



MPCW-7

MPCW-7 Football

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Introduction

About This Manual

This manual covers the operation of the MPCW-7 wireless desktop scoreboard controller configured for **Football**.

It explains how to set up the controller, start a new game, operate all keys and functions, navigate the Options

menu, use the Profile system, and configure wireless receivers.

Tip: Some features described in this manual may not be present on the specific scoreboard model being operated. The overlay installed on the controller indicates which keys are active for your sport and board configuration.

Football Scoreboard Operation

The MPCW-7 Football control manages the following game statistics on compatible Nevco scoreboards:

- **Home Score and Guest Score**
- **Quarter** (current game quarter)
- **Main Time** (game clock, count up or count down)
- **Time Outs Left** (home and guest)
- **Ball Possession** indicators (home and guest)
- **Flag** penalty indicator
- **Ball On** (yard line)
- **Down**

- Yards to Go
- Misc Delay Time (Delay of Game timer)
- Time Out Timer
- Time of Day

The controller transmits wirelessly to one or more Nevco receivers connected to the scoreboard.

Up to 100 profiles per sport can be stored, making it easy to switch between scoreboard models or

game configurations without reprogramming.

Compatible Scoreboard Models

The following Nevco scoreboard models are supported by this Football control.

LED Models

SERIES	SERIES	SERIES	SERIES	SERIES
3500	36xx{asterisk}	7504	76xx	1515
3502	86xx	7505		1615
3504	88xx	7516		1620
3514		7520		1625
3515		7524		1632
3516		7525		DGT-5
3520		7530		DGT-6
3525				9505
3534				9605
3550				9715

Note: {asterisk}36xx does not include model 3657.

Incandescent Models

SERIES	SERIES	SERIES
3400	7004	1015
3402	7005	
3404	7404	
3414	7405	
3415	7415	
3416	7416	
3425	7424	
3434	7425	
9005	7430	
9405		
DGT2		

Controller Description

The MPCW-7 is a wireless desktop (tabletop) scoreboard controller. It sits on a flat surface and

connects to AC power via a 9 V DC power supply. All scoreboard communication is wireless through

Nevco receivers connected to the scoreboard.

Front View Components

REF	COMPONENT	DESCRIPTION
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 included with accessories
E	Keypads	Left and Right keypads (20 keys each)
F	16-Character Display	Bright LED display for operator feedback and visibility
G	Power On/Off Switch	Removes power from the control only (does NOT turn power off to scoreboard)

REF	COMPONENT	DESCRIPTION
H	Jack for Hand Held Switch	One on each side of control (use either jack for any Hand Held switch)

Rear View Components

REF	COMPONENT	DESCRIPTION
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

The Overlay

The overlay is a flat plastic panel that fits over and around the keys on the controller. Tabs at the top

and bottom hold it in place. Each overlay provides:

- Proper labeling for each key for the selected sport
- The sport name displayed at the top
- Nevco contact information

When changing to a different sport, install the correct overlay and enter the sport name or select the

profile for that sport.

The 16-Character Display

The bright LED display on the control face provides real-time feedback during all operations. It shows:

- Current game time and quarter on the main time screen
- Entry prompts when setting values (e.g., `Time: MM:SS.s ◀`)
- Options menu items during navigation
- Profile names and numbers during profile operations
- Sport name when switching sports

Hand Held Time Control Switch (TCS-7)

The TCS-7 hand held switch is a two-position rocker switch with a push button horn switch and an

LED indicator light.

- **Right position** — Time On (starts the game clock)
- **Left position** — Time Off (stops the game clock)
- **Push button** — Sounds the horn for up to 4 seconds; release to silence
- **LED Indicator** — Flashes when connected to a powered MPCW-7

Note: When the Hand Held Time Control Switch is plugged in, the **TIME ON** and **TIME OFF** keys on the control are disabled. To re-enable those keys, turn the control off, disconnect the hand held switch, and restart the control.

Quick Start

This chapter walks through the most common startup sequence: powering on, loading a football profile,

and getting the clock and scoreboard ready for the first quarter of play.

Before You Begin

- 01 Ensure the scoreboard is powered on.
- 02 Connect the MPCW-7 power supply (9 V DC) and switch the power on using the side power switch.
- 03 Install the Football overlay on the control.
- 04 Confirm the wireless receiver is paired to the control (see [Receiver Setup](#)).
- 05 Confirm the correct scoreboard model is set (see [Profile System](#)).

Starting a New Game

Pressing **SCROLL PROFILES** prepares the MPCW-7 to start a new game or change to a new sport.

Profile settings are restored from the last profile that was loaded or saved in the selected sport.

- 01 Press **SCROLL PROFILES**.

The control displays: ##-PROFILE NAME

- 01 Continue pressing **SCROLL PROFILES** to cycle through available profiles, or type the profile name

using the keyboard (letters are on the right side of each key; all entries are in capital letters).

Once the control can identify the entry it will auto-complete the name.

- 01 When the desired profile is displayed, press **YES**.

The control will load that profile and switch to Football mode.

Tip: If the wrong profile is entered, press **NO/CANCEL** and begin again.

For more information about profiles, see [Profile System](#).

Setting the Play Clock Before the First Quarter

With the scoreboard on and the control showing the main time screen, you are ready to set the time.

The main time screen shows:

00:00.0 ▼ Qtr:1

Where the left value is the current time, ▼ indicates counting down, and Qtr:1 is the current quarter.

Setting Main Time to 8 Minutes (Example)

01 Press **SET**, then press **TIME**.

The control displays: Time: MM:SS.s ◀

01 Press **0**, then **8** to enter 8 minutes.

The control displays: Time: 08:SS.s ◀

01 Press **YES** to accept.

The control displays: 08:00.0 ▼ Qtr:1

You are now ready for the game to begin.

Note: Entering five digits (MM:SS.s) automatically accepts the time. If fewer than five digits are entered and **YES** is pressed, zeros fill the remaining positions. Pressing

NO/CANCEL at any point before the fifth digit restores the previous time value.

Time Entry Examples

KEYS PRESSED	RESULT
1, 2, 3, 4, 5	12:34.5 (12 minutes, 34 seconds, 5 tenths)
1, 2, YES	12:00.0 (12 minutes, zeros fill remaining digits)
1, 0, 0, 0, 0	10:00.0 (exactly 10 minutes)

Starting and Stopping the Clock

ACTION	METHOD
Start the clock	Press TIME ON key, or flip the hand-held switch to the right position
Stop the clock	Press TIME OFF key, or flip the hand-held switch to the left position
Silence auto horn	Press HORN key

Note: The auto horn sounds for 4 seconds when time expires (counts to 00:00.0 when set to count down).

Scoring Points

Adding to Score

01 Press **HOME SCORE** or **GUEST SCORE / SHIFT**.

02 The control displays the current score in add mode:

- Home: **##+ Score ##**
- Guest: **## Score +##**

03 Press any number key (0–9) to add that value to the current score.

04 To add more points, press the score key again and repeat.

Note: You cannot subtract from score using add mode. To correct a mistake, use Setting Score (see [Keyboard Functions](#)).

Setting Score Directly

- 01 Press **SET**, then press **HOME SCORE** or **GUEST SCORE / SHIFT**.
- 02 The control displays set mode: `## ◀ Score ##`
- 03 Enter the first digit (0–9). If this is the desired single-digit score, press **YES**.
- 04 Enter the second digit (0–9) for two-digit scores.

Note: A leading zero in the tens position is automatically removed (e.g., entering 0, 7 displays as 7, not 07).

- 01 Press **NO/CANCEL** at any time before the ones digit is placed to restore the previous score.

Setting Down, Ball On, and Yards to Go

These are all set directly (no add mode):

KEY	DISPLAY PROMPT	ENTRY
DOWN	Down: # ◀	Enter 1–4 for first through fourth down
BALL ON	Ball On: ## ◀	Enter 0–99 for the yard line
YARDS TO GO	Yards To Go: ## ◀	Enter 0–99 for yards remaining

For each:

- 01 Press the key to enter set mode.
- 02 Enter the first digit. Press **YES** if single-digit is the correct value.

- 03 Enter the second digit for two-digit values.
- 04 A leading zero in the tens position is automatically removed.

Managing Time Outs Left

- 01 Press **T.O. LEFT** (Home) or **T.O. LEFT** (Guest) to enter add mode.
- 02 Press a number key to add that value.
- 03 To set directly: press **SET** then the **T.O. LEFT** key, then enter the value.

Ball Possession

- 01 Press Home **BALL POSS.** to toggle the Home possession indicator on or off.
- 02 Press Guest **BALL POSS.** to toggle the Guest possession indicator on or off.

If Guest possession is on and Home **BALL POSS** is pressed, Guest turns off and Home turns on automatically.

Setting the Quarter

- 01 Press **QUARTER.**

The control displays: Quarter:# ◀

- 01 Press the number corresponding to the current quarter (1–4).
- 02 The quarter is set and the control returns to the main time screen.

Summary: Common Key Actions

KEY	QUICK ACTION
SCROLL PROFILES + YES	Load a profile / start new game
SET + TIME + digits + YES	Set game clock
TIME ON	Start clock
TIME OFF	Stop clock
HORN	Sound horn manually (hold to sustain, max 4 sec)
HOME SCORE + digit	Add to home score
GUEST SCORE/SHIFT + digit	Add to guest score
QUARTER + digit	Set quarter
DOWN + digit	Set down
BALL ON + digits	Set ball on (yard line)
YARDS TO GO + digits	Set yards to go
T.O. LEFT + digit	Add to time outs left
FLAG	Toggle flag penalty indicator
TIME OUT TIMER + digit	Start a time out timer (1–5)
OPTIONS	Enter/scroll through options menu
NO/CANCEL	Cancel entry / return to main screen

Keyboard Functions

The MPCW-7 Football control has two keypads (left and right, 20 keys each) covered by the Football overlay.

This chapter describes every key and its function, the display conventions used on the 16-character LED, and

the three operating modes for in-game stats.

Navigation Keys

YES Key

Press **YES** to:

- Accept settings and confirm data input
- Navigate into a sub-options menu
- Confirm changes made in the Options menu
- Change a value when prompted

NO / CANCEL Key

Press **NO/CANCEL** to:

- Cancel an operation and reset a change that is in progress
- Exit a sub-options menu
- Return the MPCW-7 to the screen that displays the sport name being played
- Restore the previous value when cancelling a partially entered number

SET Key

Press **SET** before a function key to enter that function's **set mode** — allowing you to directly enter

a specific value rather than adding to an existing value. Use **SET** to:

- Set game time directly
- Set score to a specific value (correcting errors)
- Set time outs left to a specific value
- Set time of day

HORN Key

Press and hold **HORN** to sound the scoreboard horn. Release the key to stop the horn.

Note: The duration of the horn is limited to 4 seconds maximum, regardless of how long the key is held.

SCROLL PROFILES Key

Press **SCROLL PROFILES** to view profiles and sports. Each key press advances to the next profile

or sport in the list. Used to:

- Start a new game by selecting the desired profile
- Change sports by cycling to a different sport name
- Verify which profile is currently loaded

OPTIONS Key

Press **OPTIONS** to enter and move through the Options menu. Each press of the **OPTIONS** key

advances to the next option. Used in combination with **YES** and **NO/CANCEL** to navigate the full

options tree. See [Options Menu](#) for complete details.

Time Control Keys

TIME ON Key

Press **TIME ON** to start the main game clock. Also starts the Aux Timer and Segment Timer if those

features are active and configured.

Note: The **TIME ON** key is disabled when the Hand Held Time Control Switch is plugged in. To re-enable it, turn the control off, disconnect the hand held switch, and restart.

TIME OFF Key

Press **TIME OFF** to stop the main game clock. Also stops the Aux Timer and Segment Timer if active.

Note: Same disable behavior as **TIME ON** when the Hand Held Switch is connected.

TIME Key

Press **TIME** from any screen to return to the main time screen.

Press **TIME** again from the main time screen to cycle to the Aux Timer or Segment Timer display.

Press **TIME** from the Aux Timer or Segment Timer screen to return to the main time screen.

QUARTER Key

Press **QUARTER** to enter the Quarter set mode. The display shows

Quarter:# ◀ . Press the

desired quarter number (1–4). The control sets the quarter and returns to the main time screen.

MISC DELAY TIME Key

Press **MISC DELAY TIME** to run the Delay of Game timer. This timer is used to provide the delay

of game time between plays and can be displayed on a Nevco Delay of Game timer display.

- The Left reset switch (Reset1) defaults to 40 seconds
- The Right reset switch (Reset2) defaults to 25 seconds
- The button starts or stops the Delay of Game time

See [Options Menu](#) for setting custom Delay of Game reset times.

TIME OF DAY Key

Press **TIME OF DAY** to display the time of day on the scoreboard and verify the time set within

the control. Compatible scoreboards can display time of day while the scoreboard is turned off.

Score and Stats Keys

HOME SCORE Key

Press **HOME SCORE** to enter home score **add mode**.

The control displays: `##+ Score ##`

The `+` symbol on the left side indicates Home is the active side being added to. Press any digit (0–9)

to add that value to the home score total.

To **set** home score directly: press **SET**, then **HOME SCORE**. Display shows

`##◀ Score ##` .

Enter the desired score value. Press **YES** after a single digit, or enter two digits for a two-digit score.

GUEST SCORE / SHIFT Key

Press **GUEST SCORE / SHIFT** to enter guest score **add mode**.

The control displays: `## Score +##`

The `+` symbol on the right side indicates Guest is the active side. Press any digit (0–9) to add.

To **set** guest score: press **SET**, then **GUEST SCORE / SHIFT**. Display shows **##**

Score ► **##** .

Note: You cannot subtract from score in add mode. To correct a score, use SET mode to enter the correct value directly.

HOME BALL POSS. Key

Press **HOME BALL POSS.** to toggle the Home ball possession indicator on the scoreboard.

- If Home possession is off, pressing turns it on. The display shows: **H Possession**
- If Home possession is on, pressing turns it off.
- If Guest possession is currently on, pressing Home BALL POSS will turn Guest off and Home on automatically.

BALL POSS. (Guest) Key

Press **GUEST BALL POSS.** to toggle the Guest ball possession indicator.

- If Guest possession is off, pressing turns it on. The display shows: **Possession G**
- If Guest possession is on, pressing turns it off.
- If Home possession is currently on, pressing Guest BALL POSS will turn Home off and Guest on automatically.

T.O. LEFT (Home) Key

Press **HOME T.O. LEFT** to enter home time outs left **add mode**.

The control displays: **##+ Time Outs ##**

Press a digit (0–9) to add to the home time outs left count.

To **set** directly: press **SET**, then **HOME T.O. LEFT**. Display shows # ◀ Time Outs # . Enter the value.

T.O. LEFT (Guest) Key

Press **GUEST T.O. LEFT** to enter guest time outs left **add mode**.

The control displays: ## Time Outs +##

To **set** directly: press **SET**, then **GUEST T.O. LEFT**.

FLAG Key

Press **FLAG** to toggle the penalty flag indicator on or off on the scoreboard.

BALL ON Key

Press **BALL ON** to enter the Ball On (yard line) set mode. This key always enters set mode directly.

The control displays: Ball On: ## ◀

01 Enter the first digit (0–9). Press **YES** if single-digit is correct.

02 Enter the second digit for values 10–99.

Note: A leading zero in the tens position is automatically removed (e.g., entering 0, 5 displays as 5).

DOWN Key

Press **DOWN** to enter the Down set mode.

The control displays: Down: # ◀

Enter any value 0–9 to set the current down. Down is typically 1–4.

YARDS TO GO Key

Press **YARDS TO GO** to enter the Yards to Go set mode.

The control displays: Yards To Go: ## ◀

01 Enter the first digit. Press **YES** if single-digit is correct.

02 Enter the second digit for values 10–99.

GOAL Key (Intelligent Caption Models)

Press **GOAL** on scoreboards with the Nevco Intelligent Caption feature to switch the caption plate

from "TO GO" to read "GOAL". Use when the offense is within scoring range and a specific yard count

is not needed.

INCHES Key (Intelligent Caption Models)

Press **INCHES** to switch the caption plate to read "INCHES" and blank the Yards to Go digits.

Used to indicate a situation where only inches remain for a first down.

Note: The Intelligent Caption feature is only available on select scoreboard models that support changeable captions. On models without this feature, these keys have no effect.

TIME OUT TIMER Key

Press **TIME OUT TIMER** to start a time out.

01 The control displays: Time Out: (1-5)

- 02 The last time out timer used is offered as the default — press **YES** to use it, or press a number

key 1–5 to choose a different timer.

- 01 The selected time out timer begins counting down automatically.
-

- 02 The horn sounds for 2 seconds at the warning time.
-

- 03 The horn sounds for 4 seconds at the end of the time out.

To conclude a time out early while it is counting:

- 01 Press **TIME OUT TIMER** while on the time out timer screen. The timer skips to the warning time;

the scoreboard horn sounds for 2 seconds.

- 01 Press **TIME OUT TIMER** again to conclude the time out completely. The MPCW-7 returns to the

main time screen; the horn sounds for 4 seconds.

BLANK Key

Press **BLANK** to blank the scoreboard display. Press again to restore.

Also used during horn volume setting: press **BLANK** to disable a horn tone (set to 0/mute).

Display Screen Conventions

The 16-character display uses consistent symbols to indicate operating mode:

SYMBOL	MEANING
	Control is in add mode . The side with  is the active side being added to.
	Control is in set mode . The side with  is the side being set (left/home).

SYMBOL	MEANING
	Control is in set mode . The side with  is the side being set (right/guest).
	Time is counting down .
	Time is counting up .
*	An asterisk next to an option indicates it is currently enabled or active .
##	Represents a numerical value in display examples.

Note: Left and right on the display correspond to the side of the scoreboard where that value is displayed — not necessarily Home or Guest. This assignment can be changed with the **Swap Home & Guest** option in the Options menu.

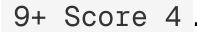
In-Game Stats: Three Entry Modes

Football in-game stats can be entered three ways depending on the stat:

Adding — After pressing the stat key (e.g., **HOME SCORE**), the next number key pressed adds

that value to the running total. The  symbol shows which side is active.

Press ****HOME SCORE**** – display shows  .

Press **6** — result is .

****Setting**** – Press ****SET**** before the stat key to directly enter a specific value, replacing the

current value. Used for corrections and initial setup.

Press ****SET****, then ****HOME SCORE**** – display shows  .

Press **1, 2** — result is .

Or press **1**, then **YES** — result is .

****Indicating** – Some stats illuminate an indicator light or blank/set dedicated digits on the**

scoreboard to signal an event (possession, flag, etc.). Not all scoreboard models support

indicator functions.

Press **HOME BALL POSS – Home possession indicator lights on a compatible scoreboard.** **
**

Press **HOME BALL POSS** again — indicator turns off.

Time Out Timer Default Values

The five time out timers ship with the following default settings:

TIME OUT #	TIME	WARNING TIME
1	0:30.0	0:15.0
2	0:45.0	0:15.0
3	1:00.0	0:15.0
4	1:15.0	0:15.0
5	1:30.0	0:15.0

These defaults can be changed in the Options menu under **Time Out Timer**.
See [Options Menu](#).

Options Menu

The Options menu provides access to game settings and additional features usable during a game or practice.

There are 13 option categories:

#	OPTION	#	OPTION
1	Brightness	8	Swap Home & Guest

#	OPTION	#	OPTION
2	Team Names	9	Aux Display
3	Profiles	10	Horn Settings
4	Main Time	11	Wireless
5	Aux Time	12	Scoreboard Model
6	Segment Timer	13	Time of Day
7	Time Out Timer		(plus Football-specific options)

Important: Unless settings are saved to a profile, option changes will revert when a new game is started (when **SCROLL PROFILES + YES** is pressed). Always save the profile after making option changes you want to retain. See [Profile System](#).

Options Menu Navigation

Three keys control all options navigation:

OPTIONS Key

Press **OPTIONS** to scroll to the next item in the Options menu or any sub-options menu.

YES Key

01 Select an option or enter a sub-option menu

02 Confirm changes made

03 Toggle a value when prompted

NO/CANCEL Key

01 Exit a sub-option and return to the parent menu

02 Press repeatedly to return to the main sport screen

03 Cancel/reset a change that has not yet been confirmed

Navigation Examples

Example 1: To reach Segment Timer — press **OPTIONS** until **Segment Timer** displays, then press **YES** to enter. Press **NO/CANCEL** to exit.

Example 2: To change team names — press **OPTIONS** until **Team Names >>** displays. Press **YES** to enter. Enter the name, then press **YES** to confirm. Press **NO/CANCEL** to cancel without saving the name. Press **NO/CANCEL** again or press **TIME** to return to the main time screen.

Example 3: To change brightness — press **OPTIONS** until **Brightness: Low** (or High) displays. Press **YES** to toggle to the other setting. Press **NO/CANCEL** to exit.

Brightness

Ambient lighting conditions may require adjusting the scoreboard brightness. The control toggles

between two settings:

SETTING	WHEN TO USE
Brightness: High	Daylight conditions; better visibility outdoors. May be too bright for low-light environments.
Brightness: Low	Low-light / indoor conditions. May be difficult to see in bright daylight.

To change brightness:

01 Press **OPTIONS** until the display reads **Brightness: *** (*where* * is High or Low).

02 Press **YES** to toggle between High and Low.

Note: Indoor scoreboards default to High brightness; outdoor scoreboards default to Low.

Team Names

The Team Names option works with the Electronic Team Names (ETN) package in a Nevco scoreboard

system. This replaces the standard vinyl HOME and GUESTS labels with an LED display showing custom

team names. Team names can be up to 12 characters.

Electronic Team Name Keypad

When entering team names, the keyboard functions as a full alphanumeric input device. The letter

keys correspond to the letters printed on the right side of each key.

Special keys during team name entry:

KEY	FUNCTION
SCROLL PROFILES (◀)	Backspace — deletes the last character entered
BLANK (space)	Inserts a space character
GUEST SCORE / SHIFT	Cycles through case/number modes: uppercase → lowercase → number entry → uppercase

Entering the Team Names Menu

01 Press **OPTIONS** until the display reads **Team Names >>** .

02 Press **YES** to enter the Team Names menu. Display shows **Home Team Name** .

Note: During name entry, pressing **NO/CANCEL** cancels the changes and moves to the next selection.

Guest Team Name

Guest Team Name is the default entry point in the Team Names menu.

- 01 Press **YES** to modify. Display shows **GUESTS ▲** (current name).
- 02 Enter the team name using letters, numbers, backspaces, and spaces.
- 03 Press **YES** to confirm. The menu advances to **Home Team Name**.

Home Team Name

Home Team Name follows automatically after confirming the Guest name.

- 01 Press **YES** to enter the Home team name editing screen. Display shows **HOME ▲**.
- 02 Enter the team name using letters, numbers, backspaces, and spaces.
- 03 Press **YES** to confirm the entry.
- 04 The control returns to the Guest Team Name option.
- 05 Press **YES** again if a correction is needed; otherwise press **NO/CANCEL** to return to the Options menu or press **TIME** to return to the main time screen.

Note: Depending on the display, if the team name is long enough it will shrink both left and right displays to fit the name on one or both sides of the scoreboard.

Main Time

Main time options control how the game clock behaves:

OPTION	DESCRIPTION
Direction	Sets whether main time counts down (▼) or up (▲)

OPTION	DESCRIPTION
Auto Horn	Enables or disables the automatic horn when time expires or reaches stop time
Style	Selects MM:SS (minute/second) or HH:MM (hour/minute) display format
Disable 0.1	Prevents the clock from shifting to SS.TT (seconds/tenths) format when under one minute

To access Main Time options:

01 Press **OPTIONS** until the display reads **Main Time** .

02 Press **YES** to enter the Main Time menu.

Changing the Direction of Main Time

01 From the Main Time menu, press **OPTIONS** until the display reads **Direction: ▼** (or **▲**).

02 Press **YES** to toggle the direction.

Note: ▼ = counting down; ▲ = counting up.

Turning Auto Horn On or Off

01 From the Main Time menu, press **OPTIONS** until the display reads **Auto Horn: (or Auto Horn: *)** .

02 Press **YES** to toggle Auto Horn on or off.

Note: An asterisk * means Auto Horn is currently on.

Changing Main Time Style

01 From the Main Time menu, press **OPTIONS** until the display reads **Style >>** .

02 Press **YES** to enter the Style submenu.

03 Press **OPTIONS** to scroll through `MM:SS` and `HH:MM`.

04 Press **YES** to enable the displayed style. An asterisk indicates the currently enabled style.

Disabling and Enabling 0.1 Seconds Time Shift

By default, when the main time is under one minute it shifts to display SS.TT (seconds and tenths)

instead of MM:SS. This is the standard behavior. When "Disable 0.1" is enabled, the clock always

displays in MM:SS format regardless of how little time remains.

01 From the Main Time menu, press **OPTIONS** until the display reads `Disable .1` (or `Disable .1 *`).

02 Press **YES** to toggle.

Note: `Disable .1 *` means the tenths-second shift is disabled (clock stays in MM:SS at all times).

Aux Time

The Aux Timer is a built-in auxiliary timer separate from the main game clock. It can count up or

down, run continuously or only when the main time switch is active, and display on the control or

on an auxiliary time display.

OPTION	DESCRIPTION
Setting Aux Time	Sets the starting time value for the Aux Timer
Direction	Sets whether Aux time counts up (▲) or down (▼)
Time Switch Operation	Ties Aux Timer to the main time switch (on/off together) or runs independently
Setting Aux Stop Time	Sets the time at which Aux time stops counting
Style	Selects MM:SS or HH:MM display format for Aux Time

To access Aux Time options: press **OPTIONS** until **Aux Time >>** displays, then press **YES**.

Setting Aux Time

- 01 From the Aux Time menu, press **OPTIONS** until the display reads **Aux: 00:00.0▲** (or current value).
- 02 Press **YES** to begin editing. Display shows **Aux: MM:SS.S◀**.
- 03 Enter minutes, seconds, and tenths (up to 5 digits).
- 04 After 5 digits the time is accepted automatically.
- 05 If fewer than 5 digits are entered, press **YES** to accept (zeros fill remaining positions).
- 06 Press **NO/CANCEL** before all 5 digits to restore the previous value.

Changing Direction of Aux Time

- 01 From the Aux Time menu, press **OPTIONS** until the display reads **Direction: ▲** (or **▼**).
- 02 Press **YES** to toggle. **▲** = counting up; **▼** = counting down.

Setting Time Switch Operation

- 01 From the Aux Time menu, press **OPTIONS** until the display reads `Time Switch:` or `Time Switch: *`.
- 02 Press **YES** to enable or disable time switch operation.
- 03 An asterisk `*` means Aux Time runs only when the main time switch is active.

Setting Aux Stop Time

- 01 From the Aux Time menu, press **OPTIONS** until the display reads `Stop Time:00:00`.
- 02 Press **YES** to begin editing. Display shows `Stop Time:MM:SS ◀`.
- 03 Enter minutes and seconds (4 digits). Auto-accepts when 4 digits are filled.

Note: Aux Stop Time will not stop Aux Time if set to 00:00 and Aux Time is cycling 99:59.9 to 00:00.0. It is treated as 100 hours in that configuration.

Changing Aux Time Style

- 01 From the Aux Time menu, press **OPTIONS** until `Style >>` displays.
- 02 Press **YES**, then press **OPTIONS** to scroll `MM:SS / HH:MM`.
- 03 Press **YES** to enable the desired style.

Segment Timer

A segment timer divides a practice or event into timed segments. When a segment's time expires, the next segment loads. The MPCW-7 supports up to 20 segments per project.

Each segment has three settings:

SETTING	DESCRIPTION
Segment Time	The duration the segment will count down from
Auto Horn	When enabled, the horn sounds at the end of the segment's time
Auto Advance	When enabled, the next segment begins counting automatically when the current one expires

To access the Segment Timer menu: press **OPTIONS** until **Segment Timer >>** displays, then press **YES**.

Main Segment Timer Menu Options

OPTION	DESCRIPTION
Enable	Enables or disables the segment timer function. Disabling removes the displayed segment timer from the scoreboard.
Display on Scoreboard	Displays the segment timer on the scoreboard in place of standard Main Time (unavailable if segment timer is disabled)
Edit Segment	Opens the Edit Segment menu to add, modify, insert, or delete segments

Enable or Disable

01 Press **OPTIONS** after entering the Segment Timer menu until **Enable** (or **Enable ***) displays.

02 Press **YES** to enable or disable. An asterisk ***** means enabled.

Display on Scoreboard

01 Press **OPTIONS** until **Disp On Board** (or **Disp On Board ***) displays.

- 02 Press **YES** to toggle. An asterisk means the segment timer displays on the scoreboard.

Edit Segment Menu

The Edit Segment menu has 6 options:

OPTION	DESCRIPTION
Segment Main Time	Edit the duration of the current segment
Auto Horn	Toggle Auto Horn for the current segment
Auto Advance	Toggle Auto Advance for the current segment
Next Segment	Move to the next segment for editing (wraps at 20 back to 1)
Insert Segment	Insert a new segment at the current position (moves existing segments forward)
Delete Segment	Delete the current segment (subsequent segments move up)

To enter the Edit Segment menu:

- 01 Press **OPTIONS** until `Edit Segment` displays.
-

- 02 Press **YES**. Display shows `Seg: 1 ##:##` .

Editing Segment Main Time:

- 01 Press **YES** while on the segment display to begin editing. Display shows `Seg: 1 ##:## ◀` .
-

- 02 Enter minutes and seconds (4 digits). Auto-accepts at 4 digits.
-

- 03 If fewer than 4 digits, press **YES** to accept with trailing zeros.

Toggling Auto Horn:

- 01 Press **OPTIONS** until `Seg: # Auto Hrn` displays.
-

- 02 Press **YES** to toggle. `Seg: # Auto Hrn*` = enabled.

Toggling Auto Advance:

01 Press **OPTIONS** until Seg: # Auto Adv displays.

02 Press **YES** to toggle. Seg: # Auto Adv* = enabled.

Next Segment:

01 Press **OPTIONS** until Seg: # Next Seg displays.

02 Press **YES** to advance to the next segment number.

Insert Segment:

01 Press **OPTIONS** until Insert Segment displays.

02 Press **YES**. Enter the time for the new segment. Subsequent segments shift forward.

Delete Segment:

01 Press **OPTIONS** until Delete Segment displays.

02 Press **YES** to delete the current segment. Subsequent segments move up in position.

Saving a Segment Timer Project

Segment timer projects are saved as part of a profile. After configuring the desired segments,

save the profile through the Profiles option in the Options menu. See [Profile System](#).

Tip: Segment timer projects can take time to set up. It is strongly recommended to save your project to a named profile so it can be recalled quickly for future use.

Time Out Timer

Configure time out duration and warning times.

OPTION	DESCRIPTION
Display On Scoreboard	When enabled, a running time out timer displays on the scoreboard
Edit Time Outs	Modify the time and warning time for each of the 5 time out timers

To access: press **OPTIONS** until `TimeOut Timer >>` displays, then press **YES**.

Display Time Out Timer on Scoreboard

01 Press **OPTIONS** (if needed) until `Disp On Board` displays.

02 Press **YES** to toggle. An asterisk `*` means the time out timer will display on the scoreboard.

Edit Time Outs Menu

01 Press **OPTIONS** until `Edit Time Outs` displays.

02 Press **YES** to enter. Display shows `Time#: ##:##.##` for the current time out.

Edit Current Time Out:

01 Press **YES** while on the time out display. Display shows `Time#:`
`MM:SS.s ◀`.

02 Enter minutes, seconds, and tenths (5 digits). Auto-accepts at 5 digits.

03 Fewer than 5 digits: press **YES** to accept; **NO/CANCEL** to restore previous value.

Edit Current Time Out's Warning Time:

01 Press **OPTIONS** until `Warn#: ##:##.##` displays.

02 Press **YES**. Display shows Warn#: MM:SS.s ◀.

03 Enter the warning time (5 digits).

Next Time Out (to edit a different timer):

01 Press **OPTIONS** until # Next Time Out displays.

02 Press **YES** until the desired time out number is shown.

03 Press **OPTIONS** to return to editing that time out's values.

Swap Home and Guest

This function swaps all Home and Guest values on both the scoreboard display and the control display.

If the scoreboard has Electronic Team Names, team names swap as well.

Note: The physical Home and Guest keys on the MPCW-7 do not swap. Only the displayed values swap.

01 Press **OPTIONS** until Swap Home&Guest displays.

02 Press **YES** to swap. Display shows Swap Home&Guest* to confirm.

Auxiliary Display

Choose what is shown on an auxiliary timer display connected to the system:

OPTION	DESCRIPTION
Display Main	Shows main game time on the auxiliary display
Display Aux	Shows auxiliary timer on the auxiliary display
Display TOD	Shows time of day on the auxiliary display

- 01 Press **OPTIONS** until `Aux Display >>` displays.
- 02 Press **YES** to enter. Display shows `Display Main`.
- 03 Press **OPTIONS** to scroll through options.
- 04 Press **YES** to enable the desired option. An asterisk `*` indicates the active selection.

Horn Settings

Each horn type can be set to one of 9 tones, and the overall volume can be adjusted.

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

Horn Tones Reference

tone setting	description
0 (or Blank key)	Mute (no sound)
1	Yelp
2	Buzzer
3	Car Horn
4	Fog Horn
5	156 Hz
6	270 Hz
7	285 Hz
8	303 Hz
9	385 Hz

To access Horn Settings: press **OPTIONS** until `Horn Settings >>` displays, then press **YES**.

Horn Volume

Adjusting volume affects all 5 horn types simultaneously.

- 01 Press **OPTIONS** (if needed) until **Volume: #** displays.
- 02 Press **YES**. Display shows **Volume: # ◀**.
- 03 Press the desired volume key (0–9), or press **BLANK** to disable (mute) the horn.

EOP Horn Tone

Changes the End of Period (EOP) horn tone and the main stop-time horn tone.

- 01 Press **OPTIONS** until **EOP Tone: #** displays.
- 02 Press **YES**. Display shows **EOP Tone: # ◀**.
- 03 Press a key 0–9, or press **BLANK** to disable the EOP horn.

Horn Key Tone

Changes the tone that sounds when the **HORN** key is pressed.

- 01 Press **OPTIONS** until **Key Tone: #** displays.
- 02 Press **YES**. Display shows **Key Tone: # ◀**.
- 03 Press a key 0–9, or press **BLANK** to disable.

Aux Horn Tone

Changes both the Aux stop time horn tone and the Aux end time horn tone.

01 Press **OPTIONS** until `Aux Tone: #` displays.

02 Press **YES**. Display shows `Aux Tone: # ◀`.

03 Press a key 0–9.

Time Out Timer Tone

Changes both the end time out horn and the time out warning horn tone.

01 Press **OPTIONS** until `TimeOut Tone: #` displays.

02 Press **YES**. Display shows `TimeOut Tone: # ◀`.

03 Press a key 0–9.

Segment Timer Horn Tone

Changes the segment timer auto horn tone.

01 Press **OPTIONS** until `Segment Tone: #` displays.

02 Press **YES**. Display shows `Segment Tone: # ◀`.

03 Press a key 0–9.

Wireless

The Wireless option manages which receivers the MPCW-7 communicates with. See [Receiver Setup](#)

for complete receiver setup instructions. The three sub-options are:

OPTION	DESCRIPTION
Link Receiver	Toggle a receiver between linked (active) and unlinked (inactive) for the current profile

OPTION	DESCRIPTION
Add Receiver	Register a new receiver to the MPCW-7 using its serial number
Delete Receiver	Permanently remove a receiver from the MPCW-7's memory

To access: press **OPTIONS** until **Wireless >>** displays, then press **YES**.

Scoreboard Model

The Scoreboard Model setting must match the scoreboard being operated.
This is a critical setting —

if the wrong model is set, the control may not communicate correctly with the scoreboard.

Note: The scoreboard model should be set before connecting to a scoreboard. It is highly recommended to save the model setting to a profile.

To change the scoreboard model:

01 Press **OPTIONS** until the display reads **Model >>** .

02 Press **YES**.

03 Press **OPTIONS** until the desired scoreboard series is displayed.

04 Press **YES** to confirm.

See [Profile System](#) for how to save the model setting to a profile.

Time of Day

The Time of Day option controls two sub-settings:

Stick TOD

When enabled, the scoreboard will continue to display the time of day after the MPCW-7 is shut off.

This feature does not support 24-hour format.

01 Press **OPTIONS** until `Stick TOD` displays.

02 Press **YES** to enable or disable.

03 An asterisk `*` means the function is enabled.

24 Hour Time

Switches the time-of-day clock between 12-hour and 24-hour format.

01 Press **OPTIONS** until `24 Hour Time` displays.

02 Press **YES** to enable or disable.

03 An asterisk `*` means 24-hour format is active.

Football-Specific Options

Delay of Game Timer Reset

This football-specific option sets the default reset times for the Delay of Game (Misc Delay Time)

timer. Each time the time-on key is pushed, the delay of game timer resets to the programmed default.

There are two programmable reset times (for two different hand-held switch reset positions):

Setting DGT Reset 1 (default: 40 seconds):

01 Press **OPTIONS** until the display reads `DGT Reset1: 40.0 .`

02 Press **YES**. Display shows `DGT Reset1: SS.s .`

03 Enter the desired reset time in seconds and tenths.

Setting DGT Reset 2 (default: 25 seconds):

01 Press **OPTIONS** until the display reads `DGT Reset2: 25.0 .`

02 Press **YES**. Display shows `DGT Reset1: SS.s .`

03 Enter the desired reset time.

Note: If two different reset times are not needed, Nevco recommends programming both to the same desired Delay of Game reset time.

Scoreboard Captions

On scoreboards with changeable captions, the caption display can be customized. It is highly

recommended to save caption settings to a profile.

01 Press **OPTIONS** until the display reads `Captions >> .`

02 Press **YES**.

03 Press **OPTIONS** to toggle through each available caption until the desired caption displays.

Change Captions

Change Captions allows one to display different data in designated locations on the scoreboard.

This feature is available on x6xx series scoreboards with football function.

01 Press **OPTIONS** until the display reads **Change Captions** .

02 Press **YES** to enter the Captions Menu. Display shows **Dwn ToGo B0 QTR *** .

Note: An asterisk ***** represents the current caption setting.

The default football caption configurations are:

- **Dwn ToGo B0 QTR** — Down, To Go, Ball On, Quarter
- **B0 Dwn ToGo QTR** — Ball On, Down, To Go, Quarter

Note: Not all scoreboards with this feature have all four sets (home and guest) of changeable captions. For scoreboards with two sets of captions, the two leftmost positions in the configuration are displayed.

Profile System

A Profile saves the complete state of the MPCW-7 control so that all settings can be recalled

instantly. The MPCW-7 can store up to 100 profiles per sport. Profiles are the core mechanism

for managing multiple scoreboard configurations, practice setups, and wireless assignments.

What a Profile Saves

Each profile stores all of the following settings:

GAME SETTINGS	TIME SETTINGS	SYSTEM SETTINGS
Half / Period / Quarter	Main Time options	Caption settings

GAME SETTINGS	TIME SETTINGS	SYSTEM SETTINGS
All game time stats	Aux Time options	Team names
Main time value	Time Out options	Horn settings
Stop time	Swap Home and Guest	Wireless settings
Scoreboard brightness	Segment Timer options	Scoreboard model

Accessing the Profiles Menu

01 Press **OPTIONS** until the display reads `Profiles >>` .

02 Press **YES** to enter the Profiles menu. Display shows `Load Profile` .

There are three options in the Profiles menu: **Load Profile**, **Save Profile**, and **Default Lock**.

Load Profile

Load Profile is the first option in the Profiles menu.

To load a profile:

01 From the `Load Profile` screen, press **YES**. Display shows `Profile(##):## ◀` .

The profile number displayed is the last profile loaded or saved.

01 If the displayed profile is correct, press **YES** to load it.

02 If a different profile is needed, enter the two-digit profile number using the keyboard.

Note: For single-digit profile numbers, enter the number and press **YES** to load.

When a profile loads, the following sequence occurs:

- The MPCW-7 beeper sounds

- The MPCW-7 displays its revision screen briefly
- The scoreboard blanks
- The MPCW-7 displays the sport name
- The scoreboard loads with the profile's settings

Save Profile

Save Profile is the second option in the Profiles menu.

Tip: Before saving a profile, it is useful to press **SCROLL PROFILES + YES** to clear the scoreboard (start a new game state). If you do not clear the board first, the profile will be saved with the current time and score values, which will be recalled every time the profile is loaded. This can be intentional — for example, saving a profile with time set to 8:00 so the clock is pre-set for every quarter start.

To save a profile:

01 Upon entry into the Profile Options, press **OPTIONS** until the display reads `Save Profile`.

02 Press **YES**. Display shows `Profile(##):## ◀`.

The number shown is the last profile loaded or saved.

01 If the displayed profile number is correct, press **YES** to save to that number.

02 If a different profile number is needed, enter the two-digit number using the keyboard.

Note: For single-digit numbers, enter the number and press **YES**.

The MPCW-7 beeper sounds while saving. When complete, the profile is stored.

Correcting a Saved Profile

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

- 01 Load the profile in question.
 - 02 Change the incorrect setting.
 - 03 Save the profile again (to the same profile number).
-

Default Lock

Default Lock is the third option in the Profiles menu. When Default Lock is enabled, the control

prevents the user from overwriting the factory default profiles for each sport.

Default Lock is automatically turned on each time the control is powered on.

Factory Default Profile Numbers

SPORT	DEFAULT PROFILE #
Soccer	88
Football	89
Track	90
Baseball / Softball	91
Lacrosse	92
Basketball	93
Volleyball	94
Wrestling	95
Hockey / Field Hockey	96

Warning: To preserve the factory defaults and retain the ability to return the control to a known state, avoid overwriting factory default profile numbers (88–96). Save your custom profiles to numbers 1–87.

Turning Off the Default Lock

To use a non-default profile, or to overwrite a default profile number intentionally, the

Default Lock must be turned off first.

- 01 Press **OPTIONS** until the display reads `Profiles >>` .
- 02 Press **YES**. Display shows `Load Profile` .
- 03 Press **OPTIONS** until the display reads `Default Lock*` (the asterisk means it is currently on).
- 04 Press **YES** to turn Default Lock off. Display shows `Default Lock` (no asterisk).

Note: Default Lock turns back on automatically the next time the control is powered on. This protects against accidental overwriting of the factory defaults during normal operation.

Backup / Restore

The Backup / Restore option is used at the factory to output the contents of the profile and

wireless data. This option is not intended for regular operator use.

Starting a New Game (Profile Workflow)

The **SCROLL PROFILES** key is the standard way to begin a new game session. It resets the

scoreboard to the last saved or loaded profile for the current sport.

To start a new game:

01 Press **SCROLL PROFILES**. Display shows **##-PROFILE NAME** .

02 Continue pressing **SCROLL PROFILES** to cycle through available profiles, or type the profile

name using the keyboard.

- Letters are on the right side of each key.
- All sports and profile names are entered in capital letters.
- Once the control can identify the entry it auto-completes the name.
- Press **NO/CANCEL** to start over if the wrong name is entered.

01 When the desired profile is displayed, press **YES**.

The control loads the profile, the scoreboard blanks briefly, and the display shows the sport name.

The control is ready for the new game.

Changing Sports

To operate the MPCW-7 for a different sport:

01 Install the overlay for the new sport.

02 Press **SCROLL PROFILES**. Display shows **##-SPORT** .

03 Continue pressing **SCROLL PROFILES** or type the sport name to cycle to the desired sport.

04 Press **YES** when the correct sport displays.

The MPCW-7 switches its input and output to operate the new sport using the last profile

loaded or saved for that sport.

Profile Worksheet

It is recommended to keep notes on which profile numbers are used for which configurations.

A profile worksheet is provided in the Appendix of the original manual. The following fields

are useful to track:

- Profile number
- Sport
- Scoreboard model
- Wireless receiver(s) linked
- Special settings (custom segment timer, caption configuration, etc.)

Tip: Nevco recommends saving the initial scoreboard model and wireless settings to Profile 1 as a clean baseline that can always be loaded to restore known-good operation.

Receiver Setup

The MPCW-7 communicates wirelessly with Nevco scoreboards through one or more wireless receivers.

Before operating the scoreboard, the correct receiver must be programmed into the MPCW-7 and linked.

This chapter covers adding, linking, and deleting receivers, as well as setting the scoreboard model.

Overview

- The MPCW-7 can operate one or more selectable wireless receivers depending on site requirements.
- Receivers can be linked or unlinked per profile — allowing different receiver configurations for different venues or games without reprogramming.
- It is strongly recommended to save wireless settings in each profile used.
- Different wireless settings should be saved to different profiles.

Note: The receiver must be programmed into the MPCW-7 before it can be used. The receiver's six-digit serial number is required to add it.

Setting the Scoreboard Model First

The scoreboard model setting must match the scoreboard being operated before connecting

to a receiver. If the wrong model is set, the scoreboard may behave unexpectedly.

To change the scoreboard model:

01 Press **OPTIONS** until the display reads `Model >>` .

02 Press **YES**.

03 Press **OPTIONS** until the desired scoreboard series is displayed.

04 Press **YES** to confirm.

Note: Save the scoreboard model setting to a profile immediately after setting it. See [Profile System](#).

Accessing Wireless Options

01 Press **OPTIONS** until the display reads **Wireless >>** .

02 Press **YES** to enter the Wireless Options menu.

The display shows **Link Receiver** .

The Wireless menu contains three options:

OPTION	DESCRIPTION
Link Receiver	Toggle a stored receiver between linked and unlinked for the current profile
Add Receiver	Register a new receiver to the MPCW-7 using its 6-digit serial number
Delete Receiver	Permanently remove a receiver from the MPCW-7's memory

Adding a New Receiver

When a new receiver is needed — due to a new scoreboard installation, maintenance replacement,

or a new component in an existing system — the receiver must be added to the MPCW-7 first.

Have the receiver's six-digit serial number available before beginning.

From the Wireless Options menu (showing **Link Receiver):**

01 Press **OPTIONS** until the display reads **Add Receiver** .

02 Press **YES**. Display shows **Receiver# ◀** .

03 Enter the six-digit receiver serial number using the number keys.

After the serial number is entered, the control navigates to the name entry screen.

01 Enter a name for the receiver using the letter and number keys.

Note: Receiver names are entered the same way as team names. Refer to the Team Names section in [Options Menu](#) for keypad instructions. It is recommended to name the receiver according to what it controls (e.g., `FIELD 1` , `MAIN BOARD`).

01 Press **YES** to confirm the name.

Note: Once a new receiver is added, it is automatically added to all profiles as linked. If this is not desired — for example, if the receiver should only be active with certain profiles — load each profile and unlink the receiver using the Link Receiver option, then save the profile.

Linking and Unlinking Receivers

The MPCW-7 allows you to choose which wireless receivers are active during operation. Receivers

default to being linked. The Link Receiver option toggles the active state for each receiver

independently, per profile.

This is the key mechanism for controlling multiple scoreboards from one unit: different profiles

can have different receiver link states.

To link or unlink receivers:

01 If using profiles, first load the profile whose wireless settings you want to change.

Refer to [Profile System](#) for loading instructions.

01 Press **OPTIONS** until the display reads `Wireless >>` , then press **YES**.

Display shows `Link Receiver` .

- 01 Press **YES**. The MPCW-7 displays the first receiver stored in the control.

Example: SOC FIELD 1 *

An asterisk * next to the receiver name means that receiver is currently linked (active).

- 01 Press **YES** again to toggle that receiver between linked and unlinked.

- 02 To move to another receiver: press **OPTIONS** to cycle through the stored receivers.

Example: Rec Name 2

- 01 Press **YES** to toggle the next receiver's link state.

- 02 Repeat steps 5–6 until all receivers are in their desired state.

- 03 If using profiles, save the current profile to preserve these wireless settings.

- 04 If multiple profiles use different wireless configurations, repeat steps 1–8 for each profile.

Deleting a Receiver

If a receiver is no longer in use, is defective, or has been replaced, use the Delete Receiver

option to remove it from the MPCW-7's memory.

Warning: Deleting a receiver removes it from the control entirely — across all profiles. It will no longer appear in any profile's wireless list. To simply deactivate a receiver for specific situations without removing it permanently, use the **Link Receiver** option instead.

To delete a receiver:

01 From the Wireless Options menu, press **OPTIONS** until `Delete Receiver` displays.

02 Press **YES**. The MPCW-7 displays the first receiver in the list.

Example: `SOC FIELD 1 *`

01 If this is not the receiver to delete, press **OPTIONS** until the receiver to delete is displayed.

Example: `SOC FIELD 4 *`

01 Press **YES** to delete that receiver.

The receiver is removed from the MPCW-7 and will not appear in any profile going forward.

Note: To restore a mistakenly deleted receiver, use Add Receiver to re-enter the serial number and name, then use Link Receiver to set the desired link state for each profile.

Wireless Receiver Best Practices

- **Name receivers descriptively.** A name like `MAIN FIELD` or `PRESS BOX` is easier to manage than a generic name when multiple receivers are stored.
- **Save wireless settings to profiles.** Wireless link states are only persisted per profile.
Always save the profile after adjusting receiver link states.
- **Use separate profiles for different venues.** If the MPCW-7 is used at multiple sites with

different receivers, create a dedicated profile for each site. Link only the relevant receiver

in that profile.

- **Newly added receivers are linked in all profiles by default.** If a new receiver is added

and should only be active in certain profiles, unlink it from all other profiles and save each

one.

Linking/Unlinking at Game Time (Quick Reference)

During setup before a game, a quick way to verify or change receiver status:

- 01 Press **OPTIONS** until `Wireless >>` displays.
 - 02 Press **YES**, then press **YES** again to enter the `Link Receiver` list.
 - 03 Press **YES** to step through each receiver.
 - 04 Verify an asterisk `*` appears next to each receiver that should be active.
 - 05 Press **YES** on any receiver to toggle its state.
 - 06 Press **NO/CANCEL** to exit when finished.
 - 07 Save the profile if you want these settings preserved for future games.
-

Specifications and Features

MPCW-7 Football Control Features

The following features are available on the MPCW-7 when configured for Football:

Football Game Statistics

FEATURE	DESCRIPTION
Home Score	Addable and settable; supports two-digit scores
Guest Score	Addable and settable; supports two-digit scores
Quarter	Settable (1–4)
Ball Possession (Home)	Toggle indicator on/off; automatically toggles the opposite side off
Ball Possession (Guest)	Toggle indicator on/off; automatically toggles the opposite side off
Time Outs Left (Home)	Addable and settable per team
Time Outs Left (Guest)	Addable and settable per team
Flag	Toggle penalty flag indicator on/off
Ball On	Settable yard line (0–99)
Down	Settable (1–4 typical)
Yards to Go	Settable (0–99)
Yards to Go — GOAL caption	Intelligent caption models: switches label to "GOAL"
Yards to Go — INCHES caption	Intelligent caption models: switches label to "INCHES" and blanks digits
Delay of Game Timer	Separate timer with two programmable reset times (default 40s and 25s)
Changeable Captions	x6xx series: switch caption configuration between Down/ToGo/BallOn/Quarter arrangements

Timekeeping Features

FEATURE	DESCRIPTION
Main Time	Count up or count down; settable in MM:SS.s format
Tenth-Second Shift	Automatically shifts to SS.TT format when time is under 1 minute (can be disabled)
Auto Horn	Sounds for 4 seconds when time expires (end of period)
Quarter Tracking	Displays current quarter (1–4) on main time screen
Time Out Timer	5 individual programmable time out timers with warning horn
Time Out Warning	Programmable warning time per timer; 2-second horn at warning
Misc Delay Time	Delay of Game timer with two programmable reset values

FEATURE	DESCRIPTION
Aux Timer	Secondary timer; count up or down; tied to time switch or independent
Segment Timer	Up to 20 segments; auto horn and auto advance per segment
Time of Day	12 or 24-hour clock; can "stick" on scoreboard when control is off

System Features

FEATURE	DESCRIPTION
Wireless Transmission	RF wireless to one or more Nevco receivers; scoreboard output via BNC coax
Multiple Receivers	Supports multiple receivers; link/unlink per profile
Profile System	Up to 100 profiles per sport; stores all settings including model and wireless
Default Profiles	Factory default for Football is Profile 89; Default Lock protects factory defaults
Scoreboard Model Selection	Selectable via Options menu; stored in profiles
Sport Switching	Change sport by swapping overlay and selecting sport via Scroll Profiles
Electronic Team Names	Compatible with Nevco ETN package; up to 12 characters per name
Brightness Control	High or Low scoreboard brightness setting
Swap Home & Guest	Exchanges all Home and Guest values on scoreboard and control display
Auxiliary Display	Drives auxiliary timer display with main time, aux time, or time of day
Horn Settings	9 selectable tones per horn type; volume 0–9; separate EOP, Key, Aux, TimeOut, Segment tones
Battery Backup	Battery-backed memory maintains settings and time-of-day accuracy when unplugged
Beeper	Confirms every key press; alerts operator when time expires

Hardware Specifications

SPECIFICATION	VALUE
Form Factor	Desktop (tabletop) controller
Power Input	9 V DC (power supply included)
Power Switch	Side-mounted on/off switch (disconnects control power only; scoreboard remains powered)
Keypads	Two keypads, 20 keys each (40 keys total)
Display	16-character bright LED display
Hand Held Switch Port	One jack on each side of control (left and right); use either jack
Scoreboard Output	BNC connector for direct coaxial cable connection to the scoreboard (no receiver); use either or both outputs

SPECIFICATION	VALUE
Coiled Cord (TCS-7)	Stretches to over 4 feet
Hand Held Switch Type	TCS-7 two-position rocker switch with push-button horn and LED indicator

Troubleshooting

PROBLEM	LIKELY 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	Auto horn disabled	Enable Auto Horn in the Main Time OPTIONS menu
Horn does not sound when time has expired — Volume is zero	Volume set to 0	Change volume to a non-zero value in Horn Options menu
Horn does not sound when time has expired — EOP horn is zero	EOP horn set to 0	Change the EOP horn in Horn Options menu to desired tone
Timer counts in wrong direction	Timer direction set wrong	Change the direction of time in the Main Time OPTIONS menu
Cannot subtract from score	Score keys add only	Use SET then HOME or GUEST SCORE key to enter correct score directly
Cannot clear Time Out Timer from scoreboard without sounding warning horn	Clearing the timer forces it to skip to the warning time	Press TIME OUT TIMER twice. The warning horn will be skipped and the end horn will sound.
Tenth second does not show on scoreboard — Time counting up	Main clock is counting up	Tenth second does not show when main time is counting up; this is normal
Tenth second does not show on scoreboard — Time above one minute	Time above one minute	None; this is standard operation
Time of day will not display on scoreboard	Time of day key is not enabled	Use SET then TIME OF DAY to enable it
Aux time is displayed on auxiliary display but is not counting — Hours and minutes displayed	Hours and minutes are being displayed; will change once each minute	Minutes and seconds will be displayed during the last hour of remaining time
Aux time is displayed but is not counting — Time switch is off	Aux time tied to time switch	Either turn the time switch on, press TIME ON, or go to Aux Time Options and disable the time switch option
Horn randomly goes off during game time while main time is running — Aux timer is running	Aux timer running independently	Start a new game. Go to Aux Timer OPTIONS and set the Aux timer to 00:00. Save the profile.
Horn randomly goes off during game time while main time is running — Segment Timer is running	Segment Timer running	Start a new game when possible. Go to Segment Timer Options and disable the segment timer. Save the profile.

PROBLEM	LIKELY CAUSE	SOLUTION
Horn randomly goes off while control is on and main time is not running	Aux timer set to run without time switch	Start a new game. Set aux timer to 00:00 and set it to run with the time switch. Save the profile.
Horn goes off when turning on the control after transferring from another controller	Model is not set correctly	Go to Options > Model and select the correct Scoreboard Model

If the problem persists, contact the Nevco Service Department:

Phone: 800-851-4040

Glossary

ALTERNATE TIME CONTROL SWITCHES: The **TIME ON** and **TIME OFF** keys on the keypad, used instead

of the Hand Held Time Control Switch. These keys are inactive while the Hand Held switch is plugged in.

To enable them, turn the control off, unplug the Hand Held switch, and restart the control.

AUTO HORN: Sounds for a minimum of 4 seconds when main time expires, stop time is reached, the

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.

AUX TIMER: An auxiliary timer, separate from the main timer, configurable to count up or down and

to start and stop with the time control switch or run continuously. Viewable on the control by pressing

TIME twice, or on an Auxiliary Time Display.

AUXILIARY TIME DISPLAY: A display unit that can show main time, AUX TIME, or Time of Day.

Compatible models include: 9410, 9510, 9405, and 9505.

BATTERY: Battery-powered memory saves the control's settings and data in case of power failure.

Also maintains the accuracy of the time of day when the control is unplugged.

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

BRIGHTNESS LEVEL: The scoreboard can be set to High (bright) or Low (dim) for best viewing.

Indoor scoreboards default to High; outdoor scoreboards default to Low.

DISPLAY: A 16-character LED display on the control that prompts the operator for input and

monitors 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 (TIME ON / TIME OFF keys)

are disabled.

INTERVAL HORN: A horn that sounds repeatedly at preset intervals. Replaced by the more versatile

Segment Timer, which can function identically and more.

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 labeling for each key, Nevco contact information,

and the sport name at the top.

PROFILE: Saves the current control settings and data so they can be recalled later. Up to 100

profiles can be saved per sport.

SEGMENT TIMER: Sometimes called Practice Timer. Allows a list of time segments to be programmed

into the control for practice routines or drills. The first segment starts counting down when activated;

at zero it moves to the next segment. The Segment Timer has replaced the Interval Horn and can

replicate it exactly.

STOP TIME: A time set for main time or aux time to automatically cease counting. Functionally acts

the same as time running out. The Auto Horn sounds at stop time if configured.

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 OF DAY: Time of Day Clock. Once set, accuracy is maintained even when the control is unplugged.

During normal operation, the time of day can be displayed on the control and scoreboard by pressing

the TIME OF DAY key. Pressing TIME or turning time on returns the main time to the displays.

TIME OUT TIMER: Programmable for different time out lengths with optional warning horn and the

option to display the time out time remaining on the scoreboard. Five different time out timers available.

Regulatory Notices

The MPCW-7 control is manufactured by NEVCO, Inc., 301 East Harris Avenue, Greenville, IL 62246-2151 USA.

For regulatory compliance information, FCC ID information, and current certifications,

contact Nevco directly:

- USA Toll-Free: 800-851-4040
- Canada Toll-Free: 800-461-8550
- International: +1-618-664-0360
- Website: www.nevco.com
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