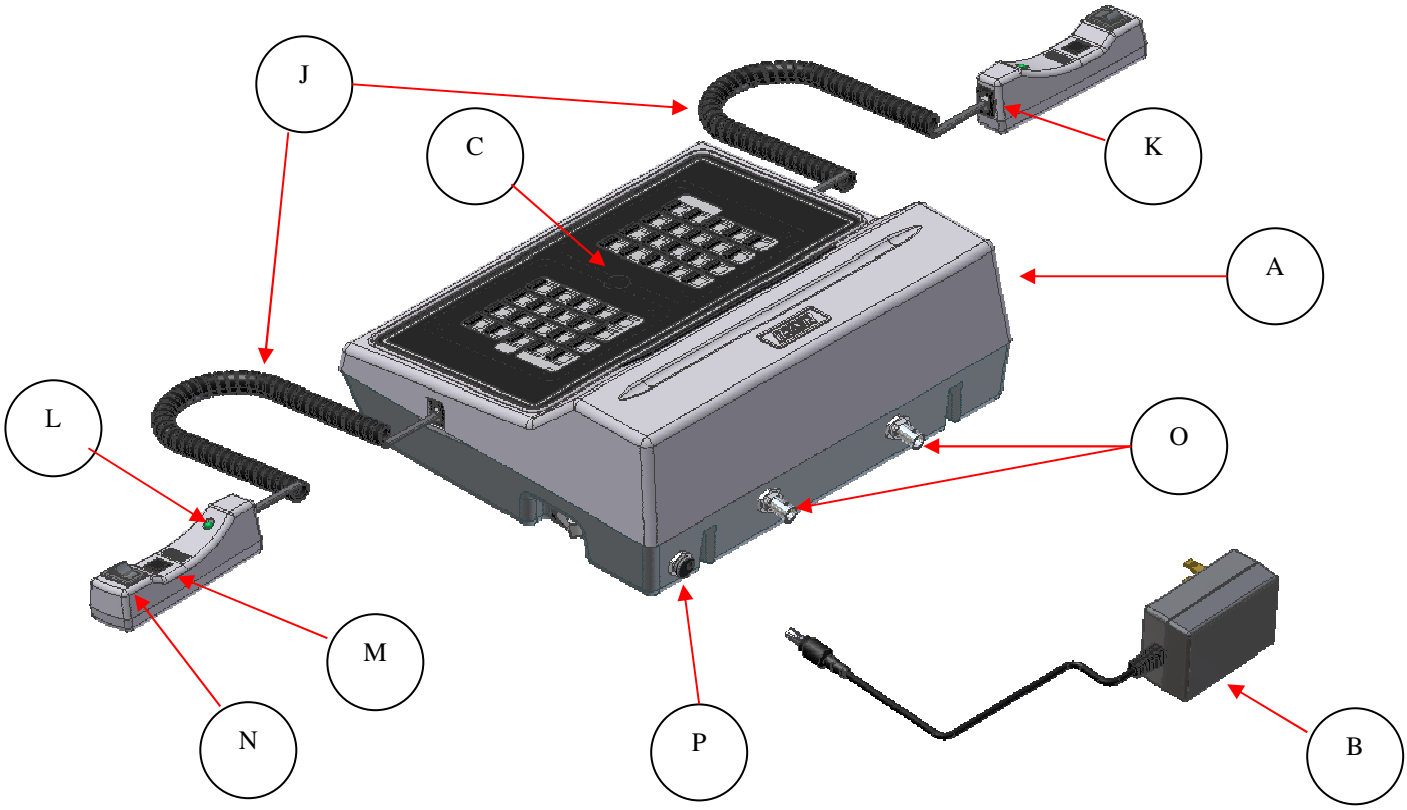

Figure 2 – MPCW Control (rear view)

A.	MPCW Control	Universal – to change sports, change the Overlay and enter the new Model Code.
B.	Power Supply	9 V DC (included with control)
C.	Overlay	For the sports used with the scoreboard
J.	Coiled Cord	Stretches to over 4 ft. (included with switch)
K.	Socket for coiled cord	Makes it easy to replace the cord
L.	LED test indicator	Verifies that the Hand Held switch is working
M.	Remote push button switch	Function depends on type of Hand Held switch (on TCS-7 – sounds the horn)
N.	Remote rocker switch	Function depends on type of Hand Held switch (on TCS-7 – controls the time)
O.	Output to scoreboard	BNC connector for coax cable (use either or both as needed)
P.	Jack for power input	9 V DC

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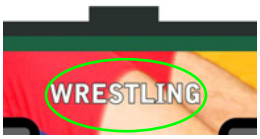
SETUP

Upon first power up of the MPCW-7 control the control is configured to operate with a 27xx scoreboard as a wrestling control.

New Sport

Scroll Profiles changes the MPCW-7's input and output to operate a new sport. Profiles settings are set with the last profile loaded or saved in that sport. To change sports:

Place the desired sport overlay on the control.



Press

the MPCW-7 will display.

```
##-SPORT
```

Enter the sport name using the keyboard or continue to press

Scroll Profiles until the desired sport is displayed.

Refer to the top of the overlay for what to enter into the control.

- The letters are on the right side of the keys.
- All sports are entered in all capital letters
- Once the control can distinguish the sport entered it will auto complete the rest
- If the wrong sport is entered press NO/CANCEL and begin again

Press YES once the desired sport is displayed, the control will then change to the sport.

Scoreboard Model

The scoreboard model setting must be set to match the scoreboard being operated.
It is highly recommended to create a profile to save this setting if the MPCW-7 is going to be used to control multiple board models.
Scoreboard model will be fully covered in the Sport OPTIONS portion of this manual.

NOTE: The scoreboard model should be set before connecting to a Scoreboard.

To change the scoreboard model:

1. Press

until the MPCW-7 displays.

```
Model >>
```

2. Press

3. Press

until the desired scoreboard series is displayed.

4. Press

Wireless

- The MPCW-7 can operate one or more selectable wireless receivers depending on the customer's need.
- The receivers can be linked or unlinked depending on the operational requirements at game time.

It is strongly recommended to save wireless settings in each profile used.
Different wireless settings should be saved to different profiles.

Note: The receiver desired to be linked has to be programmed into the MPCW-7. To do this follow the instructions in the OPTIONS section of this manual. Wireless will be further explained in the OPTIONS portion of this manual

To Link or Unlink receivers:

1. Press

until the MPCW-7 displays.

```
Wireless >>
```

2. Press

MPCW-7 will display.

```
Link Receiver
```

3. Press

MPCW-7 should display the first receiver in the list.

```
Rec Name 1      *
```

Press YES again to link or unlink that receiver. The "*" displayed on the control next to the receiver name means the receiver is linked.

4. To link another receiver:

```
Rec Name 2
```

Press

to cycle through available receivers.

Press YES to link that receiver.

Creating a Profile

A profile needs to be created after the scoreboard model and wireless settings are set. It is recommended to save this profile to profile number 1.

To create a profile:

1. Press OPTIONS until the MPCW-7 displays. `Profiles >>`
2. Press YES MPCW-7 will display. `Load Profile`
3. Press OPTIONS until the MPCW-7 displays. `Save Profile`
4. Press YES MPCW-7 will display. `Profile(##): ◄`

Enter the profile number and name using the keyboard.

Refer to the top of the overlay for what to enter into the control.

- The letters are on the right side of the keys.
- If the wrong profile is entered press NO/CANCEL and begin again

5. Press YES MPCW-7 will save profile and will display. `1-MY PROFILE_`
6. Press SCROLL PROFILES to verify profile, MPCW-7 will display. `1-MY PROFILE`

For more information about profiles refer to the OPTIONS section of this manual.

Note: A default profile for each sport is programmed at the factory for your scoreboard model. If you wish to use a different profile you must turn off the default lock setting before you can load the profile you have created. Each time the control is powered on the default lock is automatically turned on.

To Turn off the Profile Default Lock:

1. Press OPTIONS until the MPCW-7 displays. `Profiles >>`
2. Press YES MPCW-7 will display. `Load Profile`
3. Press OPTIONS until the MPCW-7 displays. `Default Lock*`
4. Press YES to turn the default lock off. `Default Lock`

START UP

New Game

Scroll Profiles changes the MPCW-7's input and output to operate a new game or sport. Profiles settings are set with the last profile loaded or saved in that sport. To start a new game or sport:

Press

the MPCW-7 will display.

```
##-PROFILE NAME
```

Enter the profile name using the keyboard or continue to press

Scroll Profiles until the desired profile is displayed.

Refer to the top of the overlay for what to enter into the control.

- The letters are on the right side of the keys.
- All sports are entered in all capital letters
- Once the control can distinguish the sport entered it will auto complete the rest
- If the wrong sport is entered press NO/CANCEL and begin again

Press

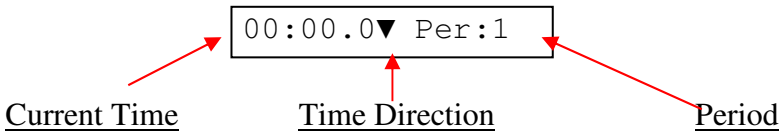
when the desired profile is displayed, the control will then change to that profile.

For more information about profiles refer to the options menu section of this manual

QUICK START GUIDE

With the scoreboard on and the control on the main time screen you are ready to set the time for the first period of play.

Main Time Screen:



Set the play clock to 2 minutes

Press

The control will show `Time: MM:SS.s◄`

Press

The control will show `Time: 02:SS.s◄`

Press

The control will show `02:00.0▼ Per:1`

You are now ready for the game to begin.

To Start the Clock

Press

or use hand-held switch

To Stop the Clock

Press

or use hand-held switch

To Silence Auto Horn

Press

or use hand-held switch

To Add To

Score

Press

Match Score

Press

Then press a number key to add to the total value

To Set

Period

Press

Then press a number key to set the value

Keyboard Function

YES key

Use to accept settings, confirm data input, and to navigate through options menu

NO key

Use to cancel an operation, reset changes in the process of making them, exit a sub-options menu, and to send the MPC-7 back to the screen that displays the name of the sport being played.

SET key

Use ahead of a function key to directly enter a value, set times, and correct errors.
These functions will be further described throughout the manual

HORN key

Press to sound the scoreboard horn. Release the key to stop the horn.

NOTE: The duration of the horn is limited to 4 seconds.

NEW GAME OR SPORT key

Press once for New Game
Press twice for New Sport

NEW MATCH key

Press to start a new match (this will clear everything except the Home and Guest Score)

OPTIONS key

Press to enter and move through the options menu. Each press of the OPTIONS key moves to the next option in the options menu

Time Function

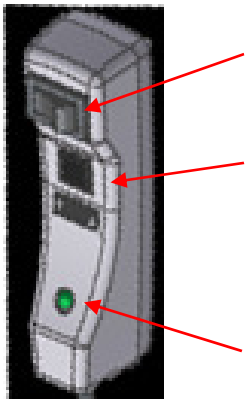
STANDARD TIME FUNCTIONS

1. Main Time - Main time is the time displayed to keep track of game time.
2. Period – A number to keep track of which period the game is on
3. Time Out – Time Out consists of 5 settable timers used to time a time out.
4. Time Of Day – The MPCW-7 will keep track of time of day

TIME CONTROLS

The standard keys used for time control.

Hand Held Switch



Two Position Switch
- Right is Time On Left is Time Off

Horn Switch
- Press to sound horn
- Release to silence the horn
- Horn will sound for up to 4 seconds

Indicator Light
- Flashes when connected to a powered up MPCW-7

TIME ON Key

Turns Main Time on and can be used to turn on the Aux timer and Segment Timer if used

TIME OFF Key

Stops Main Time and can be used to stop the Aux Timer and Segment Time if used

Note:
1. Aux timer and Segment timer are fully explained in the OPTIONS section of this manual
2. The Time On and Time Off keys are disabled if the hand held time control switch is plugged in to the control.
3. To make these two keys active again, turn the control power off, disconnect the hand held time control switch, and restart the control.

TIME Key

Press to return to main time screen
Press from main time screen to display aux timer or segment timer
Press from aux timer or segment timer screen to return to main time screen

PERIOD Key

Press PERIOD to set the game period

ADV. TIME OUT Key

Press ADV. TIME OUT to pause the advantage time that is currently running

TIME OF DAY Key

Press TIME OF DAY to verify the time set within the control and display the time on the scoreboard.

MAIN TIME

- Is the time displayed on the scoreboard to keep track of game time
- Can count down or up

To change direction of main time refer to the OPTIONS section of this manual

To Start and Stop Main Time

1. Press

to start main time
2. If time is 00:00.0 and is set to down time needs to be reset to start
3. If time is set to up time will start anywhere

There are two ways to stop main time

1. End time – If time reaches 00:00.0 when time is set to down. The auto horn will sound for four seconds
2. Press

to stop main time

To Set Main Time

1. Press

then

the control will then display

```
Time: MM:SS.s◄
```

2. Enter the Minutes, Seconds, and Tenth Second as needed.
   a. After all five digits are filled it automatically accepts the time.
   b. If less than 5 digits are entered and YES is pressed, then zeros will be placed in the unfilled digits and the time will be accepted.

Example

1. An entry of 1, 2, 3, 4, 5 will set the time to 12 minutes 34 seconds and 5 10s of second (12:34.5)
2. An entry of 1, 2, YES/CONFIRM will set time to 12 minutes (12:00.0)

Note: Pressing NO at any point before the 5th digit is pressed in the time entry process will reset time to previous values

Example

1. Time is set to 10:00.0
2. SET > TIME is pressed and an entry of 1, 2, 3, 4 is entered.
3. NO/CANCEL is pressed.
4. Time will then be set to 10:00.0

PERIOD

In addition to the game time, the period helps keep track of where the game is.

To Set the Period

1. Press

the control will then display `Period:#◄`
2. Press the number corresponding to the Period
3. The Period will be set and the MPCW-7 will then navigate to the main time screen

TIME OUT

- Time out is functionally a set of timers used to organize time outs in a game.
- There is a choice of five programmable timers.
- Time out timer key will not be functional until time is set to off.
- It is optional to display the time out timer on the scoreboard
- Each timer has a programmable warning time.

Warning Time – Is a signal that the end of a time out is approaching. The scoreboard will sound a 2 second horn and the MPCW-7 will navigate itself back to the time out time screen.

Note: Refer to the OPTIONS section of this manual to

1. Set time out timers
2. Set warning times
3. To display or not display the time out timer on the scoreboard

Defaults

Time Out	Time	Warning
1	:30.0	:15.0
2	:45.0	:15.0
3	1:00.0	:15.0
4	1:15.0	:15.0
5	1:30.0	:15.0

To Start a Time Out

Press TIME OUT TIMER the MPCW-7 will display
The last time out timer used will display as an option to use this timer press YES

`Time Out: (1-5)`

Use the number keys 1-5 to choose the time out

- The time out number selected will automatically begin counting
- The horn will sound for two seconds at the warning time
- The horn will sound for four seconds at the end of the time out.

`Time2: 02:00.0`

To Conclude a Time out Early

There may be a desire to skip to the warning time and/or conclude the time out early. To do this while the time is counting:

First, to use this function the MPCW-7 must be on the time out timer screen
To reenter the time out screen press the TIME OUT TIMER key.
If on the time out timer screen press the TIME OUT TIMER key

The timer should skip to the warning time.
The scoreboard's horn should sound for 2 seconds
The MPCW-7 should beep for 2 seconds

Press the TIME OUT TIMER key again to conclude the time out

- The MPCW-7 will go back to the main time screen
- The scoreboard's horn should sound for 4 seconds
- The MPCW-7 should beep for 4 seconds

```
12:00.0▼ Per:1
```

ADVANTAGE TIME OUT

This function is used to pause the advantage time that is currently running

Press ADV. TIME OUT

TIME OF DAY

When Time Of Day is set the MPCW-7 will keep track of Time of Day:

- Time Of Day can function with the 12 and 24 hour clock
- A press of TIME OF DAY will display time of day on the scoreboard in the main time place
- Compatible scoreboards can display time of day while the scoreboard is turned off

Note: Refer to the OPTIONS section of this manual to stick time of day (displays the time while the control is turned off) and change the Time of Day from 12 to 24 hours

To Set Time of Day

1. Press

then

; the control will then display

```
ToD: HH:MM  ◄
```

2. Enter the Hours and Minutes.
    a. After all four digits are filled it automatically accepts the time.
    b. If less than 4 digits are entered and YES is pressed, then zeros will be placed in the unfilled digits and the time will be accepted.
    c. If less than 4 digits are entered and there is an error press NO/Cancel.
        i. The previous value is set
        ii. The control goes back to the main screen

In-Game Stats

In-Game Stats are entries in the control that can or will display on the scoreboard.
Note: Not all in game stats are available to display on all scoreboards.

Wrestling In-Game Stats are HOME and GUESTS:

SCORE MATCH SCORE ADV. TIME BLOOD TIME
ADV. TIME OUT

Following are descriptions of the In-Game Stats in detail and how to use them.
Depending on the stat's function there is a possibility of entering game time stats three ways: adding, setting, and indicating.

Adding – Adding is the usual function for In-Game Stats after the stat key (Score, Match Score, Etc) is pressed the following number key pressed is added to the total. To add more, press the stat key again. For direct entry, corrections refer to Setting.

Example

HOME SCORE is pressed and the screen displays:

```
3+  Score    4
```

6 is pressed the result is:

```
9+  Score    4
```

Setting – Rather than add to the total stat selected one can directly enter it. This is setting. It is typically used to directly set the stat selected or correct a previous add.

Example

SET then HOME SCORE is pressed and the screen displays:

```
13◄  Score    4
```

1 then 2 are pressed the result is:

```
12   Score    4
```

Or 1 then YES/CONFIRM is pressed. The result is:

```
 1   Score    4
```

Indicating – Indicating illuminates an indicator light or designated digits to indicate events within a game. For example: blood time and advantage time. Not all scoreboard models have this function.

Example

Press HOME ADVANTAGE TIME and the home possession indicator displays on a 3504 Scoreboard

Note:

1. The # represents numerical values in the following examples
2. The "+" indicates the MPCW-7 is in add mode. The side the "+" is on is what side is being added to.
3. The "◄" or the "►" indicates the MPCW-7 is in set mode. The side the "◄" or the "►" is on is what side is being set.
4. The left or right is relative to the side of the board that value is going to be displayed, not home or guests. This setting can be changed using the Swap Home&Guests option.
   a. Refer to the OPTIONS section of this manual

SCORE

Press **HOME SCORE** to enter the home score ADD mode.

The control will display `##+ Team Score ##`

Press **GUEST SCORE** to enter the guest score ADD mode.

The control will display `## Team Score +##`

Adding to Score

1. Press

or

2. The control will display `##+ Team Score ##` or `## Team Score +##`
3. Enter any value 0-9 and it will add that value to the value with the "+".
   a. To add more start from step 1

Note:
1. You cannot subtract from the value. To correct a mistake refer to Setting Score

Setting Score

1. Press

then

or

2. The control will display `##◄ Team Score ##` or `## Team Score ►##`
3. 1st digit: Enter any value 0-9
   a. If that single digit value is the desired setting, then press YES, if not continue to step 4
4. 2nd digit: Enter any value 0-9
5. 3rd digit: Enter any value 0-9

Note:
1. A zero in the 10's spot will automatically be removed and leave a single digit value.

At any time before the 1's digit is placed

can be pressed to restore the previous value and cancel the function.

MATCH SCORE

Press **MATCH SCORE** to enter the home match score ADD mode.

The control will display `##+ Match Score ##`

Press **MATCH SCORE** to enter the guest match score ADD mode.

The control will display `## Match Score +##`

Adding to Match Score

1. Press

or

2. The control will display `##+ Match Score ##` or `## Match Score +##`
3. Enter any value 0-9 and it will add that value to the value with the "+".
   a. To add more start from step 1

Note:
1. You cannot subtract from the value. To correct a mistake refer to Setting Match Score

Setting Match Score

1. Press

then

or

2. The control will display `##◄Match Score ##` or `## Match Score►##`
3. 1st digit: Enter any value 0-9
   a. If that single digit value is the desired setting, then press YES, if not continue to step 4
4. 2nd digit: Enter any value 0-9

Note:
1. A zero in the 10's spot will automatically be removed and leave a single digit value.

At any time before the 1's digit is placed

can be pressed to restore the previous value and cancel the function.

BLOOD TIME

Press Home **BLOOD TIME ON/OFF**

The MPCW-7 will display `Home Blood▲ 00:00`

Press Guests **BLOOD TIME ON/OFF**

The MPCW-7 will display `Guest Blood▲ 00:00`

To Start Blood Time

1. Press or
2. The control will display `Home Blood▲ 00:00` or `Guest Blood▲ 00:00`
3. Press or again to start the clock
4. Press or again to stop the clock

ADVANTAGE TIME

Press home **ADV. TIME**

The control will display `Adv H 00:00▲ Off`

Press guests **ADV. TIME**

The control will display `Adv G 00:00▲ Off`

To Start Advantage Time

1. Press

or

2. The control will display `Adv H 00:00▲ Off` or `Adv G 00:00▲ Off`
3. Press

or

to start the clock and to switch between home and guests
4. Press

to stop the clock

Note:

1. If the home team currently has advantage time but the guest team gains the advantage, pressing guest adv. time will automatically start deducting time from the home advantage time.

WEIGHT CLASS

Press **WEIGHT CLASS** to view the weight class

The control will display `Weight Class`

Setting Weight Class

1. Press

then

2. The control will display `Weight Class▶#`
3. Enter the value

Wrestling Options

There are two unique options for wrestling. They are Blood Timers and Advantage Timer.

Blood Timers

This option allows you to choose to whether or not to display the blood timers and it also allows you to choose which direction you want the timer to count.

Press OPTIONS until the MPCW-7 display reads

```
Blood Timers
```

Press YES the control will display

```
Display Blood?
```

Press YES to enable or disable

Note:

1. An asterisk indicates that the blood timer will be displayed

Press OPTIONS the control will display

```
Blood Direction▲
```

Press YES to change the blood time direction

Advantage Timer

This option allows you to choose whether or not to display the advantage timer.

Press OPTIONS until the MPCW-7 display reads

```
Advant Timer
```

Press YES to enable or disable

Note:

1. An asterisk indicates that the advantage timer will be displayed

OPTIONS

The OPTIONS menu consists of game settings and added features useable during a game or practice.
The OPTIONS are set into 13 possible selections:

1. Brightness
2. Team Names
3. Profiles
4. Main Time
5. Aux Time
6. Segment Timer
7. Time Out Timer
8. Swap Home & Guests
9. Aux Display
10. Horn Settings
11. Wireless
12. Scoreboard Model
13. Time of Day

Each press of the OPTIONS key will toggle through these options. Press a function key or cancel to abort the options mode. It is important to note that unless you save the profile these option settings will revert when the new game key is pressed, so after changing the brightness, programming timeout timers, etc. Go to the Profiles section.

OPTIONS menu Navigation

There are three keys to use to navigate through the OPTIONS menu: OPTIONS, YES, and NO/CANCEL.

OPTIONS key

Use to scroll to the next option in the OPTION menu and sub-options menus.

YES key

1. Used to select an option or enter a sub-option menu
2. Used to confirm changes made
3. Used to change a value

NO/CANCEL key

1. Used to exit a sub-option.
2. If pressed enough times it will bring one back to the screen that displays the name of the sport being played.
3. Used to Cancel/Reset a change if the change has not been completed or confirmed

Navigation Example 1

1. **OPTIONS** is pressed until `Segment Timer` displays.
2. **YES** is pressed to enter the Segment Timer menu
3. **NO/CANCEL** is pressed to Exit the segment timer menu

Navigation Example 2

1. Left Team name is entered to `Comets ▲`
2. **YES** is pressed to confirm changes made
3. If **NO/CANCEL** is pressed rather than YES it will cancel the name entered and cease modifying Left Team Name

Navigation Example 3

1. **OPTIONS** is pressed until `Brightness: Low` displays.
2. **YES** is pressed to change the Brightness to High
3. **NO/CANCEL** is pressed to exit the options menu back to the main screen

BRIGHTNESS

Ambient lighting conditions may cause the scoreboard to be too bright or dim. To remedy this go to the brightness options to toggle scoreboard brightness between bright or dim.

Example

`Brightness: High`	Better suited for daylight conditions to better see the scoreboard Not well suited for low light conditions
`Brightness:  Low`	Well suited for low light conditions May be difficult to see during daylight conditions

To Change Brightness:

Press OPTIONS until the MPCW-7 display reads
Note: "****" represents High or Low

`Brightness: ****`

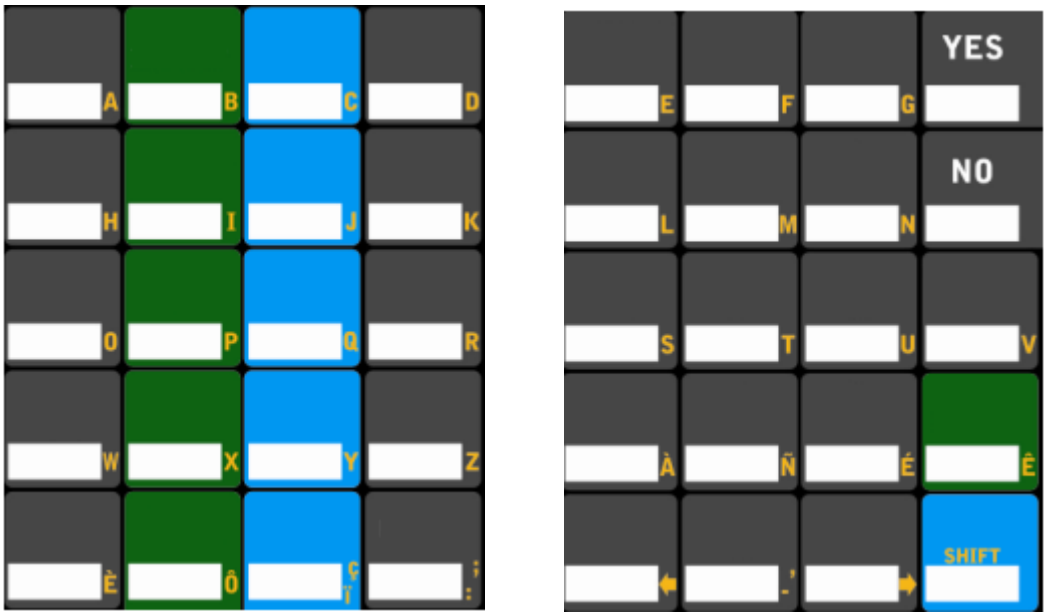
To toggle between High or Low scoreboard brightness

TEAM NAMES

The team names option works with the Electronic Team Names (ETN) package in a Nevco scoreboard system. Using this system can replace the usual vinyl HOME and GUESTS with an LED display used for displaying the team names.

Electronic Team Name keypad

The Team name keypad is marked in the orange color on the MPCW-7 keypad.



Note: The standard function text and symbols have been removed for example only.

The letter and number keys are self explanatory. There is however a few function keys that are important to know in the Electronic Team Name keypad.

Backspace

The ◄ key is used as a backspace button while entering team names

Space

The ► key is used as a space during while entering team names

Shift Key

Default: uppercase letter state

1st press "▼": Changes to lowercase letters

2nd press "#": Changes from letter entry to number entry

3rd press "▲": Back to uppercase letters

Changing Team Names

First enter the **Team Names Menu**

Press OPTIONS until the displays reads

Team Names >>

Press to enter Team Names Menu display reads

Home Team Name

Note:

1. During entry of a team name

be pressed to cancel changes and move to another selection
2. Team names can be up to 12 characters
3. Depending on the display, if the team name is long enough it will shrink both left and right displays to fit one or both

Guests Team name

Guests Team Name is the default entry point to the team names menu

Guest Team Name

1. Press

to modify guest team name

GUESTS ▲

   a. This enters the Guests team name editing screen
2. Enter the team name using the letters (upper and lower case), numbers, backspaces, and spaces as required.

ABCdef123000 #

3. Press

to confirm the team name entry

Home Team Name

   a. Menu will then go to the Home team name option

Home Team name

Home Team Name is automatically the option after modifying the right team name.

1. Press

on the left team name screen

HOME ▲

   a. This enters the HOME team name editing screen
2. Enter the team name using the letters (upper and lower case), numbers, backspaces, and spaces as required.

Comets ▲

3. Press

to confirm the team name entry

Guest Team Name

   a. Control will then go back to the option to edit Guests team name
   b. Press YES if there is a correction required if not;
4. Press

to return to the main OPTIONS menu or press

to return to main time screen.

MAIN TIME

Main time options are:

Direction – Main time can count up or down

Auto Horn – The horn sounding when time runs out or when time reaches Stop Time.

Style – Allows you to display main time in hour/minute format or minute/second format.

Disable 0.1 – When main time is under a minute, it will shift to display SS.TT instead of MM:SS. This is the default behavior. When "Disable .1" is selected, then main time will always display as MM:SS. (M for minutes, S for seconds, and T for tenth of seconds.)

Press OPTIONS until the MPCW-7 display reads

```
Main Time
```

Press to enter main time menu

Changing the Direction of Main Time

1. From Main Time menu press

until the MPCW-7 display reads

```
Direction: ▼
```

   Note: The direction arrow could be ▼ ▲

2. Press

to toggle the direction of time

```
Direction: ▲
```

Turning Auto Horn On or Off

1. From Main Time menu press

until the display reads

```
Auto Horn:
```

   Note: The "*" designates the Auto Horn is on.

2. Press

to turn Auto Horn On or Off.

```
Auto Horn:  *
```

Changing Main Time Style

Within Main Time menu:

1. Press

until the MPCW-7 display reads

```
Style     >>
```

2. Press


```
MM:SS
```

3. Press

to scroll through the styles

```
HH:MM
```

4. Press

to enable the time style you want to use
   a. An asterisk indicates which style is enabled

Disabling and Enabling 0.1 Seconds Time Shift

1. From Main Time menu press

until the display reads

```
Disable .1
```

   Note: The "*" designates the Disable .1 is on. (Will not shift time)

2. Press

to disable 0.1 seconds shift.

```
Disable .1 *
```

AUX TIME

The control has a built in auxiliary timer that can be used for many purposes. It can be configured to count up or down. It can run continuously or only when the main time is running. It can be displayed on the control by pressing the time key twice in succession. It can also be configured to display on an auxiliary time display if one is part of your system. Some uses for the auxiliary timer include timing field/facility usage or it can be used to determining how far into a game a certain event happened.

Aux Time Options are:

1. *Setting Aux Time* – Aux time can be set to count down or up from a certain settable time. To set the time use this option
2. *Direction* – Aux time can count up or down according to the need or desire of the user. Use this option to adjust Aux time to run up or down.
3. *Time switch Operation* – Aux time can be operated with the same time switch used to operate main time.
4. *Setting Aux Stop Time* – Aux stop time is functionally the same as stop time for main time. It is the set time where Aux time will cease counting.**Note:** Aux stop time will not stop time if set to 00:00 and Aux Time is cycling from 99:59.9 to 00:00.0 . It is treated as 100 hours
5. *Style* – Aux time can be entered in hour/minute format or minute/second format.

To get to Aux Time options:

Press OPTIONS until the MPCW-7 display reads

```
Aux Time >>
```

Press to enter aux time menu

Setting Aux Time

Within Aux Time menu:

1. Press

until the MPCW-7 display reads Aux time.
    a. If Aux time has never been set up before or Aux time has counted down to zero the MPCW-7 display will read

```
Aux: 00:00.0▲
```

2. Press

to begin editing Aux time

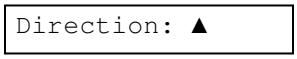
```
Aux: MM:SS.S◄
```

3. Enter the minutes, seconds, and 10th of seconds.
    a. After all five digits are filled it automatically accepts the time.
    b. If less than 5 digits are entered and YES is pressed, then zeros will be placed in the unfilled digits and the time will be accepted.
    c. If NO/CANCEL is pressed before all 5 digits are entered it restores the previous value and completes the editing process

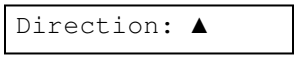
Changing Direction of Aux Time

Within Aux Time menu:

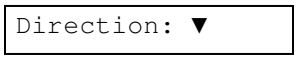
1. Press OPTIONS until the MPCW-7 display reads



2. Press YES to change the direction of time
   a. For time counting up display will read



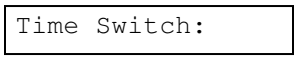
   b. For time counting down display will read



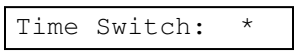
Setting Time Switch Operation

Within Aux Time menu:

1. Press OPTIONS until the MPCW-7 display reads



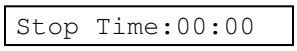
2. Press YES to enable or disable time switch operation of Aux Time
   a. The * represents enabled



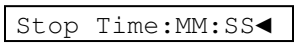
Setting Aux Stop Time

Within Aux Time menu:

1. Press OPTIONS until the MPCW-7 display reads Stop Time.
   a. If Aux Stop Time has never been set before display will read



2. Press YES to begin editing Aux Stop time

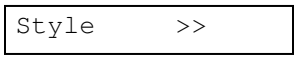


3. Enter the Minutes and Seconds.
   a. After all four digits are filled it automatically accepts the stop time.
   b. If less than 4 digits are entered and YES is pressed then zeros will be placed in the unfilled digits and the time will be accepted.
   c. If NO/CANCEL is pressed before all 4 digits are entered it restores the previous value and completes the editing process

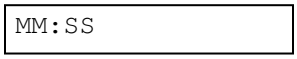
Changing Aux Time Style

Within Aux Time menu:

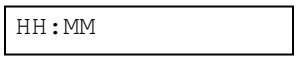
1. Press OPTIONS until the MPCW-7 display reads



2. Press YES



3. Press OPTIONS to scroll through the styles



4. Press YES to enable the time style you want to use
   a. An asterisk indicates which style is enabled

SEGMENT TIMER

A **segment timer** is used for pacing organized practices, as an interval horn, and can be used for other practical uses as well. As an example: a segment consists of a practice event (playbook time, running drills, breaks, etc) that is run for a set period of time. Once the time has expired, a new segment is entered and the drill changes. The segment timer will count down from the programmed segment time to zero. The MPCW-7 segment timer function has a maximum of 20 segments.

There are three settings to be set in each segment: time, auto horn, and auto advance. **Auto horn** sounds the horn at the end of a time segment. If **Auto Advance** is enabled, when the current segment completes the next segment time begins counting automatically.

Segment Timer Projects

As stated earlier a segment timer project has a maximum of 20 segments.

Saving a Segment Timer Project

To save segment timer project create one, then save it using the Profiles option in the OPTIONS menu.

Segment timer projects can take some time to set up. If a standard segment timer project is desired for regular use it is highly recommended to save it.

Interval Horn

The simplest segment timer project is the **interval horn**. An interval horn is used to sound the horn every time the set time completes. The interval horn is a one segment, segment timer project with auto horn and auto advance enabled. The project cycles through the allotted segment time, sounds the horn, and goes back to the beginning to start the process over again. A good example for interval horn use is little league hockey. In many little league hockey leagues they use an interval horn to signal on ice shift changes. Here are the settings to set to operate an interval horn project

Example: Interval Horn

Segment 1	Segment Settings		Result
Signal player shift change	Segment Time	1:00	1 minute counts to 0. Horn Sounds at the end of time. Segment 1 restarts
	Auto Horn	ON	
	Auto Advance	ON	

Practice Timer

A typical segment timer project is a practice timer. The practice timer is used to organize practice into segments for different practice functions. Each segment is set to a certain time representing a required time for a practice event. When the next segment begins the team moves to the next event in the schedule.

Segments can be set to automatically begin if required or to begin upon pressing the TIME ON key on the MPCW-7 by toggling the auto advance function in the edit segment menu. Segment end can be signaled by the sounding of the horn or not by setting the Auto Horn function in the edit segment menu. Here is an example of a practice timer project:

Example: Organized Practice

Segment 1	**Segment Settings**		**Result**
Stretching and Calisthenics	Segment Time	10:00	10 minutes counts to 0. Horn Sounds at the end of time. Segment 2 is prompted but not counting
	Auto Horn	ON	
	Auto Advance	OFF	
Segment 2	**Segment Settings**		**Result**
Agility Training	Segment Time	10:00	10 minutes counts to 0. Horn Sounds at the end of time. Segment 3 begins counting
	Auto Horn	ON	
	Auto Advance	ON	
Segment 3	**Segment Settings**		**Result**
Linemen to sleds. Backs, Receivers, TE, and QBs to drill routes Etc.	Segment Time	2:00	2 minutes counts to 0. Segment 4 begins counting
	Auto Horn	OFF	
	Auto Advance	ON	
Segment 4	**Segment Settings**		**Result**
Players and coaches begin position specific drills	Segment Time	10:00	10 minutes counts to 0. Horn Sounds at the end of time. Segment 5 begins counting
	Auto Horn	ON	
	Auto Advance	ON	
Segment 5	**Segment Settings**		**Result**
Offence and Defense join to run plays	Segment Time	20:00	20 minutes counts to 0. Horn Sounds at the end of time. Segment 6 begins counting
	Auto Horn	ON	
	Auto Advance	ON	
Segment 6	**Segment Settings**		**Result**
Team Strategy meeting	Segment Time	20:00	20 minutes counts to 0. Horn Sounds at the end of time.
	Auto Horn	ON	
	Auto Advance	OFF	

Main Menu

There are three options in the main segment timer menu.

1. Enable – Enables or disables the segment timer function in the control. Disable will remove a displayed segment timer from the scoreboard.
2. Display on Scoreboard – Option to display or not display segment timer in place of standard Main Time on the scoreboard. This option is unusable if the segment timer is disabled
3. Edit Segment – Use this option to edit segments, and create a segment timer project.

Press OPTIONS until the MPCW-7 display reads `Segment Timer >>`

Press YES to enter Segment Timer Menu

Enable or Disable

1. Press

after entry in the segment timer menu until display shows

```
Enable
```

2. Press

to enable or disable segment timer function

Note: The "*" means that it is Enabled

```
Enable          *
```

Display on Scoreboard

1. Press

after entry in the segment timer menu until display shows

```
Disp On Board
```

2. Press

to display segment timer on the scoreboard

```
Disp On Board   *
```

Note: The "*" means that it is Enabled

Edit Segment

The Edit Segment menu is used to edit segments and edit the segment timer project. There are 6 options in the Edit Segment menu.

1. Segment Main Time – Option to edit segment main time
2. Auto Horn – Enables or disables Auto Horn function
3. Auto Advance – Enables or disables Auto Advance function
4. Next Segment – To edit the next segment in the project. If the project is less than 20 (the others are set to 0.0 time) then it adds a segment to the project
5. Insert Segment – Moves the current segment forward and edits another segment in place of it
6. Delete segment – Deletes current segment

Entering Editing Segment menu

1. Press

after entry in the segment timer menu until display shows

```
Edit Segment
```

2. Press

to enter Edit Segment menu

```
Seg: 1 ##:##
```

Editing Segment Main Time

1. Press

after entry in the segment timer menu until display shows

```
Seg: 1 ##:##
```

2. Press

to edit the current segment

```
Seg: 1 ##:##◄
```

3. Enter the Minutes and Seconds.
   a. After all four digits are filled it automatically accepts the time.
   b. If less than 4 digits are entered and YES is pressed then zeros will be placed in the unfilled digits and the time will be accepted.
   c. If NO/CANCEL is pressed before all 4 digits are entered it restores the previous value and completes the editing process

Toggling Auto Horn

1. Press

after entry in the edit segment timer menu until display shows

```
Seg: # Auto Hrn
```

2. Press

to toggle the auto horn function in the selected segment

```
Seg: # Auto Hrn*
```

   a. The "*" represents Auto Horn is enabled

Toggling Auto Advance

1. Press

after entry in the edit segment timer menu until display shows

```
Seg: # Auto Adv
```

2. Press

to toggle the auto advance function in the selected segment

```
Seg: # Auto Adv*
```

   a. The "*" represents Auto Advance is enabled

Next Segment

1. Press

after entry in the edit segment timer menu until display shows

```
Seg: # Next Seg
```

2. Press

to advance the segment number
   a. Segment number only goes up to twenty and rolls back to 1

Insert Segment

1. Press

after entry in the edit segment timer menu until display shows

```
Insert Segment
```

2. Press

to insert a segment into the current segment position

```
Seg: 1 ##:##◄
```

3. Enter the Minutes and Seconds.
   a. After all four digits are filled it automatically accepts the time.
   b. If less than 4 digits are entered and YES is pressed then zeros will be placed in the unfilled digits and the time will be accepted.

Delete Segment

1. Press

after entry in the segment timer menu until display shows

```
Delete Segment
```

2. Press

to delete the current segment

```
Seg: 1 ##:##◄
```

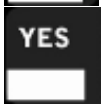
   a. All subsequent segments will move up in position to fill the spot of the deleted segment

TIME OUT TIMER

Time out timer options are:
Display On Scoreboard – If enabled a running time out timer will display on the scoreboard
Edit Time Outs – To change time out times or time out warning times select this option

Press OPTIONS until the MPCW-7 display reads

```
TimeOut Timer >>
```



Press YES to enter main time menu

Display Time Out Timer on Scoreboard

The first selection in the Time Out Timer menu should be the display on scoreboard option.

If required to cycle back to the display on scoreboard screen

```
Disp On Board
```

To display or not display the time out timer on the scoreboard

```
Disp On Board*
```

Note: the asterisk means that it is enabled

Edit Time Outs Menu

There are 3 options within the "Edit Time Outs" menu

1. Edit Current Time out – There are 5 individual time out timers that can be set individually. The first time out entered is either the last time out used or defaults to time out timer 1.
2. Edit current warning time – Each time out timer has a settable warning time
3. Next time out – To edit another of the five time out timers.

Press until MPCW-7 display reads

```
Edit Time Outs
```

To enter the Edit Time Outs menu

```
Time#: ##:##.#
```

Next Time Out

If the current time out isn't the time out that is desired to be edited:

1. Press

until the MPCW-7 display shows

```
# Next Time Out
```

   a. The number next to it is the current time out to be edited
2. Press

until the MPCW-7 display shows the desired time out to be edited

```
Time#: ##:##.#
```

3. Press

to go back to editing that time out

Edit Current Time Out

If the current time out is the time out desired to be edited:

1. If not currently on the edit time out screen press OPTIONS until MPCW-7 displays `Time#: ##:##.#`
2. Press YES. The MPCW-7 will display `Time#: MM:SS.s ◄`
3. Enter the minutes, seconds, and 10th of seconds.
    a. After all five digits are filled it automatically accepts the time.
    b. If less than 5 digits are entered and YES is pressed, then zeros will be placed in the unfilled digits and the time will be accepted.
    c. If NO/CANCEL is pressed before all 5 digits are entered, it restores the previous value and completes the editing process

Edit Current Time Out's Warning Time

If the current time out is the time out desired to be edited:

1. If not currently on the edit warning screen press OPTIONS until the MPCW-7 displays `Warn#: ##:##.#`
2. Press YES: The MPCW-7 will display `Warn#: MM:SS.s ◄`
3. Enter the minutes, seconds, and 10th of seconds.
    a. After all five digits are filled it automatically accepts the time.
    b. If less than 5 digits are entered and YES is pressed, then zeros will be placed in the unfilled digits and the time will be accepted.
    c. If NO/CANCEL is pressed before all 5 digits are entered, it restores the previous value and completes the editing process

SWAP HOME AND GUEST

This function does just as it says. All Home and Guests values switch places on the display and in the control's display. Home and Guests team names switch if the scoreboard has electronic team names.
Note: Home and Guest keys do not swap on the MPCW-7

OPTIONS — Press after entry in the segment timer menu until display shows `Swap Home&Guest`

YES — Press to switch all values of home and guests `Swap Home&Guest*`

AUXILIARY DISPLAY

This function allows you to choose one of the following to display on the auxiliary timer: main time, auxiliary time, or time of day.

OPTIONS — Press OPTIONS until the MPCW-7 display reads `Aux Display >>`

YES — Press YES to enter the Auxiliary Display menu `Display Main`

OPTIONS — Press OPTIONS to scroll through the list

Press YES to enable the time you want to display on the auxiliary timer

Display Main*

Note: An asterisk indicates which option is enabled

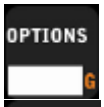
HORN SETTINGS

Each horn type can be changed from a selection of 9 different tones. The horn output volume can be changed as well. This is done within the horn settings option. (Only available on select models)

NOTE: Horn settings may not affect scoreboards that are not in the outdoor x6xx series.

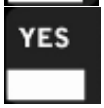
Tones can be described as:

Tone Setting	Description
Tone = 0, or blank	Mute
Tone = 1	Yelp
Tone = 2	Buzzer
Tone = 3	Car Horn
Tone = 4	Fog Horn
Tone = 5	156 Hz
Tone = 6	270 Hz
Tone = 7	285 Hz
Tone = 8	303 Hz
Tone = 9	385 Hz



Press OPTIONS until the MPCW-7 display reads

Horn Settings >>



To enter the Horn Settings menu

Volume: #

Horn Volume

Adjusting the horn volume affects all 5 different horns. To adjust the horn volume:

1. Press if not already on the horn volume screen until the display shows

Volume: #

2. Press the MPCW-7 will display

Volume: #◄

3. Press the desired volume number key from 0 (muted) to 9 (max), or to disable the horn press
   a. Volume is then set.

EOP Horn Tone

This setting will change the EOP (end of period) tone and main stop time tone. To change the tone:

1. Press until the display shows

EOP Tone: #

2. Press the MPCW-7 will display

EOP Tone: #◄

3. Press the desired horn tone key from 0 to 9; or to disable the EOP horn

Horn Key Tone

This setting will change tone of the horn that sounds when the horn key is pressed. To change the tone:

1. Press

until the display shows
2. Press

the MPCW-7 will display
3. Press the desired horn tone key from 0 to 9; or

to disable the horn key

```
Key Tone: #
```

```
Key Tone: #◄
```

Aux Horn Tone

This setting will change both the Aux stop time and end time horn tone.

1. Press

until the display shows
2. Press

the MPCW-7 will display
3. Press the desired horn tone key from 0 to 9

```
Aux Tone: #
```

```
Aux Tone: #◄
```

Time out Timer Tone

This setting will change both the end time out tone and warning time tone.

1. Press

until the display shows
2. Press

the MPCW-7 will display
3. Press the desired horn tone key from 0 (no horn tone) to 9

```
TimeOut Tone: #
```

```
TimeOut Tone: #◄
```

Segment Timer Horn Tone

This setting changes the segment timer auto horn tone.

1. Press

until the display shows
2. Press

the MPCW-7 will display
3. Press the desired horn tone key from 0 (no horn tone) to 9

```
Segment Tone: #
```

```
Segment Tone: #◄
```

WIRELESS

The Wireless options are to link receivers, add receivers, and delete receivers from the control. To set the wireless options:

Press OPTIONS until the MPCW-7 display reads

```
Wireless >>
```

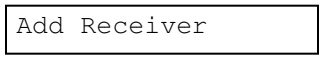
Press YES to enter the Wireless Options menu

```
Link Receiver
```

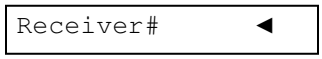
Add Receiver

The MPCW-7 stores any receivers it uses in memory. If a new receiver is required because of a new scoreboard installation, maintenance, or a new component in the existing Nevco, Inc. scoring system begin by adding a receiver.
Be sure to have the receiver serial number ready it will be needed to add a receiver to the MPCW-7.
From the "Link Receiver" screen:

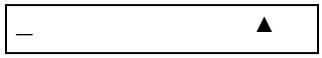
1. From the Link Receiver screen: press OPTIONS until the display shows



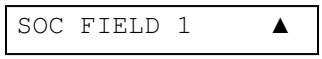
2. Press YES the MPCW-7 will display



3. Enter the six digit receiver serial number
   a. The control will then navigate to name the receiver



4. Enter a receiver name using the team name number and letter keys.
   a. The receiver name is entered just as a team name is. For more reference refer to the "Team Names" Section
   b. It is recommended to name the receiver according to what it controls

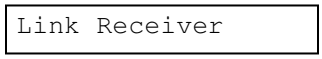


Note: Once a new receiver is added it is added to all profiles as linked. If this is not a desirable state then for each profile used save it according to what the receiver needs are.

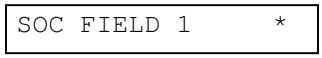
Link Receiver

The MPCW-7 allows the user to choose which wireless receivers to use during operation. The receivers used default to being linked this setting allows one to toggle the use of each receiver added to the MPCW-7. To link or unlink a receiver:

1. If using profiles load the profile desired to change the wireless settings
   a. Refer to the Profiles section of this manual
2. Enter the wireless options menu by pressing OPTIONS until "Wireless" displays and pressing YES. MPCW-7 will display the Link Receiver screen.



3. Press YES the MPCW-7 will display the first receiver added to the MPCW-7



4. If that receiver is desired to link or be unlinked press YES
   a. The asterisk designates a Linked state
5. If there are more receivers within the MPCW-7 press OPTIONS to go through each
6. Repeat steps 3 thru 5 until all receivers are at their desired state
7. If using profiles save the current profile
8. If using profiles repeat steps 1 thru 7 for all profiles with different wireless settings.

Delete Receiver

The MPCW-7 stores added receivers it uses in memory. If it is necessary to delete a receiver because it is no longer in use, defective, etc the Delete Receiver menu is used.
Warning: Deleted receivers are deleted from the control as a whole. To make a receiver not operate in certain circumstance refer to the "Link Receiver" process.

1. From the Link Receiver screen: press OPTIONS until the display shows

```
Delete Receiver
```

2. Press YES the MPCW-7 will display the first receiver added to the MPCW-7

```
SOC FIELD 1      *
```

3. If this is not the receiver to be deleted press OPTIONS until that receiver displays

```
SOC FIELD 4      *
```

4. Press YES and that receiver is deleted from the MPCW-7

Note: Once a receiver is deleted it is deleted from all profiles and is not remembered by the control.
To correct a mistakenly deleted receiver refer to "Add receiver" and "Link Receiver" as needed.

TIME OF DAY

Use this option to:

- Stick time of day on the scoreboard when the MPCW-7 is turned off
- Toggle the clock between 12 and 24 hours

OPTIONS — Press OPTIONS until the MPCW-7 display reads

```
Time Of Day >>
```

YES — Press YES to enter the Time of Day Options menu

```
Stick TOD
```

Stick TOD

When this function is enabled the scoreboard will display the time of day after the MPCW-7 is shut off.
This feature does not support 24 hour format.
To enable or disable this function from the Time of Day Options menu:

1. If the MPCW-7 is not currently on the Stick TOD screen press OPTIONS until the MPCW-7 displays

```
Stick TOD
```

2. Press YES to enable or disable this function.

```
Stick TOD *
```

   a. The * on the screen means that this function is enabled
   b. If this function is enabled then the MPCW-7 is shut off the time of day will display in the scoreboard's main time spot

24 Hour Time

This function will change the time from the 12 hour structure to the 24 hour structure

1. Press OPTIONS until the MPCW-7 displays

```
24 Hour Time
```

2. Press YES to enable or disable this functionality

```
24 Hour Time *
```

   a. The * on the screen means that this function is enabled

PROFILES

Press OPTIONS until the MPCW-7 displays

```
Profiles >>
```

Press YES to enter the Profiles menu

```
Load Profile
```

A Profile retains all settings within the control for future use. A large amount of our customers may only need the default profile for each sport in the MPCW-7 for the entirety of its use. The New Game key will access the last profile saved or loaded within each sport and there is no need to create multiple unique profiles. However, there are some instances where profiles are strongly encouraged for ease of use.

If:

- There are multiple settings that are to be set for different times the scoreboard is in use
- The MPCW-7 is being used on different scoreboard types
- Segment Timer projects are being used
- There are different wireless configurations for different games

Then: A unique profile may make the MPCW-7 control much more convenient to use.

The MPCW-7 can save up to 100 profiles.
Each sport's profiles save the following:

Half/Period/Quarter	Main Time Options	Caption Settings
All Game Time Stats	Aux Time Options	Team Names
Main Time	Time Out Options	Horn Settings
Stop Time	Swap Home and Guest	Wireless Settings
Scoreboard Brightness	Segment Timer Options	Scoreboard Model

<u>To keep track profile settings and numbers it is recommended to keep good notes on profiles.</u>
A Profile worksheet is provided in the Appendix for these notes

There are three options in the Profiles menu "Load Profile", "Default Lock" and "Save Profile". The procedures for these options are covered in START UP and SET UP. To recap:

Load Profile

Load profile is the first option within the Profile Options

```
Load Profile
```

1. From the Load Profile Screen: Press

the MPCW-7 will display

```
Profile(##):## ◄
```

   a. The profile number here will be the last profile loaded or saved
2. If the displayed profile is the profile required then press

3. If the profile displaying is not the required profile then enter the two digit number of the profile required.
   a. If it is a single digit enter the number and press YES to load

The MPCW-7 will then begin the process of loading a profile.

- The MPCW-7 beeper will sound
- The MPCW-7 will display the MPCW-7 revision screen
- The scoreboard will blank
- The MPCW-7 will display the sport
- The scoreboard will load

Save Profile

Save profile is the second option from within the Profile Options
Set all applicable settings before saving a profile.
It is useful to press the new game key to clear the board before making all of the options changes desired prior to saving a profile. If you don't blank the board, your profile will be saved with time and score that will be recalled every time the new game key is pressed. This can be useful if you want the time to be set to 8:00 in basketball for example, or if you prefer the fouls to be '0' by default instead of <blank>.

1. Upon entry into the Profile Options; Press OPTIONS G until the MPCW-7 displays

```
Save Profile
```

2. Press YES the MPCW-7 will display

```
Profile(##):## ◄
```

   a. The profile number here will be the last profile loaded or saved
3. If the displayed profile is the profile required then press YES
4. If the profile displaying is not the required profile then enter the two digit number of the profile required.
   a. If it is a single digit enter the number and press YES to load

The MPCW-7 will then begin the process of loading a profile.

- The MPCW-7 beeper will sound while saving.

Mistakes in a saved profile

If a mistake was made in the saved profile's settings simply:

1. Load the profile in question
2. Change the setting
3. Save the profile again

Default Lock

Default Lock is the third option within the Profile Options. When enabled, the control will prevent the user from overwriting the default profile created at the factory. The following are the default profile numbers for each sport:

Sport	Default Profile ##
Soccer	88
Football	89
Track	90
Baseball / Softball	91
Lacrosse	92
Basketball	93
Volleyball	94
Wrestling	95
Hockey / Field Hockey	96

To preserve the factory defaults and retain the ability to return the control back to a known state avoid overwriting the factory default profile numbers.

1. Upon entry into the Profile Options; Press OPTIONS G until the MPCW-7 displays

```
Default Lock*
```

2. Press YES to turn the Default Lock off
   a. Default Lock automatically turns on each time the control is powered on
   b. An asterisk indicates that default lock is turned on

Backup / Restore

Used at the factory to output the contents of the profile / wireless data

TROUBLESHOOTING CHART

Problem	Cause	Solution
Cannot access the OPTIONS menu	Time is running	Turn time off before attempting to change settings
Horn does not sound when time has expired	Auto horn is turned off	Enable the auto horn in the Main Time OPTIONS menu
	Volume is set to zero	Change the volume to something other than zero in the Horn OPTIONS menu
	EOP horn is set to zero	Change the EOP horn in the Horn OPTIONS menu to the desired horn sound
Timer counts in wrong direction	Timer direction is set wrong	Change the direction of time in the Main Time OPTIONS menu
Cannot subtract from score	Score keys will add only	Use SET then HOME or GUESTS SCORE key and enter the correct score directly
Cannot clear Time Out Timer from scoreboard without sounding warning horn (teams are ready to play)	Clearing the Time Out Timer forces it to drop to the warning time which sounds the warning horn	Press TIME OUT TIMER twice. The warning horn will be skipped and the time out timer end horn will sound
Tenth second does not show on scoreboard	Main clock is counting up.	Tenth second will not show when main time is counting up
	Time is above one minute	None this is standard operation
Time of day will not display on scoreboard when I press Time of day	Time of day key is not enabled	Use SET TIME OF DAY to enable it
Aux time is displayed on the auxiliary time display, but it is not counting	Hours and minutes are being displayed. The display will change only once each minute	Minutes and seconds will be displayed during the last hour of remaining time
	Time switch is off	Aux time is set to run with the time switch. Either turn the time switch to on/press TIME ON or go to options and disable the option to run with the time switch
The horn randomly goes off during game time while main time is running	Aux timer is running	Start a new game. Go to Aux timer OPTIONS menu and set the aux timer to 00:00. Save the profile
	Segment Timer is running	Start a new game when possible. Go to Segment Timer options menu and disable segment timer. Save the profile.
The Horn randomly goes off while the control is on. Main time is not running.	Aux timer is set to run without the time switch	Start a new game. Go to Aux timer OPTIONS menu and set the aux timer to 00:00 and set the aux timer to run with the time switch. Save the profile
The Horn goes off when turning on the control after transferring it from another scoreboard.	The Model is not set correctly	Go to Options > Model and select the correct Scoreboard Model

If the problem persists please contact the Nevco Service Department.

800-851-4040

GLOSSARY

ALTERNATE TIME CONTROL SWITCHES (keys): Located on the keypad, these 2 keys, TIME ON and TIME OFF, may be used instead of the Hand Held Time Control Switch.

NOTE: These 2 keys are inactive while the Hand Held Time Control Switch is plugged in. To enable them, turn the control off, unplug the Hand Held Switch and restart the control. You may use "Start Where Left off Last" if you wish.

AUTO HORN: Sounds for a minimum of 4 seconds when the main time has expired, stop time is reached, segment timer ends a segment (if set), time out ends, aux time ends, or aux time reaches aux stop time. Main time Auto horn can be disabled through the main time options menu.

NOTE: Auto Horn tones and volumes can be changed via the Horn Options menu

AUX TIMER: An auxiliary timer, separate from the main timer, that can be configured to count up or down and to start and stop with the time control switch or run continuously. It can be viewed on the control by pressing TIME twice, going to Aux Time Options, or on an AUXILIARY TIME DISPLAY**.** Some uses for the aux timer include timing field or facility usage, or determining how far into a game a certain event happened.

AUXILIARY TIME DISPLAY: Consisting only of a timer, it can display the main time, the AUX TIME or the Time of Day Clock. Auxiliary Time Display models include: 9410, 9510, 9405 and 9505.

BATTERY: Battery powered memory saves the settings and data in the control in case of power failure. It also maintains the accuracy of the time of day when the control is unplugged.

BEEPER: Confirms each key press and alerts operator when time expires.

PROFILE: Saves the current control settings and data so it can be easily recalled later. Up to 100 profiles can be saved for each sport.

BRIGHTNESS LEVEL: The scoreboard can be set to bright or dim for best viewing. Indoor scoreboards default to bright; outdoor scoreboards default to dim.

TIME OF DAY: Time of Day Clock. Once the correct time has been set, the accuracy of the time of day is maintained even while the control power is unplugged. During normal operation, the time of day can be displayed on the control and scoreboard by pressing a single key.

NOTE: Pressing the TIME key or turning the time on will return the main time to the display(s).

DISPLAY: A 16 character display on the control prompts the operator for input and can monitor the scoreboard data.

HAND HELD TIME CONTROL SWITCH: A hand held switch with a coiled cord that plugs into either side of the control. When connected, the alternate time control switches (keys) are disabled. (Makes it easier for another person to control the main time or sound the horn).

INTERVAL HORN: A horn that sounds repeatedly at preset intervals throughout the game. An example of use is to signal when little league hockey teams should change lines. The Interval Horn has been replaced by a more versatile SEGMENT TIMER which can function just the same. (See Segment Timer)

OPTIONS: Consist of game settings and added features useable during a game or practice.

OVERLAY: A flat plastic panel that fits over and around the keys on the control. Tabs at the top and bottom hold it in place. Each overlay provides the proper labeling for each key, Nevco contact information, and the sport name. When you want to change to a different sport, install the correct overlay and enter the sport name on the new sport screen.

SEGMENT TIMER: Sometimes called Practice Timer, it allows a list of time segments to be programmed into the control. As an example the list can then be used for a practice routine or drill. When started, the first segment on the list is loaded into the main timer and starts counting down. When zero is reached, the timer moves to the next segment in the segment timer project. If Auto horn is enabled then the horn will sound for 4 seconds. If Auto advance is enabled the next segment will begin counting if not Time On will need to be pressed.

NOTE: The Segment Timer has replaced the Interval Horn and can mimic it exactly.

STOP TIME: Is a time set for main time or aux time to automatically cease counting. It functionally acts the same as time running out on the clock. The Auto horn will sound if it is set to within the main time options and the horn options.

TENTH SECOND SHIFT TIMER: Automatically shifts from displaying minutes and seconds to seconds and tenths of seconds during the last minute of count down time. (May be disabled if desired)

TIME OUT TIMER: Programmable for different time out lengths and with optional warning horn and an option to display the Time Out time remaining on the scoreboard. (Five different time out timers are available.)

Appendix

(Profile Chart)

Profile _____
Sport _____

Profile _____
Sport _____

Profile _____
Sport _____

Profile _____
Sport _____

Profile _____
Sport _____

Appendix

(Segment Timer)

Troubleshooting Chart

Problem	Cause	Solution
I have to set up the same segment timer project every time I change sports	Not saved in the profile being used. Or using the wrong profile	Go to Profiles in the OPTIONS menu and load the profile that has the segment timer desired saved in it
	Not saved in any profile	Set up the timer as needed, then from the OPTIONS Profiles menu, save a profile. When you start the control, go to the options menu and load the desired profile to use.
I cannot restart a segment	No you cannot restart a segment.	You can change the segment's currently displayed time. As soon as it expires, the next segment in the list is loaded. (The original time remains unchanged.)
The drills are fine, but we need time to get ready for the next drill.	Auto Advance is on	Go to Edit Segment in the Segment Timer Options and turn Auto Advance off for the desired segment.
	No extra segments have been set up for time between drills.	Set up an extra segment, for time to get ready, for each drill.
I cannot tell when all the segments have expired.	If one cannot display segment timer on the Scoreboard or the display is just a timer.	Set up an extra segment or two at the end of the segment list. Set these segments to a short amount of time. Each should have auto horn and auto advance Enabled. The horn sound will alert to the end of the segment timer project
	IF one can display segment timer project on the scoreboard	The segment number is displayed in the Guests place on a standard scoreboard
The horn keeps randomly sounding. (Hockey)	Interval horn is enabled	Go to Interval horn in the options menu, and turn off the Interval Enable option.

If the problem persists please contact the Nevco Service Department.

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Appendix

(Segment Timer)

Segment Timer Project _____ Profile _____

Segment #	Duration	Drill