



MPC-6

MPC-6 / MPCW-6 Wrestling

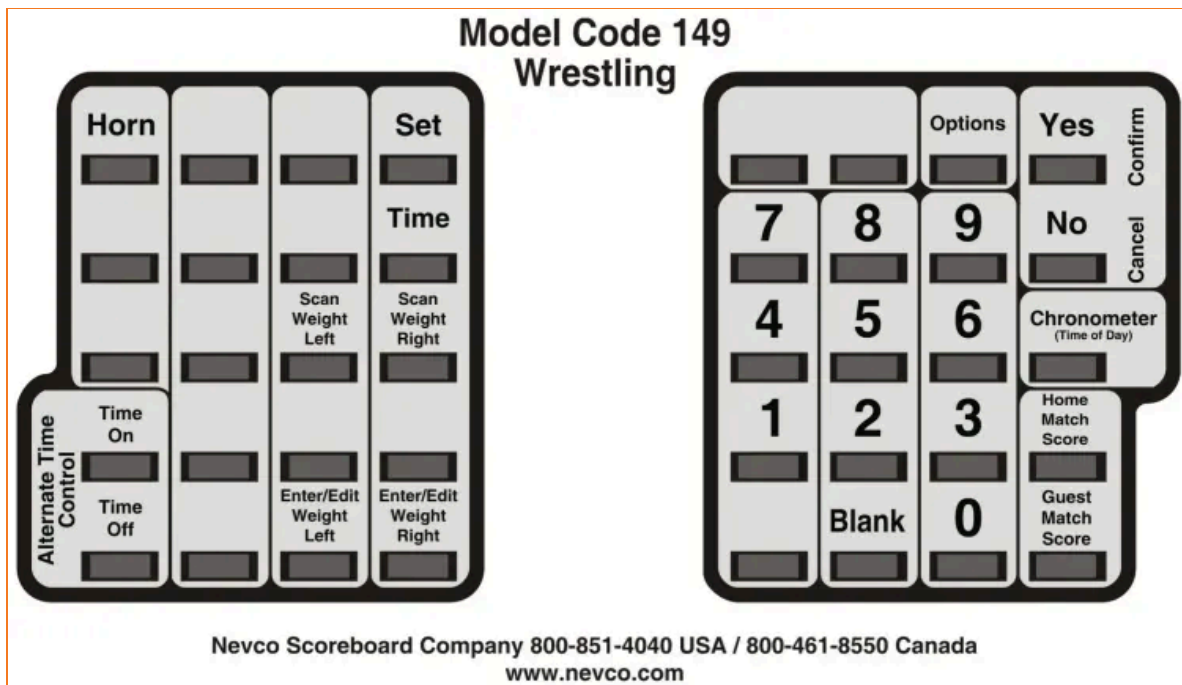
Document: 135-0128

Revised: 2026-07-13

Nevco Sports · 301 East Harris Avenue, Greenville, Illinois 62246 · 800.851.4040 · support.nevco.com

Scoreboard Operator's Instructions MPC Control

Model Code 149 — Wrestling



Nevco Scoreboard Company 800-851-4040 USA / 800-461-8550 Canada

www.nevco.com

NOTE

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

Is This the Right Manual for Your Controller?

Check the table below for your scoreboard's model code. If it appears here,

this manual covers your setup.

MODEL CODE
149
321
519

These Instructions are for the Following Models

(Requires MPC-6 Rev. R3.2 or later or MPCW-6 Rev. R3.2 or later)

LED models:

- SD6-5
- SD6-9
- SD7-5
- SD7-9

Incandescent models:

Table of Contents

- [Start Up Procedure](#)
- Start Where Turned Off Last?
- Go To A Bookmark?
- Enter Your Model Code
- [Quick Start Guide](#)
- Load the Weight Classes
- [Keyboard Functions](#)
- [Options](#)

- Set Options Chart
 - The Set Options Menu
 - [Troubleshooting Chart](#)
 - [Electronic Captions](#)
 - Electronic Captions Worksheet
 - [Glossary](#)
-

Start Up Procedure

When you turn the control on, the traveling display prompts you to **"START WHERE TURNED OFF LAST?", "GO TO A BOOKMARK?",** or **"ENTER YOUR MODEL CODE"**. Answer YES, NO, or enter the 3 character model code on the overlay.

NOTE

NOTE: Make sure the proper overlay for the scoreboard and sport or special function is in place on the control.

Start Where Turned Off Last?

If a power failure happens during a game, press YES to resume from the point the power failed. The control can detect when power is failing and save the current data. (If the time was running when the power failed it will continue running as soon as power is restored).

NOTE

NOTE: Intended for recovery from a power failure only. To start a new game, enter the model code or go to a bookmark.

Go To A Bookmark?

A bookmark makes a quick efficient way to start a new game or practice drill. If a bookmark has been saved for this activity, answer YES to the bookmark question. The control will prompt for the "**BOOKMARK #**". Press the number of the bookmark you want to use (1 to 5). The control will load the configuration and data it had in it at the time the bookmark was saved.

Enter Your Model Code

To start a new game or procedure, be sure the proper overlay is installed on top of the control. Enter the 3 character model code located near the top center of the overlay.

NOTE

NOTE: If your control does not have wireless capability: The name of the Sport [**WRESTLING**] will be displayed briefly. The control will display [\ **READY** \] and the scoreboard(s) will turn on.

NOTE

NOTE: If your control does have wireless capability: The name of the Sport [**WRESTLING**] will be displayed briefly. The control will ask "**DO YOU WANT TO OPERATE WIRELESS?**" **If you answer NO:** The control will display [\ **READY** \] and the scoreboard(s) will turn on. **If you answer YES:** The control will prompt [**SELECT A GROUP**] then display the first group that is set up in the control. To see the next group name, press NO. When the desired group name is being displayed press YES. The control will display [\ **READY** \] and the scoreboard(s) will turn on.

NOTE

NOTE: If the control displays the message "**THERE ARE NO GROUPS DEFINED IN THIS SYSTEM KEY. TO CREATE A NEW GROUP USE MODEL CODE 618 WITH THE SYSTEM KEY MANAGEMENT OVERLAY**", then, turn the control off and follow the instructions that came with the System Key Management Overlay with model code 618 to set up the groups as needed.

Quick Start Guide

With the control showing " \ *READY* \ ", you are ready to enter the weight classes into the control.

[\ *READY* \]

Load the Weight Classes

01 Press **Enter/Edit Weight Left**

- The control will show [**WEIGHT**]

02 Press **1, 0, 3**

- The control will show [**WEIGHT 103 HO GO**]

03 Repeat the above procedure for the remaining five weight classes for the left SD6 panel.

04 Now using the **Enter/Edit Weight Right** key, repeat the above procedure for the six weight classes for the right SD6 panel.

You are now ready for the match to begin.

- To enter a score use the **Left Scroll** or **Right Scroll** keys to select the weight class.
- Then use the **Home Match Score** or **Guest Match Score** keys to enter the score.

Please consult the following sections of this manual for more details, functions, and features.

Keyboard Functions

Yes

Use the **YES** key to respond to questions and to confirm data input.

No

Use the **NO** key to respond to questions and to cancel an operation.

Set

Use the **SET** key ahead of a function key to initiate the direct entry mode or to change the settings in **OPTIONS**, **CHRONOMETER**, and **TIME OUT TIMER**, or to set the **TIME**, and other features. (For more details see the description for the function.)

Options

Press the **OPTIONS** key to see a scrolling report of the current system settings.

Press **SET** then **OPTIONS** to change the system configuration.

NOTE

NOTE: See the section on **OPTIONS** for more details.

Chronometer (Time of Day)

Pressing the **CHRONOMETER** key will cause the Time of Day to be displayed on the control.

Press **SET**, then **CHRONOMETER** to set the chronometer time.

The control will prompt [**SET HH:MM:SS**]

Enter the Hours, Minutes, and Seconds as desired. Press **YES** to accept the time entered.

NOTE

NOTE: Letters that have not been replaced with numbers will be replaced with zeros.

NOTE

NOTE: Pressing NO will allow you to back up to make corrections or to abort without changing the time.

NOTE

NOTE: Once set, the accuracy of the Chronometer is maintained even while the control is turned off and disconnected.

Time On

Press **TIME ON** to start the main time.

Time Off

Press **TIME OFF** to stop the main time.

NOTE

NOTE: The Time On and Time Off keys may also control other timers in the configuration.

NOTE

NOTE: The Time On and Time Off keys are disabled if the hand held time control switch is plugged in to the control.

NOTE

NOTE: To make these two keys active again, turn the control power off, disconnect the hand held time control switch, and restart the control. You may use "**START WHERE TURNED OFF LAST**", if you wish.

Enter/Edit Weight Left

Press **ENTER/EDIT WEIGHT LEFT** to add a weight class to the left SD6 panel.

The control will prompt **[WEIGHT]**. Enter the weight class.

NOTE

NOTE: Each press of the Entry/Edit Weight Left key moves you to the first empty line on the left SD6 panel and your entry will appear there.

Enter/Edit Weight Right

The **ENTER/EDIT WEIGHT RIGHT** key works the same way for the right SD6 panel.

Scan Weight Left

Press **LEFT SCROLL** to scroll through the weight classes on the left SD6 panel.

The control will prompt **[WEIGHT 103 HO GO]**. In this example the weight class is 103 lbs. and the Home and Guest Match Scores are both zero.

NOTE

NOTE: Each successive press of the Left Scroll key moves you down one row.

NOTE

NOTE: If no weight class has been entered, the control will show **[NO WTS. ENTERED]**.

Scan Weight Right

The **RIGHT SCROLL** key works the same way for the right SD6 panel.

Once the proper weight class is being displayed on the control you may enter the match scores as needed.

Home Match Score

Press **HOME MATCH SCORE** to activate the Home Match Score function.

The control will prompt [**WEIGHT 103 H 0+**]. In this example the weight class is 103 lbs. and the Home Match Score is zero. The "+" indicates additive mode; press any number key to add its value to the score.

NOTE

NOTE: Use the SET key then the Home Match Score key to make corrections. (The opponent's Match Score is automatically set to zero.)

Guest Match Score

The **GUEST MATCH SCORE** key works the same way.

Options

Many options are available for modifying the way the scoreboard system works. The questions the control will ask and their order depends on the current system and settings. Pressing the **OPTIONS** key starts a scrolling report of the current system settings. This report will continue to repeat until a key is pressed. To change a setting, press **SET OPTIONS** and use the YES (confirm) and NO (cancel) keys to work your way through a series of questions that is based on your system and available options. When all questions have been asked, the control returns to normal operating mode.

NOTE

Note: press a function key to abort the set options mode early.

Set Options Chart

QUESTION	ANSWER	RESULT	SUB-ANSWER	SUB-RESULT
Switch to (Bright or Dim)?	Y	Changes brightness level of Scoreboard		
	N	Next Available Question		
Use Aux Timer?	Y	Aux Timer To Count Down?	Y	Start and Stop with Hand Held Switch? → Y: SET HH:MM:SS / N: SET HH:MM:SS
			N	Start and Stop with Hand Held Switch? → Y: SET MM:SS / N: SET MM:SS
	N	Next Available Question		
Set a Bookmark?	Y	Bookmark #?		
	N	Normal Operation Mode		

The Set Options Menu

Do You Want To Switch To Dim?

OR

Do You Want To Switch To Bright?

Answering YES will toggle the brightness level of the scoreboard.

Use Aux Timer?

OR

Set Aux Timer?

OR

Turn Aux Timer Off?

The control has a built in auxiliary timer that can be used for many purposes. It can be configured to count up or down and 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 or facility usage, or it can be used to determining how far into a game a certain event happened.

Aux Timer To Count Down?

Answering YES will setup the timer to count down (99 hours: 59 minutes: 59 seconds maximum).

NOTE

NOTE: The auxiliary time display will show hours and minutes until the remaining time drops below an hour, then it will show minutes and seconds.

Answering NO will setup the timer to count up (59 minutes: 59 seconds maximum).

Start And Stop With Time Control Switch?

Answering YES will setup the timer to start and stop with the action of the same switch that controls the main time.

Answering NO will setup the timer to run continuously regardless of the switch position.

Set A Bookmark?

A bookmark is like a picture or snapshot of all the data and configuration settings in the control. When you go to a bookmark, the control is restored to where it was at the time the bookmark was saved.

Bookmarks can be edited by going to the bookmark, making the changes needed, then saving the bookmark again using the same bookmark number or a different one.

Five separate bookmarks are available and each can be reused as desired.

If you try to save to a used bookmark, you will be warned and given a chance to abort the procedure.

NOTE

NOTE: A bookmark cannot be saved while a timer is running.

Troubleshooting Chart

PROBLEM	CAUSE	SOLUTION
Cannot Save a Bookmark	Time is running.	Turn time off before saving a bookmark.
Cannot subtract from score	Score keys will add only.	Press SET then the score key and enter the correct score directly.
When I try to enter more than 6 weight classes on either SD6 panel the 6th one always gets overwritten.	Each SD6 panel can display up to 6 weight classes at a time.	After the earlier classes have wrestled, edit them to show the remaining weight classes. Note: To edit a weight class use the Scan key to display the weight class on the control, then press the Enter/Edit key and enter the new weight class. Note: You can return to displaying a replaced weight class by editing any of the displayed classes. The scores are saved and will be displayed again when the weight class is displayed.
When I enter a 2 digit weight class it does not get saved and it is not displayed on the SD6 panel.	Entry of the weight class was not completed properly.	When entering a 2 digit weight class, you must complete the entry by pressing "Yes".
When I enter the model code, I get the message "MODEL CODE IS INVALID".	Control does not recognize this model code. Requires MPC-6 Rev. R3.2 or later or MPCW-6 Rev. R3.2 or later.	Make sure you are using the correct control. Use model code 301 to check the control revision number. Contact NEVCO for a new control or a revision update.

If the problem persists please contact the Nevco Service Department.

800-851-4040

Electronic Captions

(If equipped on your SD or PTF)

The captions have been programmed at the factory with appropriate text for Basketball and Volleyball. Upon starting the control the Electronic Captions will automatically display the default text for the model code entered into the MPC control. For example, running 343 *Basketball* will cause the electronic captions on the SD7-9 to read "Player Points Fouls". Running a 585 will cause the electronic captions to switch to "Player Kills Digs".

The pre-programmed electronic captions can be overridden by the use of the UVW (456) model code. This model code is used to program Nevco's *Electronic Team Name (ETN)* product, but can also be used to program stat display electronic captions.

See the following page for a worksheet to help in designing your custom captions.

To create a custom caption:

- 01 Enter the model code for the intended sport, answer the necessary questions, and make sure the panels are working (lets the Electronic Captions know which model code the custom text string is to be used with).

- 02 Turn the control OFF.

- 03 Replace the overlay with the special "UVW(456) overlay.

- 04 Start the control and enter model code UVW(456).

- 05 Press ENTER to accept the default "GUESTS" text string and begin entering your custom text string in the home (H) string area.

- 06 Follow the instructions that came with the UVW(456) overlay to enter the special custom text.

- 07 When satisfied, press ENTER to accept the custom string and send it to the Electronic Captions.

For SD7-5 (48 Pixel Display) (programmed as the Home text area):

Turn the control OFF and switch back to the overlay for the intended sport and enter the model code. The custom caption will be displayed.

For PTF7 and SD7-9 (80 Pixel Display) (programmed as the Home and Guest text areas):

The characters just entered into the home (H) area become the left part of the custom string. Enter the right part in the guest (G) string area. When satisfied, press ENTER and wait while the right part of the custom string is accepted and sent to the panel. Turn the control OFF and switch back to the overlay for the intended sport and enter the model code. The custom caption will be displayed.

Each time the control is started with this same model code the custom caption will be displayed.

NOTE

Note: The custom caption will be cleared if a different sport is used, and will require the procedures above to restore it.

NOTE

Note: The number of characters displayed will vary depending on the size of the font and the width of the characters typed.

NOTE

Note: The font is automatically sized to help accommodate the number of characters typed.

NOTE

Note: The Wrestling model code (149) requires a custom caption. See the examples on the following page. Note: To restore the default Volleyball caption, enter Basketball model code (343) to clear the Wrestling caption.

Electronic Captions Worksheet

Please use this worksheet to help design your custom captions. The diagrams below represent the data input screens displayed on the control when the UVW (456) model code is entered. Each diagram illustrates the portions of the input screens that are displayed by the Electronic Captions. Please use only the diagram that applies to your stat panels. Note the 2 suggested alternate captions for volleyball *model code (585)* and the *suggested wrestling caption** for use with model code (149).

For SD7-5 (48 Pixel Display)

← CUSTOM TEXT STRING (H) →	← NOT USED (G) →
??????????????	GUESTS
*PlyrAcesDigs	
*PlyrKilsAces	
**H-G Weight	

For PTF7 and SD7-9 (80 Pixel Display)

← LEFT PART OF STRING (H) →	← RIGHT PART OF STRING (G) →
??????????????	GUESTS
*Player	Kills Digs
*Player	Aces Digs
** H--G	Weight

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

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 2 seconds when the main time has expired or reached the stop time. (Can be disabled from the control)

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 (press the time key twice) 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 Chronometer (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 CHRONOMETER when the control is unplugged.

BEEPER: Confirms each key press and alerts operator when a special event such as time expired or an Entry Error has occurred.

BOOKMARK: Saves the current control settings and data so it can be easily recalled later. (5 Bookmarks are available)

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

CHRONOMETER: Time of Day Clock. Once the correct time has been set, the accuracy of the Chronometer is maintained even while the control power is unplugged. During normal operation, the Chronometer can be displayed on the control by pressing a single key. This key can be armed so that when pressed, the Time of Day is also displayed on the scoreboard.

NOTE

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.

ENTRY ERROR: A visual and audible warning that an invalid action was attempted. Its normal duration is 2 seconds however you may interrupt it and continue immediately.

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. Its primary use is to signal when little league hockey teams should rotate to the court. The Interval Horn has been replaced by a more versatile SEGMENT TIMER. (See Segment Timer)

MODEL CODE: A 3 character code found on the OVERLAY that when entered into the control, sets up the control for a particular scoreboard model and sport or special function.

OPTIONS: Settings that determine how the scoreboard system operates.

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 and a three character Model Code. A brief set of

operating instructions is printed on the back of each overlay; you may make copies if you desire. When you want to change to a different sport, install the correct overlay and enter the new Model Code.

SEGMENT TIMER: Sometimes called Practice Timer, it allows a list of time segments to be programmed into the control. 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 horn sounds and the next segment is loaded and begins counting down with no intervention needed.

NOTE

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

SUB HORN: When armed, waits until the main time has been stopped, then sounds automatically to alert the officials that a player is waiting to be substituted into the game.

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. (Ten different time out timers are available. Timer 0 is preset to 30 seconds with a warning horn at 10 seconds and is not displayed on scoreboard.)