



MPCW-7

MPCW-7 Hockey / Field Hockey

Document: 135-0222R

Revised: 2026-07-03

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Introduction

About the MPCW7 Hockey / Field Hockey Control

The MPCW7 is a wireless desktop scoreboard operator's controller designed for use with Nevco hockey and field hockey scoreboards.

It transmits on the 2.4 GHz band and provides complete control of all hockey-specific scoreboard functions, including score, period, game clock, penalty timers, shots on goal, goal saves, and goal lights.

The MPCW7 is a tabletop (desktop) unit — it sits at the scorer's table and is not handheld.

This form factor makes it well suited for arena and gymnasium scorer's tables where a stable, full-featured controller is preferred.

Upon first power-up, the MPCW7 is configured to operate with a 47xx scoreboard as a hockey control.

Please take a few minutes to study this manual and practice with the control before the game.

If you have any questions or comments, please contact Nevco using the information below.

NOTE

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

Hardware Overview

The MPCW7 Hockey Control includes the following physical components:

COMPONENT	DESCRIPTION
MPCW Control (A)	Universal desktop controller. To change sports, change the overlay and enter the new sport/profile.
Power Supply (B)	9 V DC adapter included with the control.
Overlay (C)	Flat plastic panel that fits over and around the keys to label them for the sport. The Hockey overlay is included with the system. Refer to the top edge of the overlay for letter assignments used to enter sport names and profile names.
Hand Held Switch / TCS-7 (D)	A TCS-7 time control switch is included with each control. Other switches are included with the accessories they operate. Plug into either jack on either side of the control.
Keypads (E)	Left keypad and right keypad, 20 keys each (40 keys total).
16-Character Display (F)	Bright LED display for better visibility of prompts and data.
Power On/Off Switch (G)	Removes power from the control only. Does NOT turn power off to the scoreboard.
Jack for Hand Held Switch (H)	One jack on each side of the control. Either jack accepts any hand held switch.
Coiled Cord (J)	Stretches to over 4 ft. Included with the TCS-7 switch.
Socket for Coiled Cord (K)	Makes it easy to replace the cord.
LED Test Indicator (L)	Verifies that the hand held switch is working.
Remote Push Button Switch (M)	On TCS-7: sounds the horn.
Remote Rocker Switch (N)	On TCS-7: controls the time (right = Time On, left = Time Off).
Output to Scoreboard (O)	BNC connector for coax cable. Use either or both outputs as needed.
Jack for Power Input (P)	9 V DC power input.

Hand Held Switch (TCS-7)

The TCS-7 time control switch is included with every MPCW7 control.

- **Two-position rocker switch** — Right position is Time On; Left position is Time Off.

- **Horn button** — Press to sound the horn; release to silence the horn. The horn will sound for up to 4 seconds.
- **Indicator light** — Flashes when connected to a powered MPCW7.

NOTE

NOTE: When the hand held switch is plugged into the control, the **TIME ON** and **TIME OFF** keys on the keypad are disabled. To re-enable them, turn the control power off, disconnect the hand held switch, and restart the control.

Compatible Scoreboard Models

The MPCW7 Hockey / Field Hockey Control is compatible with the following Nevco scoreboard models.

NOTE

NOTE: Some features may not be available on all models. The MPCW7 may not be compatible with certain older scoreboards. 36xx models supported do not include model 3657.

LED Models

4707	5525	SCD-7	7604	9510
4710	5625	SCD-T7	7605	9515
4711	5633	SSC-7	7614	9710
4720	5634	SSC-T5	7615	9715
4721	5635	SSC-T7	7616	
4730		88xx	7620	
4750			7624	
4755			7625	36xx*
4760			7630	
4765			7631	
4770			7632	
45xx			7680	
46xx			7685	
1615			84xx	
1620				
1625				

1632				
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Note: * 36xx models do not include model 3657.

Incandescent Models

4465	4430	4009	4040
4460	4411	4008	4030
4455	4410	4007	
4450	4407		
4445			
4440			

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

When the control is ready for play, the 16-character display shows the Main Time Screen:

00:00.0v Per:1

The fields displayed are:

FIELD	DESCRIPTION
Current Time	The game clock value in MM:SS.s format (minutes, seconds, tenth-second).
Time Direction	Indicated by a small arrow. Down-arrow (v) means counting down; Up-arrow means counting up.
Period	The current period of play (Per:1, Per:2, etc.).

Setting the Play Clock

The following procedure sets the play clock to 20 minutes as an example.

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

The control will show:

Time: MM:SS.s ◀

01 Press **2**, then **0**.

The control will show:

Time: 20:SS.s ◀

01 Press **YES** to confirm.

The control will show:

20:00.0v Per:1

You are now ready for the game to begin.

NOTE

TIP: After the five digits (MM:SS.s) are all filled the time is automatically accepted without pressing **YES**. If fewer than 5 digits are entered and **YES** is pressed, zeros are placed in the unfilled digit positions. For example, pressing **1, 2, YES** sets the time to 12:00.0.

NOTE

NOTE: Pressing **NO/CANCEL** at any point before the 5th digit is pressed will reset the time to its previous value.

Starting and Stopping the Clock

ACTION	METHOD
Start the clock	Press TIME ON — or — use the hand held switch (right/Time On position)
Stop the clock	Press TIME OFF — or — use the hand held switch (left/Time Off position)
Silence auto horn	Press HORN

Adding to Score

- 01 Press **HOME SCORE** to enter Home score add mode, or press **GUEST SCORE** to enter Guest score add mode.
- 02 The control displays the current score with a  indicator.
- 03 Press a number key (0–9) to add that value to the current score.

NOTE

NOTE: You cannot subtract from the score using the add method. To correct a score, use the **SET** method described in [Setting The Score Directly](#). The goal light will automatically illuminate when a home or guest score is entered.

Setting the Score Directly

- 01 Press **SET**, then press **HOME SCORE** or **GUEST SCORE**.
- 02 The control displays the current score in set mode with a  or  indicator.
- 03 Enter up to three digits for the new score value.

- 04 If the first digit entered is the desired value, press **YES**.
-
- 05 Otherwise continue entering digits. After the third digit the value is automatically accepted.

Adding to Goal Shots

- 01 Press **HOME GOAL SHOTS** or **GUEST GOAL SHOTS** (the lower or upper GOAL SHOTS key depending on which team).
-
- 02 The control displays the current goal shots value.
-
- 03 Press a number key to add to the total.

Adding to Goal Saves

- 01 Press **HOME GOAL SAVES** or **GUEST GOAL SAVES**.
-
- 02 The control displays the current goal saves value.
-
- 03 Press a number key to add to the total.

Setting the Period

- 01 Press **PERIOD**.
-
- 02 The control displays:

Period: # ◀

- 01 Press the number key corresponding to the period.
-

02 The MPCW7 returns to the main time screen with the new period set.

Starting a New Game

To reset all values and begin a new game, press **SCROLL PROFILES** and load the desired profile (or the current profile).

Loading a profile resets the scoreboard to the state saved in that profile.

See [Profiles](#) for complete profile procedures.

Setting Time of Day

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

02 The control displays:



ToD: HH:MM ◀

01 Enter the hours and minutes (four digits total).

02 After all four digits are filled, the time is automatically accepted.

03 If fewer than four digits are entered, press **YES** to accept (zeros fill unfilled positions).

Keyboard Functions

This chapter describes every key and screen available on the MPCW7 Hockey / Field Hockey Control.

The control has two 20-key keypads (left and right) covered by the sport-specific overlay.

Key letter codes printed on the right side of each key correspond to letters used for entering sport names and profile names.

Navigation Keys

YES Key

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

NO/CANCEL Key

Use to cancel an operation, reset a change in progress, exit a sub-options menu, and return the MPCW7 to the screen that displays the name of the sport being played.

SET Key

Use **SET** ahead of a function key to directly enter a value, set times, and correct errors.

For example: **SET** then **TIME** allows direct time entry; **SET** then **HOME SCORE** allows direct score entry.

These combined functions are described throughout this manual.

OPTIONS Key

Press to enter and move through the options menu.

Each press of **OPTIONS** moves to the next option in the options menu.

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

SCROLL PROFILES Key

Press to view available profiles and sports.

Each key press moves to the next profile or sport.

Use to select profiles for the current game or to change sports.

See [Profiles](#) for complete details.

Horn and Clock Keys

HORN Key

Press and hold to sound the scoreboard horn.

Release to stop the horn.

NOTE

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

TIME ON Key

Turns main time on (starts the clock counting).

Can also be used to turn on the Aux Timer and Segment Timer if those features are in use.

NOTE

NOTE: The TIME ON key is disabled when the hand held time control switch is plugged into the control.

TIME OFF Key (labeled TIME OFF in red)

Stops main time.

Can also be used to stop the Aux Timer and Segment Timer if in use.

NOTE

NOTE: The TIME ON and TIME OFF keys are disabled when the hand held time control switch is plugged in. To re-enable them, turn the control off, disconnect the hand held switch, and restart the control.

TIME Key

Press to return to the main time screen.

From the main time screen, press again to display the aux timer.

Press from the aux timer screen to return to the main time screen.

PERIOD Key

Press **PERIOD** to set the current game period.

To Set the Period

01 Press **PERIOD**. The control displays:

Period: # ◀

01 Press the number key corresponding to the desired period.

02 The period is set and the MPCW7 returns to the main time screen.

TIME OF DAY Key

Press **TIME OF DAY** to display the time of day on the scoreboard in place of game time.

- Time of Day can operate on either 12-hour or 24-hour format.
- Compatible scoreboards can display time of day even when the scoreboard is otherwise off.

To Set Time of Day

01 Press **SET**, then **TIME OF DAY**. The control displays:

ToD: HH:MM ◀

01 Enter the hours and minutes (four digits).

02 After all four digits are filled, the time is automatically accepted.

03 If fewer than four digits are entered, press **YES** (zeros fill remaining positions).

04 If fewer than four digits are entered and there is an error, press **NO/CANCEL** — the previous value is restored and the control returns to the main screen.

TIME OUT TIMER Key

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

- Time out is a set of five programmable timers used to time game time outs.
- The time out key is not active while main time is running — stop the clock first.
- Displaying the time out timer on the scoreboard is optional (configured in Options).
- Each timer has a programmable warning time.

Time Out 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	1:30.0	0:15.0

TIME OUT #	TIME	WARNING TIME
5	15:00.0	0:15.0

Warning Time is a signal that the end of a time out is approaching.

The scoreboard sounds a 2-second horn and the MPCW7 navigates back to the time out timer screen.

To Start a Time Out

01 Press **TIME OUT TIMER**. The control displays:

Time Out: (1-5)

01 Press a number key 1–5 to select the desired time out timer.

Time2: 02:00.0

01 The selected timer begins counting 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

01 While the timer is counting, press **TIME OUT TIMER** to re-enter the time out screen.

02 Press **TIME OUT TIMER** again — the timer skips to the warning time and the horn sounds for 2 seconds.

03 Press **TIME OUT TIMER** a third time to conclude the time out immediately:

12:00.0v Per:1

- The MPCW7 returns to the main time screen.
- The horn sounds for 4 seconds.

In-Game Stat Keys

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

Not all stats are available on all scoreboard models.

Hockey In-Game Stats are: **Score, New Minor, New Major, Goal Saves, Goal Shots.**

There are three methods of entering stats:

Adding

After pressing the stat key, press a number key (0–9) to add that value to the current total.

The  symbol indicates add mode.

Setting

Press **SET** before the stat key to directly enter a value (bypasses adding).

The  or  symbol indicates set mode.

Used to correct errors or enter an exact value.

Indicating

Illuminates an indicator light or specific digits on the scoreboard to indicate game events such as possession, penalties, shots, and saves.

Not all scoreboard models support this function.

NOTE

NOTE: In the display examples below: # represents a numerical value; + indicates add mode; ◀ / ▶ indicates set mode (left side = home, right side = guests).

SCORE (HOME SCORE / GUEST SCORE)

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

##+ Score ##

Press **GUEST SCORE** to enter Guest score add mode.

Score +##

Adding to Score

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

02 Enter any value 0–9 to add that amount to the current score.

03 To add more, press the score key again and enter another value.

NOTE

NOTE: You cannot subtract from the score. To correct a mistake, use the Set method below. The goal light automatically illuminates when a home or guest score is entered.

Setting Score (Correcting Errors)

01 Press **SET**, then **HOME SCORE** or **GUEST SCORE**.

◀ Score ## or ## Score ▶

01 Enter the 1st digit (0–9). If this is the correct single-digit score, press **YES**.

02 Otherwise enter the 2nd digit, then the 3rd digit. After the 3rd digit the value is automatically accepted.

03 A zero in the tens position is automatically removed (e.g., entering 0, 5 displays as 5, not 05).

04 Press **NO/CANCEL** at any time before the 1s digit is placed to restore the previous value.

NEW MINOR

Press Home **NEW MINOR** to add a new minor penalty for the home team.

Press Guests **NEW MINOR** to add a new minor penalty for the guest team.

The control displays:

New 2:00 ## ◀

(The default minor penalty time is 2:00. This default can be changed in Hockey Options.)

To Add a New Minor Penalty

01 Press Home **NEW MINOR** or Guests **NEW MINOR**.

02 The control displays the default penalty time and a cursor for player number entry.

03 Enter the player number.

04 The control displays:

New 2:00 ◀ ##

01 Press **YES** to accept the default penalty time, OR enter a different penalty time using the number keys.

NOTE

NOTE: Up to 20 penalties can be stored in the control per team. Only two penalties display on the scoreboard at the same time (top slot and bottom slot). Additional penalties automatically display as the current top or bottom penalty expires. If a player has multiple penalties, the second penalty displays as soon as the first expires.

NEW MAJOR

Press Home **NEW MAJOR** to add a new major penalty for the home team.

Press Guests **NEW MAJOR** to add a new major penalty for the guest team.

The control displays:

New 5:00 ## ◀

(The default major penalty time is 5:00. This default can be changed in Hockey Options.)

To Add a New Major Penalty

01 Press Home **NEW MAJOR** or Guests **NEW MAJOR**.

02 The control displays the default major penalty time and a cursor for player number entry.

03 Enter the player number.

04 The control displays:



New 5:00 ◀ ##

01 Press **YES** to accept the default penalty time, OR enter a different time using the number keys.

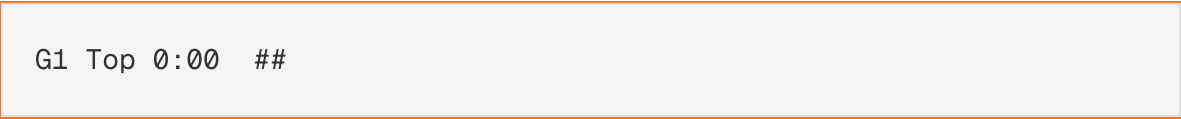
VIEW PENALTY

Press Home **VIEW PENALTY** to view penalties for the home team.



H1 Top 0:00 ##

Press Guests **VIEW PENALTY** to view penalties for the guest team.



G1 Top 0:00 ##

To View Penalties

01 Press Home **VIEW PENALTY** or Guests **VIEW PENALTY**.

02 The display shows the first (top slot) penalty for that team.

03 Press **VIEW PENALTY** again to scroll through additional stored

penalties.

The display format is: [H or G][slot number] [Top/Bottom] [time remaining] [player number]

GOAL SAVES

Press Home **GOAL SAVES** to enter home goal saves add mode.

+ Saves

Press Guests **GOAL SAVES** to enter guest goal saves add mode.

Saves +

To Add to Goal Saves

01 Press Home **GOAL SAVES** or Guests **GOAL SAVES**.

02 Enter the value to be added to the total goal saves.

GOAL SHOTS

Press Home **GOAL SHOTS** to enter home goal shots add mode.

+ Shots

Press Guests **GOAL SHOTS** to enter guest goal shots add mode.

Shots +

To Add to Goal Shots

01 Press Home **GOAL SHOTS** or Guests **GOAL SHOTS**.

02 Enter the value to be added to the total goal shots.

INSERT PENALTY

Press **INSERT PENALTY** to insert a penalty in between existing penalties.

To Insert a Penalty

01 Press **VIEW PENALTY** (Home or Guests) until the penalty is displayed that you want the new penalty to appear **after**.

02 Press **INSERT PENALTY**.

03 The control displays:

H# M:SS ## ◀ or G# M:SS ## ◀

01 Enter the player number.

02 The control displays:

H# M:SS ◀ ## or G# M:SS ◀ ##

01 Enter the penalty time.

PENALTY ON/OFF

Press **PENALTY ON/OFF** to start or stop penalty time independently of main time.

This is used in timed little league games where you want main time to continue running but need to stop the penalty timers (for example, during a break where the game clock keeps running).

This button must be enabled first in Hockey Options (see [Options Menu](#)).

To Stop or Start Penalty Time

- 01 Press **PENALTY ON/OFF** to toggle penalty timing on or off.

- 02 When penalty time is stopped (off), the MPCW7 shows a **P** next to the period number on the main time screen to indicate penalty time is paused.

EDIT PENALTY

Press **EDIT PENALTY** to change the player number or penalty time in an existing penalty.

To Edit a Penalty

- 01 Press **VIEW PENALTY** (Home or Guests) until the desired penalty is displayed.

- 02 Press **EDIT PENALTY**.

- 03 The control displays:

Edit# #:## ► ##

- 01 Enter the player number. If already correct, press **YES**.

- 02 The control displays:

Edit# #:## ◀##

01 Enter the penalty time. If already correct, press **YES**.

CLEAR PENALTY

Press **CLEAR PENALTY** to remove a penalty entirely from the stored list.

To Clear a Penalty

01 Press **VIEW PENALTY** (Home or Guests) until the desired penalty is displayed.

02 Press **CLEAR PENALTY**. The penalty is removed.

GOAL LIGHT RESET

Press **GOAL LIGHT RESET** to turn off the goal light.

The goal light illuminates automatically when a home or guest score is entered.

Press this key after the referee has confirmed the goal and the celebration has concluded to reset the light to its ready state.

Main Time Screen Reference

The main time screen is the primary operating screen during a game.

00:00.0v Per:1

DISPLAY ELEMENT	MEANING
00:00.0	Current game time in MM:SS.s (minutes:seconds.tenths)
V (down arrow)	Time is counting down. Arrow would point up if counting up.

DISPLAY ELEMENT	MEANING
Per:1	Current period number
P (after period number)	Penalty time is currently stopped (PENALTY ON/OFF is in off state)

Alternate Time Controls (TIME ON / TIME OFF as Keys)

The keyboard includes **TIME ON** (green, left keypad) and **TIME OFF** (red, lower left keypad) as alternate time controls when no hand held switch is connected.

NOTE

NOTE: These keys are inactive while the hand held time control switch is plugged in. To make these keys active again, turn the control power off, disconnect the hand held time control switch, and restart the control.

Options Menu

The OPTIONS menu provides access to game settings and added features usable during a game or practice.

There are 13 possible selections in the OPTIONS menu.

#	OPTION
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 (Model >>)

#	OPTION
13	Time of Day

Each press of the **OPTIONS** key toggles through these selections.

Press a function key or **NO/CANCEL** to abort the options mode at any time.

NOTE

IMPORTANT: Unless you save the profile, option settings will revert when the new game key is pressed. After changing brightness, programming timeout timers, or making other settings changes — go to the Profiles section and save those settings to a profile.

OPTIONS Menu Navigation

Three keys are used to navigate the OPTIONS menu:

OPTIONS Key

Scrolls to the next option in the OPTIONS menu and sub-options menus with each press.

YES Key

01 Selects an option or enters a sub-option menu.

02 Confirms changes made.

03 Changes a value when in an edit field.

NO/CANCEL Key

01 Exits a sub-option.

02 Cancels or resets a change if it has not been completed or confirmed.

03 When pressed repeatedly, returns to the main sport screen.

Navigation Example 1

01 **OPTIONS** is pressed until **Segment Timer** displays.

02 **YES** is pressed to enter the Segment Timer menu.

03 **NO/CANCEL** is pressed to exit the Segment Timer menu.

Navigation Example 2

01 Left Team name is entered as **Comets ▲**.

02 **YES** is pressed to confirm changes.

03 If **NO/CANCEL** is pressed instead of **YES**, it cancels the name entry and stops modifying the Left Team Name.

Navigation Example 3

01 **OPTIONS** is pressed until **Brightness: Low** displays.

02 **YES** is pressed to change brightness to High.

03 **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 too dim.

Use Brightness to toggle scoreboard brightness between High and Low.

SETTING	USE CASE
Brightness: High	Better suited for daylight conditions. May be too bright in low-light environments.
Brightness: Low	Well suited for low-light conditions. May be difficult to see in 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.

Team Names

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

ETN replaces the standard vinyl HOME and GUESTS panels with an LED display that shows the team names entered here.

Electronic Team Name Keypad

The team name keypad is marked in orange on the MPCW7 keypad.

All letter keys, number keys, backspace, space, and shift functions are available.

Key functions specific to team name entry:

KEY	FUNCTION
Backspace (arrow key)	Deletes the last character entered during team name entry.
BLANK (space key)	Inserts a space character during team name entry.
GUEST SCORE / SHIFT	Cycles through letter case and number entry modes: 1st press: Changes to lowercase letters; 2nd press: Changes to number entry mode; 3rd press: Returns to uppercase letters (default).

NOTE

NOTE: Team names can be up to 12 characters. During entry of a team name, **NO/CANCEL** can be pressed to cancel changes and move to another selection. Depending on the display, if the team name is long enough it will shrink both left and right displays to fit.

Changing Team Names

First enter the Team Names menu:

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

02 Press **YES**. The display reads **Home Team Name** .

Guest Team Name is the default entry point:

01 Press **YES** to modify the guest team name. The current guest name displays with an edit cursor.

02 Enter the team name using letters (upper and lower case), numbers, backspaces, and spaces as needed.

03 Press **YES** to confirm. The display moves to **Home Team Name** .

Home Team Name is automatically the next option after modifying the guest team name:

01 Press **YES** on the Home Team Name screen.

02 Enter the team name using letters, numbers, backspaces, and spaces as needed.

03 Press **YES** to confirm. The display returns to **Guest Team Name** .

04 Press **NO/CANCEL** to return to the main **OPTIONS** menu, or press **TIME** to return to the main time screen.

Main Time

Main time options control how the game clock behaves.

Main Time Options

OPTION	DESCRIPTION
Direction	Sets whether main time counts up (▲) or down (▼).
Auto Horn	When enabled, the horn sounds automatically when main time reaches 00:00.0 (down) or stop time (up). An asterisk (*) designates Auto Horn is on.
Style	Displays main time in either MM:SS (minute/second) or HH:MM (hour/minute) format.
Disable .1	When enabled, main time always displays in MM:SS format even when under one minute (disables the automatic shift to SS.TT display). Default behavior: time shifts to SS.TT format when under one minute.

To Enter the Main Time Menu

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 **Direction: ▲** .

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

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. An asterisk (*) means Auto Horn is on.

Changing Main Time Style

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

02 Press **YES** to enter.

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

- 04 Press **YES** to enable the desired style. An asterisk indicates the active style.

Disabling and Enabling 0.1 Seconds Time Shift

- 01 From the Main Time menu, press **OPTIONS** until the display reads
Disable .1 or Disable .1 * .
-
- 02 Press **YES** to toggle. An asterisk means the shift is disabled (time always shows MM:SS).

Aux Time

The control has a built-in auxiliary timer that can be used for timing field/facility usage, determining elapsed game time, or other purposes.

The Aux timer can count up or down, run continuously or only when main time is running, and can display on an auxiliary time display if one is part of the system.

Aux Time Options

OPTION	DESCRIPTION
Setting Aux Time	Sets the start time for the aux timer (up or down from a settable value).
Direction	Sets aux time to count up (▲) or down (▼).
Time Switch Operation	When enabled (*), the aux timer starts and stops with the same time switch used for main time.
Setting Aux Stop Time	Sets a stop time at which aux time ceases counting. Acts like stop time for main time.
Style	Displays aux time in MM:SS or HH:MM format.

To Enter the Aux Time Menu

- 01 Press **OPTIONS** until the display reads Aux Time >> .
-
- 02 Press **YES** to enter the Aux Time menu.

Setting Aux Time

01 From the Aux Time menu, press **OPTIONS** until the display reads the current aux time (e.g., Aux: 00:00.0▲).

02 Press **YES**. The display reads Aux: MM:SS.S◀.

03 Enter the minutes, seconds, and tenths (5 digits). Auto-accepts after 5 digits.

04 If fewer than 5 digits are entered, press **YES** (zeros fill remaining positions).

05 Press **NO/CANCEL** before completing entry to restore the previous value.

Changing Direction of Aux Time

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

02 Press **YES** to change direction.

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 toggle. An asterisk (*) means enabled (aux timer follows the main time switch).

Setting Aux Stop Time

01 From the Aux Time menu, press **OPTIONS** until the display reads Stop Time:MM:SS or Stop Time:00:00.

02 Press **YES**. The display reads Stop Time:MM:SS◀.

03 Enter the minutes and seconds (4 digits).

- 04 Auto-accepts after 4 digits; or press **YES** with fewer digits (zeros fill remaining positions).

Changing Aux Time Style

- 01 From the Aux Time menu, press **OPTIONS** until the display reads `Style >> .`

- 02 Press **YES**, then press **OPTIONS** to scroll through styles (MM:SS / HH:MM).

- 03 Press **YES** to enable the desired style.

Segment Timer

A segment timer is used for pacing organized practices, as an interval horn, and for other practical timing uses.

A segment consists of a practice event (playbook time, running drills, breaks, etc.) that runs for a set period of time.

When the time expires, a new segment is entered and the activity changes.

The segment timer counts down from the programmed time to zero.

The MPCW7 segment timer function supports a maximum of 20 segments.

Three settings are available per segment: **time**, **auto horn**, and **auto advance**.

- **Auto Horn** — Sounds the horn at the end of the segment time.
- **Auto Advance** — When enabled, the next segment automatically begins counting when the current segment completes.

Segment Timer Projects

A segment timer project is a collection of up to 20 segments.

Segment timer projects can take time to set up; if a project will be used regularly, save it to a profile.

NOTE

TIP: The simplest segment timer project is an **interval horn** — a one-segment project with Auto Horn and Auto Advance both enabled. The segment cycles through the allotted time, sounds the horn, and immediately restarts. This is commonly used in little league hockey for on-ice shift changes.

Example: Set Segment 1 time to 1:00, Auto Horn ON, Auto Advance ON.

The horn will sound every minute.

Saving a Segment Timer Project

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

See [Profiles](#).

Segment Timer Main Menu

There are three options in the main segment timer menu:

- 01 **Enable** — Enables or disables the segment timer function. Disabling also removes the segment timer display from the scoreboard.

- 02 **Display on Scoreboard** — Toggles whether the segment timer displays on the scoreboard in place of standard main time.

- 03 **Edit Segment** — Used to edit segments and create a segment timer project.

To Enter the Segment Timer Menu

- 01 Press **OPTIONS** until the display reads `Segment Timer >> .`

02 Press **YES** to enter the Segment Timer menu.

Enable or Disable Segment Timer

01 From the Segment Timer menu, press **OPTIONS** until the display reads **Enable** .

02 Press **YES** to toggle. **Enable *** means the segment timer is enabled.

Display on Scoreboard

01 From the Segment Timer menu, press **OPTIONS** until the display reads **Disp On Board** .

02 Press **YES** to toggle. **Disp On Board *** means the segment timer is displayed on the scoreboard.

NOTE

NOTE: The Display on Scoreboard option has no effect if the segment timer is disabled.

Edit Segment

The Edit Segment menu is used to configure each segment in the project.

There are 6 options in the Edit Segment menu:

OPTION	DESCRIPTION
Segment Main Time	Sets the duration for the current segment.
Auto Horn	Enables or disables the Auto Horn function for the current segment.
Auto Advance	Enables or disables the Auto Advance function for the current segment.
Next Segment	Moves to the next segment for editing. Maximum 20 segments; rolls back to 1.
Insert Segment	Inserts a new segment at the current position (moves current and following segments forward).
Delete Segment	Deletes the current segment. All subsequent segments move up in position.

To Enter the Edit Segment Menu

- 01 From the Segment Timer menu, press **OPTIONS** until the display reads
Edit Segment .
-

- 02 Press **YES**. The display reads Seg: 1 ##:## .

Editing Segment Main Time

- 01 From the Edit Segment menu, press **OPTIONS** until the display reads
Seg: 1 ##:## .
-

- 02 Press **YES**. The display reads Seg: 1 ##:## ◀ .
-

- 03 Enter the minutes and seconds (4 digits). Auto-accepts after 4 digits.
-

- 04 If fewer than 4 digits entered, press **YES** (zeros fill remaining).
-

- 05 Press **NO/CANCEL** before completing entry to restore the previous value.

Toggling Auto Horn

- 01 From the Edit Segment menu, press **OPTIONS** until the display reads
Seg: # Auto Hrn .
-

- 02 Press **YES** to toggle. Seg: # Auto Hrn* means Auto Horn is enabled.

Toggling Auto Advance

- 01 From the Edit Segment menu, press **OPTIONS** until the display reads
Seg: # Auto Adv .
-

- 02 Press **YES** to toggle. Seg: # Auto Adv* means Auto Advance is enabled.

Advancing to the Next Segment

- 01 From the Edit Segment menu, press **OPTIONS** until the display reads

Seg: # Next Seg .

- 02 Press **YES** to advance the segment number. After segment 20, rolls back to segment 1.

Inserting a Segment

- 01 From the Edit Segment menu, press **OPTIONS** until the display reads
Insert Segment .

- 02 Press **YES**. The display reads Seg: 1 ##:## ◀ .

- 03 Enter the time for the inserted segment (4 digits).

Deleting a Segment

- 01 From the Edit Segment menu, press **OPTIONS** until the display reads
Delete Segment .

- 02 Press **YES**. The current segment is deleted; all subsequent segments move up in position.

Time Out Timer

Time out timer options control time out behavior during the game.

Time Out Timer Options

OPTION	DESCRIPTION
Display On Scoreboard	Toggles whether a running time out timer displays on the scoreboard.
Edit Time Outs	Allows editing of individual time out timer durations and warning times.

To Enter the Time Out Timer Menu

- 01 Press **OPTIONS** until the display reads TimeOut Timer >> .

- 02 Press **YES** to enter the Time Out Timer menu.

Display Time Out Timer on Scoreboard

- 01 From the Time Out Timer menu, ensure the display reads **Disp On Board** .

- 02 Press **YES** to toggle. **Disp On Board*** means the timer will display on the scoreboard.

Edit Time Outs Menu

There are 3 options within the Edit Time Outs menu:

- 01 **Edit Current Time Out** — Sets the duration for the currently selected time out timer (1–5).

- 02 **Edit Current Warning Time** — Sets the warning time for the currently selected time out.

- 03 **Next Time Out** — Switches to the next time out timer for editing.

To Enter Edit Time Outs

- 01 From the Time Out Timer menu, press **OPTIONS** until the display reads **Edit Time Outs** .

- 02 Press **YES**. The display reads **Time#: ##:##.##** .

To Edit the Current Time Out Duration

- 01 On the **Time#: ##:##.##** screen, press **YES**.

- 02 The display reads **Time#: MM:SS.s ◀** .

- 03 Enter the minutes, seconds, and tenths (5 digits). Auto-accepts after 5 digits.

To Edit the Current Warning Time

01 From `Time#: ##:##.##`, press **OPTIONS** until `Warn#: ##:##.##` displays.

02 Press **YES**. The display reads `Warn#: MM:SS.s ◀`.

03 Enter the warning time (5 digits).

To Switch to Another Time Out for Editing

01 From the Edit Time Outs screen, press **OPTIONS** until `# Next Time Out` displays.

02 Press **YES** until the desired time out number displays on the `Time#:` screen.

03 Press **OPTIONS** to return to editing that time out.

Swap Home and Guest

This function switches all Home and Guest values (scores, stats, team names) on the display and on the scoreboard.

NOTE

NOTE: The physical Home and Guest keys on the MPCW7 keyboard do not swap — they retain their side assignment.

To Swap Home and Guest

01 Press **OPTIONS** until the display reads `Swap Home&Guest`.

02 Press **YES**. The display reads `Swap Home&Guest*` and all values are switched.

Auxiliary Display

This function selects what is shown on the auxiliary timer display (if one is part of the system).

Options are: main time, auxiliary time, or time of day.

To Set Auxiliary Display

- 01 Press **OPTIONS** until the display reads `Aux Display >>` .
- 02 Press **YES**. The display reads `Display Main` .
- 03 Press **OPTIONS** to scroll through available options (`Display Main` , `Display Aux` , `Display ToD`).
- 04 Press **YES** to enable the desired option. An asterisk indicates the active option.

Horn Settings

Each horn type can be changed from a selection of 9 different tones.

Horn output volume can also be changed.

NOTE

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

Horn Tone Reference

tone setting	description
0 (or blank)	Mute
1	Yelp
2	Buzzer
3	Car Horn

TONE SETTING	DESCRIPTION
4	Fog Horn
5	156 Hz
6	270 Hz
7	285 Hz
8	303 Hz
9	385 Hz

To Enter Horn Settings Menu

- 01 Press **OPTIONS** until the display reads **Horn Settings >>**.

- 02 Press **YES**. The display reads **Volume: #**.

Horn Volume

- 01 If not already on the Horn Volume screen, press **OPTIONS** until
Volume: # displays.

- 02 Press **YES**. The display reads **Volume: #** ◀.

- 03 Press a number key (0 = muted, 9 = maximum), or press **BLANK** to disable the horn.

EOP Horn Tone (End of Period)

Changes the end-of-period tone and main stop time tone.

- 01 Press **OPTIONS** until EOP Tone: # displays.

- 02 Press **YES**. The display reads E0P Tone: #◀.

- 03 Press a number 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**. The display reads **Key Tone: # ◀**.

03 Press a number 0–9, or press **BLANK** to disable the horn key.

Aux Horn Tone

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

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

02 Press **YES**. The display reads **Aux Tone: # ◀**.

03 Press a number 0–9.

Time Out Timer Tone

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

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

02 Press **YES**. The display reads **TimeOut Tone: # ◀**.

03 Press a number 0–9.

Segment Timer Horn Tone

Changes the segment timer auto horn tone.

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

02 Press **YES**. The display reads **Segment Tone: # ◀**.

03 Press a number 0–9.

Wireless

The Wireless options manage which receivers the MPCW7 communicates with.

Options are: Link Receiver, Add Receiver, and Delete Receiver.

See [Receiver Setup](#) for complete receiver pairing procedures.

Time of Day

The Time of Day options control how the time of day clock behaves.

Time of Day Options

OPTION	DESCRIPTION
Stick TOD	When enabled, the scoreboard displays the time of day after the MPCW7 is shut off. This feature does not support 24-hour format.
24 Hour Time	Changes the clock from 12-hour to 24-hour format.

To Enter the Time of Day Options Menu

01 Press **OPTIONS** until the display reads `Time Of Day >>` .

02 Press **YES**. The display reads `Stick TOD` .

Stick TOD

01 If not already on the Stick TOD screen, press **OPTIONS** until `Stick TOD` displays.

02 Press **YES** to enable or disable. `Stick TOD *` means the function is enabled.

03 When enabled and the MPCW7 is shut off, the scoreboard displays the time of day in the main time spot.

.24 Hour Time

- 01 From the Time of Day Options menu, press **OPTIONS** until **24 Hour Time** displays.

- 02 Press **YES** to enable or disable. **24 Hour Time *** means 24-hour format is enabled.

Hockey-Specific Options

The following three options are specific to hockey and field hockey and appear in the **OPTIONS** menu under their own headings.

Penalties

Penalties options control the penalty timer behavior.

OPTION	DESCRIPTION
Enable Button	Enables or disables the PENALTY ON/OFF key. Used in timed little league games where you want main time to continue but need to stop penalty timing. An asterisk indicates the button is enabled.
Minor Penalty	Sets the default time for a minor penalty (default: 2:00).
Major Penalty	Sets the default time for a major penalty (default: 5:00).

To Enter the Penalties Menu

- 01 Press **OPTIONS** until the display reads **Penalties >>**.

- 02 Press **YES** to enter the Penalties menu.

- 03 Press **OPTIONS** to scroll through the penalty options.

Enable Button (Penalty On/Off)

- 01 From the Penalties menu, press **YES** to select.

- 02 Press **YES** again to enable or disable. **Enable Button?** with an asterisk means the button is enabled.

Set Minor Penalty Default Time

01 From the Penalties menu, press **OPTIONS** until `Minor Pen #:##` displays.

02 Press **YES** to select, then enter the desired time value.

Set Major Penalty Default Time

01 From the Penalties menu, press **OPTIONS** until `Major Pen #:##` displays.

02 Press **YES** to select, then enter the desired time value.

Interval Horn

The Interval Horn option enables a horn that sounds repeatedly at preset intervals during the game.

A common use is to signal on-ice line changes in little league hockey.

NOTE

NOTE: The Interval Horn has been replaced by the more versatile Segment Timer, which can perform the same function. See [Segment Timer Interval Horn](#) for the equivalent Segment Timer approach.

| Option | Description |

| --- | --- |

| **Interval Horn** | Enables or disables the interval horn. An asterisk means enabled. |

| **Interval Time** | Sets how often (in MM:SS) the interval horn sounds. |

To Enter the Interval Horn Menu

01 Press **OPTIONS** until the display reads `Interval Horn >>` .

02 Press **YES** to enter the Interval Horn menu.

Enable/Disable Interval Horn

01 From the Interval Horn menu, press **OPTIONS** until `Interval Horn?` displays.

02 Press **YES** to toggle. `Interval Horn?*` means enabled.

Set Interval Time

01 From the Interval Horn menu, press **OPTIONS** until `Int Time ##:##` displays.

02 Press **YES**. The display reads `Int Time MM:SS ◀` .

03 Enter the desired interval time.

NOTE

TIP: To replicate the Interval Horn using the Segment Timer (recommended): Set Segment 1 time to the desired interval, enable Auto Horn, enable Auto Advance. The segment timer will loop indefinitely at that interval.

Shot Clocks

Shot clock options manage external shot clock displays connected to the system.

OPTION	DESCRIPTION
Edit Shot Clock	Edits the current shot clock time directly.
ST > MT Blank	When enabled (*), the shot clock display is blanked when the shot clock time is less than the main time. Useful to avoid displaying a misleading shot clock.
Set SCS1 Time	Sets the default (preset 1) time that the shot clock resets to.

OPTION	DESCRIPTION
Set SCS2 Time	Sets the default (preset 2) time that the shot clock resets to.

To Enter the Shot Clocks Menu

01 Press **OPTIONS** until the display reads **Shot Clocks** .

02 Press **YES** to enter the Shot Clocks menu.

Edit Shot Clock

01 From the Shot Clocks menu, press **YES** to select.

02 Press **YES** again. The display reads **Edit Shot Clk** .

ST > MT Blank

01 From the Shot Clocks menu, press **OPTIONS** until **ST > MT Blank *** or **ST > MT Blank** displays.

02 Press **YES** to toggle. An asterisk means the blank-when-less-than-main-time feature is enabled.

Set SCS1 Time

01 From the Shot Clocks menu, press **OPTIONS** until **Set SCS1 Time** displays.

02 Press **YES** to select, then enter the desired preset time.

Set SCS2 Time

01 From the Shot Clocks menu, press **OPTIONS** until **Set SCS2 Time** displays.

02 Press **YES** to select, then enter the desired preset time.

HHS Function

The HHS Function setting determines what the RCS-7 remote hand held switch controls.

To Configure HHS Function

- 01 Press **OPTIONS** until the display reads `HHS Function >>` .

- 02 Press **YES**.

- 03 Press **OPTIONS** to scroll through the function choices (`Goal Light *` , `Shot Clock`).

- 04 Press **YES** to enable the desired function.

NOTE

NOTE: An asterisk indicates which function the RCS-7 hand held switch will perform.

- **Shot Clock** — The RCS-7 left and right switches reset the shot clock to SCS1 and SCS2 preset values respectively. The button holds shot clock time.
- **Goal Light** — The RCS-7 left and right switches turn on the RED goal light for HOME and GUEST respectively (GL-H7 goal lights). The button turns off all goal lights.

Profiles

A Profile saves all current control settings so they can be recalled later.

The MPCW7 can store up to 100 profiles per sport.

What a Profile Saves

Each profile saves the following settings:

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

NOTE

NOTE: It is recommended to keep good notes on profile numbers and their purposes. The Appendix of the original Nevco manual includes a Profile Chart worksheet for this purpose.

Profile Menu Navigation

To Enter the Profiles Menu

- 01 Press **OPTIONS** until the display reads `Profiles >>` .
- 02 Press **YES** to enter the Profiles menu. The display reads `Load Profile` .
- 03 Press **OPTIONS** to scroll through the available profile options: Load Profile, Save Profile, Default Lock.

Load Profile

Load Profile is the first option within the Profile Options menu.

To Load a Profile

- 01 From the Profiles menu, the display reads `Load Profile` .
- 02 Press **YES**. The display reads:

Profile(##):## ◀

(The profile number shown is the last profile loaded or saved.)

- 01 If the displayed profile is the one required, press **YES**.
- 02 If a different profile is needed, enter the two-digit profile number.
 - For a single-digit profile number, enter the digit and press **YES**.

When a profile loads, the MPCW7:

- 01 Sounds its beeper.
- 02 Displays the MPCW7 revision screen briefly.
- 03 Blanks the scoreboard.
- 04 Displays the sport name.
- 05 Loads the scoreboard with the saved profile settings.

Save Profile

Save Profile is the second option within the Profile Options menu.

Set all desired settings before saving a profile.

NOTE

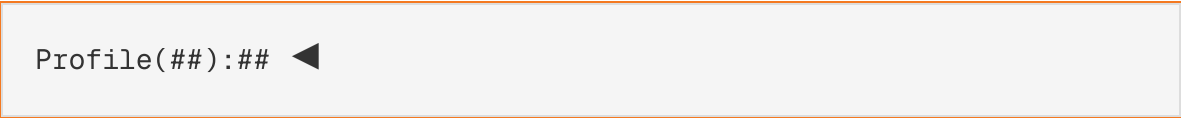
TIP: It is useful to press the New Game key to clear the board before making all option changes and then saving. If you do not blank the board first, your profile will be saved with the current time and score values, which will be recalled each time the profile is loaded. This can be intentional — for example, saving a profile with 8:00 on the clock for basketball, or saving a profile with fouls pre-set to 0 instead of blank.

To Save a Profile

01 Set all applicable settings for the profile.

02 From the Profiles menu, press **OPTIONS** until the display reads **Save Profile**.

03 Press **YES**. The display reads:



Profile(##):## ◀

(The profile number shown is the last profile loaded or saved.)

01 If this is the desired profile number to overwrite, press **YES**.

02 If a different profile number is desired, enter the two-digit number.

- For a single-digit number, enter the digit and press **YES**.
-

03 The MPCW7 sounds its beeper while saving.

04 After saving, press **SCROLL PROFILES** to verify. The display shows the saved profile name.

Correcting a Saved Profile

If a mistake is found in a saved profile's settings:

01 Load the profile.

02 Change the incorrect setting.

03 Save the profile again to the same number.

Default Lock

Default Lock is the third option within the Profile Options menu.

A default profile for each sport is programmed at the factory for the scoreboard model.

The Default Lock prevents users from overwriting this factory default profile.

Each time the control is powered on, the Default Lock is automatically turned on.

NOTE

NOTE: To use a profile you have created (instead of the factory default), you must turn off the Default Lock before loading your profile.

Default Profile Numbers by 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

NOTE

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

To Turn Off the Default Lock

- From the Profiles menu, press **OPTIONS** until the display reads **Default Lock***.

- 02 Press **YES** to turn the Default Lock off. The display reads **Default Lock** (no asterisk = off).

NOTE

NOTE: The Default Lock automatically turns on again each time the control is powered on.

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 routine operator use.

Selecting a Sport (Changing Sports)

The MPCW7 is a universal controller — to operate a different sport, change the overlay and select the sport profile.

To Change to a New Sport

- 01 Place the desired sport overlay on the control.
-
- 02 Press **SCROLL PROFILES**. The display reads **##-SPORT**.
-
- 03 Enter the sport name using the keyboard (letters are on the right side of each key; all sports are entered in all capital letters), OR continue pressing **SCROLL PROFILES** until the desired sport is displayed.

NOTE

NOTE: Once the control can distinguish the sport from the characters entered, it will auto-complete the rest of the name. If the wrong sport is entered, press **NO/CANCEL** and begin again.

- 04 Press **YES** when the desired sport is displayed. The control changes to that sport.

Starting a New Game

To start a new game or load a new profile:

- 01 Press **SCROLL PROFILES**. The display reads `##-PROFILE NAME`.
-
- 02 Enter the profile name using the keyboard, OR continue pressing **SCROLL PROFILES** until the desired profile is displayed.
-
- 03 Press **YES** when the desired profile is displayed. The control loads that profile.

NOTE

NOTE: Scroll Profiles changes the MPCW7's input and output to operate with the settings of the selected profile. Profile settings are those of the last profile loaded or saved in that sport.

Receiver Setup

The MPCW7 communicates wirelessly with one or more receivers.

Each receiver connects to a scoreboard and translates the wireless signal from the control into scoreboard commands.

The MPCW7 can operate one or more selectable wireless receivers depending on operational requirements.

Receivers can be linked or unlinked on a game-by-game basis.

NOTE

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

Wireless Menu Overview

The Wireless options in the OPTIONS menu allow you to:

- **Link Receiver** — Toggle which stored receivers are active (linked) for the current operation.
- **Add Receiver** — Register a new receiver to the MPCW7 by serial number and name.
- **Delete Receiver** — Remove a receiver from the MPCW7's memory entirely.

To Enter the Wireless Menu

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

02 Press **YES**. The display reads `Link Receiver` .

Adding a Receiver

The MPCW7 stores any receivers it uses in memory.

If a new receiver is required (new scoreboard installation, maintenance, or a new component), add it to the MPCW7 first.

Have the receiver serial number ready — it is required to add a receiver.

To Add a Receiver

01 From the Wireless menu (`Link Receiver` is displayed), press **OPTIONS** until `Add Receiver` is displayed.

02 Press **YES**. The display reads `Receiver# ◀` .

03 Enter the six-digit receiver serial number.

04 The control navigates to the receiver naming screen. The display reads .

05 Enter a receiver name using the team name and letter keys.

NOTE

NOTE: Receiver names are entered the same way as team names (see [Options Menu](#)). It is recommended to name the receiver according to what it controls (e.g., ARENA 1).

06 The display confirms the entered name (e.g., SOC FIELD 1 ).

NOTE

NOTE: Once a new receiver is added, it is added to all profiles as linked by default. If this is not desired, save each profile with the correct receiver link state for that profile.

Linking and Unlinking Receivers

The MPCW7 allows you to choose which wireless receivers to use during a given game or operation.

Receivers default to being linked; this setting allows toggling each receiver on or off.

NOTE

TIP: If the MPCW7 is used at a facility with multiple scoreboards (e.g., two arenas), save one profile per scoreboard configuration with only the relevant receiver linked in each profile.

To Link or Unlink Receivers

- 01 If using profiles, load the desired profile first. Refer to [Profiles](#).
- 02 Press **OPTIONS** until the display reads `Wireless >>` , then press **YES**.
- 03 The display reads `Link Receiver` .
- 04 Press **YES**. The display reads the first receiver in the list (e.g., `Rec Name 1 *`).

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

- 01 Press **YES** to toggle the link state for that receiver (link or unlink).
- 02 To link or unlink another receiver, press **OPTIONS** to cycle to the next receiver (e.g., `Rec Name 2`).
- 03 Press **YES** to toggle the link state for that receiver.
- 04 Repeat for all receivers as needed.
- 05 If using profiles, save the current profile after setting the correct link states.
- 06 Repeat steps 1 through 7 for all profiles with different wireless settings.

Setting the Scoreboard Model

The scoreboard model setting must match the scoreboard being operated.

NOTE

IMPORTANT: The scoreboard model should be set before connecting to a scoreboard. It is highly recommended to create a profile to save this setting if the MPCW7 will be used to control multiple board models.

To Change the Scoreboard Model

- 01 Press **OPTIONS** until the display reads `Model >>` .
- 02 Press **YES**.
- 03 Press **OPTIONS** until the desired scoreboard model series is displayed.
- 04 Press **YES** to confirm.

NOTE

NOTE: Scoreboard model is also covered in the Profiles section ([Profiles](#)) because it is saved as part of each profile. Setting the model per profile is the recommended approach for facilities with multiple scoreboard types.

Deleting a Receiver

If a receiver is no longer in use, is defective, or needs to be replaced, delete it from the MPCW7.

WARNING

WARNING: Deleted receivers are removed from the control's memory for **all** profiles. If you only want to stop using a receiver for a particular game or profile, use the Link/Unlink function instead of Delete. To correct an accidentally deleted receiver, use the Add Receiver and Link Receiver procedures.

To Delete a Receiver

- 01 From the Wireless menu, press **OPTIONS** until `Delete Receiver` is displayed.
- 02 Press **YES**. The display reads the first receiver in the list (e.g., `SOC FIELD 1 *`).
- 03 If this is not the receiver to delete, press **OPTIONS** until the desired receiver is displayed (e.g., `SOC FIELD 4 *`).

- 04 Press **YES** to delete that receiver. The receiver is removed from the MPCW7 and all profiles.

Receiver Pairing Summary

For a new installation or first-time setup, complete the following steps in order:

- 01 Power on the scoreboard / receiver first. Wait for the receiver indicator LED to illuminate.
-
- 02 Power on the MPCW7 control.
-
- 03 Set the scoreboard model: **OPTIONS** → Model >> → **YES** → select model → **YES**.
-
- 04 Add the receiver: **OPTIONS** → Wireless >> → **YES** → **OPTIONS** → Add Receiver → **YES** → enter serial number and name.
-
- 05 Verify the receiver is linked: **OPTIONS** → Wireless >> → **YES** → Link Receiver → **YES** → confirm asterisk is present.
-
- 06 Create and save a profile with these settings. See [Profiles](#).
-

Features and Specifications

MPCW7 Hockey / Field Hockey Control – Features

FEATURE	DESCRIPTION
Sport	Hockey / Field Hockey
Form Factor	Desktop (tabletop) controller; not handheld
Display	16-character bright LED display
Keypads	Two 20-key keypads (40 keys total); left and right

FEATURE	DESCRIPTION
Overlay	Sport-specific removable plastic overlay; Hockey overlay included
Wireless	2.4 GHz wireless transmission to one or more receivers
Multiple Receivers	Supports multiple receivers; individually linkable per profile
Profiles	Up to 100 profiles per sport; saves all control settings including scoreboard model and wireless configuration
Default Profile	Hockey/Field Hockey default profile: #96
Power Supply	9 V DC (included)
Output to Scoreboard	BNC coaxial connector; use either or both outputs
Hand Held Switch Jack	One jack on each side of the control; accepts any Nevco hand held switch
Included Accessories	TCS-7 time control switch with coiled cord (extends to over 4 ft); 9 V DC power supply; Hockey overlay
Battery Backup	Battery-powered memory maintains settings and time of day when power is removed

Hockey-Specific Features

FEATURE	DESCRIPTION
Period Tracking	Tracks and displays the current period on the scoreboard and control
Penalty Timers	Up to 20 stored penalties per team; 2 display simultaneously (top/bottom slots)
Minor Penalty	Default 2:00; configurable in Hockey Options
Major Penalty	Default 5:00; configurable in Hockey Options
Penalty Functions	New Minor, New Major, View Penalty, Insert Penalty, Edit Penalty, Clear Penalty, Penalty On/Off
Goal Shots	Tracks shots on goal for Home and Guest
Goal Saves	Tracks goal saves for Home and Guest
Goal Light	Automatic goal light illumination on score entry; Goal Light Reset key provided
Interval Horn	Configurable horn that sounds at set intervals (for line changes); superseded by Segment Timer
Shot Clocks	Supports external shot clock displays; two preset times (SCS1 and SCS2) configurable
HHS Function	RCS-7 remote switch configurable for Goal Light or Shot Clock control

Time Functions

FUNCTION	DESCRIPTION
Main Time	Tracks game time; counts up or down; MM:SS.s or HH:MM display; configurable auto horn at expiration
Period	Numeric period counter displayed on scoreboard
Time Out Timer	Five individually programmable time out timers with configurable warning times; optional scoreboard display

FUNCTION	DESCRIPTION
Time of Day	12-hour or 24-hour clock; Stick TOD option displays time of day when control is powered off
Aux Timer	Independent auxiliary timer; counts up or down; optional scoreboard display via auxiliary time display
Segment Timer	Up to 20 programmable segments; Auto Horn and Auto Advance per segment; replaces Interval Horn function
Tenth-Second Shift	Automatically shifts to SS.TT display when main time is under one minute (may be disabled)

Specifications

SPECIFICATION	VALUE
Wireless Frequency	2.4 GHz
Power Input	9 V DC
Display	16-character LED
Keypad	40 keys total (two 20-key keypads)
Maximum Profiles	100 per sport
Maximum Penalties Stored	20 per team (up to 40 total)
Maximum Segment Timer Segments	20 per project
Time Out Timers	5 programmable timers
Output	BNC coaxial (two connectors, either or both usable simultaneously)
Hand Held Switch Jacks	Two (one on each side); compatible with TCS-7 and other Nevco switches
Included	Hockey overlay, TCS-7 time control switch, 9 V DC power supply

Troubleshooting

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.
Horn does not sound when time has expired	Volume is set to zero	Change the volume to something other than zero in the Horn OPTIONS menu.
Horn does not sound when time has expired	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 add only	Use SET then HOME SCORE or GUEST SCORE and enter the correct score directly.

PROBLEM	CAUSE	SOLUTION
Cannot clear Time Out Timer from scoreboard without sounding warning horn	Clearing the 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 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.
Tenth second does not show on scoreboard	Time is above one minute	This is standard behavior; tenths display only when under one minute.
Time of day will not display on scoreboard when TIME OF DAY is pressed	Time of day key is not enabled	Use SET then TIME OF DAY to set and enable the time of day display.
Aux time is displayed on the auxiliary display but is not counting	Time switch is off	Either turn the time switch on / press TIME ON , or go to options and disable the time switch option to run the aux timer continuously.
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, set the aux timer to 00:00, and save the profile.
The horn randomly goes off during game time while main time is running	Segment Timer is running	Start a new game when possible. Go to Segment Timer options menu and disable the Segment Timer. 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.
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.
I have to set up the same segment timer project every time I change sports	Not saved in the profile, 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.
I cannot restart a segment	This is not possible	You cannot restart a segment. As soon as it expires, the next segment loads. The original time remains unchanged.

If the problem persists, contact the Nevco Service Department:

NOTE

Nevco Service Department

USA Toll-Free: **800-851-4040**

Website: www.nevco.com

Email: info@nevco.com

Glossary

Alternate Time Control Switches (TIME ON / TIME OFF Keys)

Located on the keypad, these 2 keys may be used instead of the hand held time control switch.

These 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.

Auto Horn

Sounds for a minimum of 4 seconds when main time expires, stop time is reached, a segment timer segment ends (if set), a time out ends, aux time ends, or aux time reaches aux stop time.

Auto Horn tone and volume 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 or through Aux Time Options.

Uses include timing field/facility usage or determining elapsed game time.

Auxiliary Time Display

An external display unit (models 9410, 9510, 9405, and 9505) that shows only a timer.

Can display main time, aux time, or time of day.

Battery

Battery-powered memory saves the settings and data in the control 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.

Profile

Saves the current control settings and data so they can be easily recalled later.

Up to 100 profiles can be saved for each sport.

Hockey/Field Hockey default profile number is 96.

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

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 the TIME OF DAY key.

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 keys (TIME ON / TIME OFF on the keypad) are disabled.

Interval Horn

A horn that sounds repeatedly at preset intervals throughout the game.

Commonly used in little league hockey to signal on-ice line changes.

The Interval Horn has been replaced by the more versatile 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.

To change sports, install the correct overlay and enter the sport name on the new sport screen.

Segment Timer

Sometimes called Practice Timer; allows a list of time segments to be programmed into the control.

When started, the first segment loads into the main timer and counts down.

When zero is reached, if Auto Horn is enabled the horn sounds for 4 seconds and the next segment loads.

If Auto Advance is enabled the next segment begins counting; if not, **TIME ON** must be pressed.

The Segment Timer has replaced the Interval Horn and can mimic 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 on the clock.

The auto horn will sound if set to do so in main time options and horn options.

Tenth Second Shift Timer

Automatically shifts from displaying minutes and seconds to seconds and tenths of seconds during the last minute of countdown time.

May be disabled if desired.

Time Out Timer

Programmable for different time out lengths, with optional warning horn and optional display of time out time remaining on the scoreboard.

Five different time out timers are available.

Regulatory Notices

This device complies with Part 15 of the FCC Rules.

Operation is subject to the following two conditions:

- 01 This device may not cause harmful interference.
 - 02 This device must accept any interference received, including interference that may cause undesired operation.
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NOTE

NOTE: Changes or modifications not expressly approved by Nevco, Inc. could void the user's authority to operate the equipment.