



MPCW-7

MPCW-7 Lacrosse

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Introduction

About This Manual

This manual covers the operation of the MPCW-7 Wireless Scoreboard Controller configured for **Lacrosse**. It describes every key on the keyboard overlay, every option in the OPTIONS menu (including the lacrosse-exclusive Attack Time feature), and all procedures needed to operate a Nevco lacrosse scoreboard from setup through game play.

The MPCW-7 is a desktop wireless controller. It transmits scoreboard data wirelessly to one or more Nevco receiver units connected to your scoreboard. The controller runs on a 9V DC power supply.

Controller Overview

The MPCW-7 controller features:

- A 16-character LED display that shows current scoreboard data and menu prompts
- A sport-specific keyboard overlay for Lacrosse
- Wireless transmission to one or more Nevco receivers
- Support for up to 100 saved profiles
- An optional TCS-7 hand-held time control switch for remote TIME ON/OFF operation

Lacrosse-Specific Features

The Lacrosse configuration includes features not found in other sport configurations:

Attack Time (Shot Clock): An independent shot clock that counts down from a configurable reset time. The Attack Time option includes:

- **ST>MT Blank** — Automatically blanks the shot clock when main time remaining is less than the shot clock time (prevents shot clock from extending play at end of period)
- **Reset Time 1** — First preset shot clock reset value
- **Reset Time 2** — Second preset shot clock reset value (for different in-game situations)

Penalties: Home and Guest penalty tracking with direct scoreboard display

Shots and Saves: Goal shots and goal saves tracking for both teams

Period Tracking: Period number displayed on the scoreboard.

Supported Models

The Lacrosse configuration of the MPCW-7 supports Nevco scoreboard models equipped for lacrosse, including models that support the shot clock (attack time) display. Contact Nevco to confirm specific model support.

Note: The shot clock (Attack Time) feature requires a scoreboard with a dedicated shot clock digit display. Standard scoreboard models without a shot clock segment will not show the Attack Time countdown.

Safety and Power

Warning: Use only the supplied 9V DC power supply. Using an incorrect supply may damage the controller or void the warranty.

- Connect the 9V DC power supply to the controller before powering on.

- Do not expose the controller to moisture or extreme temperatures.
- Store the controller in a dry location when not in use.

Quick Start

This chapter walks you through powering on the controller, selecting a lacrosse profile, and entering basic game data so you can get a scoreboard running quickly.

Hardware Setup

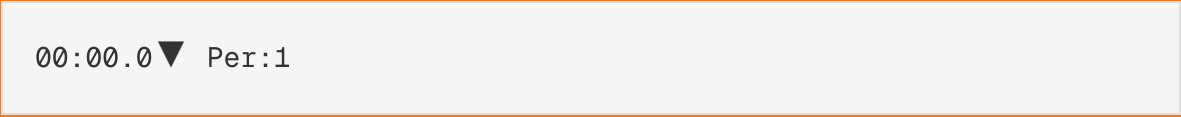
01 Connect the 9V DC power supply to the controller.

02 The LED display illuminates and shows the sport name and software version briefly, then transitions to the main game screen.

If you are using a TCS-7 hand-held time control switch, plug it into the TCS port on the controller before powering on. The TCS-7 provides a remote TIME ON and TIME OFF button for use from the bench or sideline.

Main Screen Layout

After power-on, the main game screen displays:



00:00.0 ▼ Per:1

- Line: main game clock (MM:SS.s), the time-direction arrow (▼ = stopped), and the current Period (Per:).

When Attack Time (shot clock) is active, the shot clock value is also sent to the scoreboard's shot clock segment.

Selecting a Profile

The Lacrosse default profile is **Profile 92**. If you have not changed it, the controller loads this profile automatically.

To scroll to a different profile:

01 Press **SCROLL PROFILES**.

02 The display shows the current profile number and name.

03 Press **SCROLL PROFILES** repeatedly to step through saved profiles.

04 Press **YES** to load the displayed profile.

Tip: Profile 92 is the Lacrosse factory default. See [Profiles](#) for saving and recalling profiles.

Setting the Period

01 Press **PERIOD**.

02 The display prompts: `Period: # ◀`.

03 Enter the number corresponding to the period and press **YES**.

Setting the Clock

01 Press **SET**.

02 Enter the time in MMSS format (for example, **1500** for 15:00.0).

03 Press **YES** to accept.

Starting and Stopping Time

- Press **TIME ON** to start the clock.
- Press **TIME OFF** to stop the clock.
- If a TCS-7 is connected, its button also starts and stops the clock.

When time starts, the shot clock (Attack Time) begins counting down automatically if it has been configured and reset.

Scoring a Goal

- 01 Press **HOME SCORE** to add one point to the Home team.
- 02 Press **GUEST SCORE** to add one point to the Guest team.
- 03 To correct a score, press **SET** then the relevant score key and enter the value directly. You cannot subtract in add mode.

Shot Clock (Attack Time) Operation

The shot clock counts down independently of the main clock.

Resetting the shot clock to Reset Time 1:

Press the **ATTACK TIME** key (or the key assigned to shot clock reset). The shot clock resets to the configured Reset Time 1 value and begins counting down.

Resetting to Reset Time 2:

Press **SHIFT** then the **ATTACK TIME** key to reset to Reset Time 2.

ST>MT Blank behavior:

When **ST>MT Blank** is enabled in the OPTIONS Attack Time sub-menu, the shot clock display blanks whenever the main clock time remaining is less than

the shot clock time remaining. This is the standard NFHS/NCAA rule compliance behavior — it prevents the shot clock from mandating a shot when the period will end before the shot clock expires.

Recording Shots, Saves, and Penalties

- Press **GOAL SHOTS** (Home or Guest) to record a shot on goal.
- Press **GOAL SAVES** (Home or Guest) to record a save.
- To enter a penalty: press **HOME NEW PENALTY** or **GUESTS NEW PENALTY**, then enter the player number and penalty duration. See [Keyboard Functions](#) for the full penalty management key sequence.
- To correct a shots or saves count, press **SET** then the GOAL SHOTS or GOAL SAVES key and enter the value directly. You cannot subtract in add mode.

Sounding the Horn

Press **HORN** at any time to sound the scoreboard horn for the configured duration.

Keyboard Functions

This chapter describes every key on the MPCW-7 Lacrosse keyboard overlay. Keys are listed by function group. Where a key has a shifted function, both the primary and shifted actions are described.

Time Control Keys

TIME ON

Starts the main game clock. When the main clock starts, the shot clock (Attack Time) also counts down if it was already running. If time is already

running, pressing TIME ON has no effect.

TIME OFF

Stops the main game clock. The shot clock also stops when the main clock stops.

SET

Sets the main game clock to a specific time.

- 01 Press **SET**.
- 02 Enter the desired time in MMSS format (for example, **1500** for 15:00.0).
- 03 Press **YES** to confirm, or **NO/CANCEL** to abort.

PERIOD

Sets the period number displayed on the scoreboard.

- 01 Press **PERIOD**.
- 02 Enter the number corresponding to the period and press **YES**. The display shows `Period: # ◀`.

Shot Clock Keys

ATTACK TIME (Shot Clock Reset – Reset Time 1)

Resets the shot clock to the **Reset Time 1** value configured in the OPTIONS Attack Time sub-menu and begins counting down. Use this key for the standard attack time reset (typically 80 seconds for collegiate lacrosse, or 60 seconds for high school).

If the shot clock is already running, pressing this key resets it to Reset Time 1 without stopping the main clock.

SHIFT + ATTACK TIME (Shot Clock Reset – Reset Time 2)

Resets the shot clock to the **Reset Time 2** value. Use this for alternate reset situations (such as after a shot that hits the post, depending on league rules).

01 Press **SHIFT**.

02 Press **ATTACK TIME**.

03 The shot clock resets to Reset Time 2 and continues counting down.

Note: The shot clock runs independently of the main clock's start/stop state while in Attack Time mode. Configure Shot Clock behavior, including ST>MT Blank, in **OPTIONS** under **Attack Time**.

Scoring Keys

HOME SCORE

Adds one point to the Home team score.

Correction: Press **SET** then **HOME SCORE** and enter the value directly. You cannot subtract in add mode.

GUEST SCORE / SHIFT

Primary: Adds one point to the Guest team score.

SHIFT key: Activates the shifted function of the next key pressed.

Statistics Keys

GOAL SHOTS – Home

Adds one to the Home team shot-on-goal count. Displayed as "Sht" on supported scoreboards.

Correction: Press **SET** then this key and enter the value directly. You cannot subtract in add mode.

GOAL SHOTS – Guest

Adds one to the Guest team shot-on-goal count.

Correction: Press **SET** then this key and enter the value directly. You cannot subtract in add mode.

GOAL SAVES – Home

Adds one to the Home team save count. Displayed as "Sav" on supported scoreboards.

Correction: Press **SET** then this key and enter the value directly. You cannot subtract in add mode.

GOAL SAVES – Guest

Adds one to the Guest team save count.

Correction: Press **SET** then this key and enter the value directly. You cannot subtract in add mode.

Penalty Keys

Lacrosse penalty management uses a dedicated penalty clock system. Each penalty stores a player number and countdown time. The MPCW7 tracks multiple simultaneous penalties per team.

NEW PENALTY – Home / Guest

Enters a new penalty for the Home or Guest team. The penalty is added to the end of that team's penalty list.

- 01 Press **HOME NEW PENALTY** or **GUESTS NEW PENALTY**.
- 02 The display shows `Player #:` — enter the player's jersey number.
- 03 The display shows `Time: MM:SS.s` — enter the penalty duration.
- 04 If a default penalty time is configured in OPTIONS, press **YES** at the time prompt to use it automatically.

Note: To correct a mistake after entry, use **EDIT PENALTY** or **CLEAR PENALTY**.

VIEW PENALTY – Home / Guest

Scrolls through the active penalty list for the Home or Guest team. Use this key to review which players are currently serving penalties and how much time remains.

- Press **HOME VIEW PENALTY** — displays `H # ## 00.00.0` (side, penalty number, player number, time remaining).
- Press **GUESTS VIEW PENALTY** — displays `G # ## 00.00.0`.

Press the key repeatedly to scroll through all active penalties for that team.

INSERT PENALTY

Inserts a new penalty at a specific position in the penalty list rather than appending it to the end. Use this to maintain correct ordering if a penalty was entered out of sequence.

- 01 Press **HOME VIEW PENALTY** or **GUESTS VIEW PENALTY** to scroll to

the penalty you want the new one inserted **before**.

02 Press **INSERT PENALTY**.

03 Enter the player number.

04 Enter the penalty time (or press **YES** to use the default time).

EDIT PENALTY

Edits the player number or remaining time of an existing penalty.

01 Press **HOME VIEW PENALTY** or **GUESTS VIEW PENALTY** to scroll to the penalty you want to edit.

02 Press **EDIT PENALTY**.

03 The display shows `Player #: ##` — enter the correct player number, or press **YES** if already correct.

04 The display shows `Time: MM:SS.s` — enter the correct time, or press **YES** if already correct.

CLEAR PENALTY

Removes a penalty from the list.

01 Press **HOME VIEW PENALTY** or **GUESTS VIEW PENALTY** to scroll to the penalty to remove.

02 Press **CLEAR PENALTY** — the penalty is immediately removed.

Note: Once cleared, the penalty is gone and is not remembered by the control. To add it back, use **NEW PENALTY**.

PENALTY ON/OFF

Pauses or resumes the penalty clock without affecting the main game clock. Use this in park and recreation games where penalty time is suspended during main clock stoppages.

- Press **PENALTY ON/OFF** once to pause all penalty timers.
- Press again to resume.

Note: The PENALTY ON/OFF key must first be enabled in OPTIONS → Penalties → Enable Button. See [Options Menu](#).

Timer Keys

TIME OUT TIMER

Starts a time-out countdown timer from one of five configurable presets. When the timer expires, the horn sounds automatically.

TIME OF DAY

Displays the current time of day on the scoreboard.

T.O. LEFT – Home / Guest

Sets the number of timeouts remaining for the Home or Guest team. Supported scoreboards display this value in a dedicated segment.

01 Press **HOME T.O. LEFT** or **GUESTS T.O. LEFT**.

02 The display shows H# ◀ T.O. Left #G (Home side) or H# T.O. Left ▶ #G (Guest side).

03 Enter the number of timeouts remaining (0–9).

Possession Key

NEXT POSSESSION (POSS.)

Indicates which team will have ball possession next. Each press cycles through Home, Guest, and blank (no possession indicated).

- Press **POSS.** — the display shows `< NextPoss` (Home possession), `NextPoss >` (Guest possession), or `NextPoss` (blank).
- Supported scoreboards illuminate a possession indicator on the appropriate side of the board.

Menu and Navigation Keys

OPTIONS

Opens the OPTIONS menu. Press OPTIONS repeatedly to scroll through items. Press **YES** to select. Press **NO/CANCEL** to exit.

YES

Confirms the current selection or entry.

NO/CANCEL

Cancels the current operation or exits the current menu without saving.

SCROLL PROFILES

Scrolls through saved profiles. Press **YES** to load the displayed profile.

BLANK

Blanks the scoreboard display. Press again to restore.

Horn Key

HORN

Sounds the scoreboard horn immediately for the configured duration.

Options Menu

The OPTIONS menu provides access to all configurable settings for the Lacrosse controller. To navigate the menu:

- 01 Press **OPTIONS** to open the menu.
 - 02 Press **OPTIONS** repeatedly to scroll through items.
 - 03 Press **YES** to select the displayed item and enter its sub-menu or setting.
 - 04 Press **NO/CANCEL** to exit the current level without saving.
-

Settings changed in the OPTIONS menu are saved to the currently active profile when you exit. To make changes permanent, save the profile after exiting (see [Profiles](#)).

Penalties

The Penalties option is unique to Lacrosse. It configures how penalties are tracked and displayed.

- 01 Press **OPTIONS** until the display shows **Penalties**.
 - 02 Press **YES** to enter the Penalties sub-menu.
-

03 Press **OPTIONS** to scroll through the four penalty settings.

Enable Button

Enables the **PENALTY ON/OFF** key on the keyboard. When enabled, PENALTY ON/OFF can pause and resume all active penalty timers independently of the main clock.

01 Press **OPTIONS** until the display shows `Enable Button`.

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

Note: An asterisk (*) on the display indicates the button is enabled.

Displayed

Sets the number of penalties the scoreboard can display simultaneously. This must match the physical scoreboard's penalty display capacity. If a penalty timer add-on board is installed, count that display slot as well.

01 Press **OPTIONS** until the display shows `Displayed:`.

02 Press **YES** and enter the number of penalty slots on your scoreboard.

Penalty Configuration Reference:

Scoreboard	Displayed	Penalty Add On
3656 with 5633	1	Enabled
5634 only	1	
5634 with 5633	2	Enabled
5635 only	2	
5635 with 5633	3	Enabled
Any x6xx with shots and saves	—	

Penalty Add On

Enable this setting if a penalty timer add-on board is physically attached to the scoreboard. Required for the scoreboard to correctly display penalties on the add-on module.

01 Press **OPTIONS** until the display shows `Penalty Add On` .

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

Note: An asterisk (*) indicates Penalty Add On is enabled.

Default

Sets a default penalty time. When a default is configured, you can press **YES** at the `Time: MM:SS.s` prompt when entering a new penalty instead of typing the time manually — the default time is entered automatically.

01 Press **OPTIONS** until the display shows `Default: MM:SS.s` .

02 Press **YES** and enter the default penalty duration.

The default time is applied any time **YES** is pressed at the penalty time entry prompt.

Horn Time

Sets the duration of the horn sound in seconds.

01 Press **OPTIONS** until the display shows `Horn Time` .

02 Press **YES**.

03 Enter the horn duration in seconds (1–9).

04 Press **YES** to confirm.

Time Direction

Sets whether the main game clock counts up or counts down.

01 Press **OPTIONS** until the display shows **Time Direction**.

02 Press **YES**.

03 The display shows the current setting: **Count Up** or **Count Down**.

04 Press **OPTIONS** to toggle.

05 Press **YES** to confirm.

Note: Lacrosse typically uses Count Down. Each half runs from 15:00 down to 00:00.

Attack Time

The Attack Time sub-menu configures the shot clock. This is a lacrosse-specific feature.

01 Press **OPTIONS** until the display shows **Attack Time**.

02 Press **YES** to enter the Attack Time sub-menu.

03 Press **OPTIONS** to scroll through the three Attack Time settings:
ST>MT Blank, **Reset Time 1**, and **Reset Time 2**.

04 Press **YES** to configure the displayed setting.

ST>MT Blank

Controls whether the shot clock display is automatically blanked when the main clock time remaining is less than the shot clock time.

Why this matters: If the main clock has 20 seconds left but the shot clock shows 30 seconds, the shot clock is irrelevant — the period will end before the shot clock expires. Enabling ST>MT Blank causes the scoreboard to blank the shot clock display in this situation, avoiding player confusion.

To set ST>MT Blank:

- 01 In the Attack Time sub-menu, press **OPTIONS** until the display shows `ST>MT Blank`.
- 02 Press **YES**.
- 03 The display shows the current setting: `On` or `Off`.
- 04 Press **OPTIONS** to toggle between On and Off.
- 05 Press **YES** to confirm.

Reset Time 1

Sets the primary shot clock reset value. This is the time the shot clock resets to when the ATTACK TIME key is pressed.

- 01 In the Attack Time sub-menu, press **OPTIONS** until the display shows `Reset Time 1`.
- 02 Press **YES**.
- 03 Enter the reset time in SS format (for example, **80** for 80 seconds, or **60** for 60 seconds).

04 Press **YES** to confirm.

Common values by rule set:

Level	Reset Time 1
NCAA Men's Lacrosse	80 seconds
NCAA Women's Lacrosse	90 seconds
NFHS High School	60 seconds

Reset Time 2

Sets the alternate shot clock reset value. This is the time the shot clock resets to when **SHIFT + ATTACK TIME** is pressed.

01 In the Attack Time sub-menu, press **OPTIONS** until the display shows `Reset Time 2`.

02 Press **YES**.

03 Enter the reset time in SS format.

04 Press **YES** to confirm.

When to use Reset Time 2: Some rule sets specify a shorter reset time for certain in-game situations (for example, after a shot hits the post). Configure Reset Time 2 to match the shorter reset value for your rule set.

Aux Time

Configures an auxiliary time display for a secondary countdown or stopwatch.

01 Press **OPTIONS** until the display shows `Aux Time`.

02 Press **YES**.

03 Configure Aux Time Direction (**Count Up** or **Count Down**) and the Aux Time starting value.

04 Press **YES** to confirm.

Segment Timer

An independent countdown timer for stoppages, warm-ups, or half-time.

01 Press **OPTIONS** until the display shows **Segment Timer** .

02 Press **YES**.

03 Enter the segment time in MMSS format.

04 Press **YES** to confirm.

Time Out Timer

Configures the five time-out timer presets and the warning time.

01 Press **OPTIONS** until the display shows **Time Out Timer** .

02 Press **YES**.

03 Press **OPTIONS** to scroll through presets 1–5 and the warning time.

04 Press **YES** on any preset to edit. Enter the time in MMSS format and press **YES**.

Default Time-Out Timer Presets:

Preset	Duration	Warning Time
T/O 1	:30.0	:15.0

T/O 2	:45.0	:15.0
T/O 3	1:00.0	:15.0
T/O 4	1:15.0	:15.0
T/O 5	1:30.0	:15.0

Wireless

Opens the Wireless sub-menu, where receivers are linked, added, and deleted.

- 01 Press **OPTIONS** until the display shows **Wireless >>**.
- 02 Press **YES** to enter. Display reads **Link Receiver**.
- 03 Press **OPTIONS** to scroll through **Link Receiver**, **Add Receiver**, and **Delete Receiver**.
- 04 Press **YES** to select the displayed option.

Warning: A receiver must be added and linked for the scoreboard to respond. See [Receiver Setup](#) for complete details.

Time of Day

Sets the time-of-day clock.

- 01 Press **OPTIONS** until the display shows **Time of Day**.
- 02 Press **YES**.
- 03 Enter the current time in HHMM format (24-hour) and press **YES**.

Captions

Configures which statistics captions are displayed on the scoreboard. Two configurations are available for Lacrosse:

01 Press **OPTIONS** until the display shows **Captions >>**.

02 Press **YES**.

03 Press **OPTIONS** to scroll between the caption options.

04 Press **YES** to select.

Available Caption Configurations:

Configuration	Description
Shots Saves *	Displays Shots on Goal and Saves for both teams; asterisk indicates active selection
Player Penalty	Displays player number and penalty information

Note: Caption display requires a scoreboard with caption segments. Not all models support captions.

Profiles >>

Opens the Profiles sub-menu. See [Profiles](#) for complete details.

Receiver Setup >>

Opens the Receiver Setup sub-menu. See [Receiver Setup](#) for complete details.

Profiles

Profiles store all OPTIONS menu settings — clock direction, attack time configuration, time-out timer presets, caption configuration, linked receivers,

and more — so you can recall a complete scoreboard configuration with a single key press. The MPCW-7 supports up to 100 profiles per sport.

The Lacrosse default profile is **Profile 92**.

What a Profile Stores

A profile captures the following settings at the time it is saved:

- Horn time
- Time direction (count up / count down)
- Attack Time settings (ST>MT Blank, Reset Time 1, Reset Time 2)
- Aux time settings
- Segment timer settings
- Time-out timer presets (all 5) and warning time
- Linked receivers
- Time of day setting
- Caption configuration

Saving a Profile

- 01 Configure all desired settings in the **OPTIONS** menu.
 - 02 Press **OPTIONS** until the display shows `Profiles >>`.
 - 03 Press **YES** to enter the Profiles sub-menu.
 - 04 Press **OPTIONS** until the display shows `Save Profile`.
 - 05 Press **YES**.
 - 06 The display shows the current profile number: `Save to: 92`.
-

07 To save to a different number, type a new number (1–100) and press **YES**.

08 The display confirms: `Profile 92 Saved` .

Tip: Save separate profiles for different rule sets — for example, Profile 92 for NFHS high school rules (60-second shot clock) and Profile 93 for NCAA men's rules (80-second shot clock). Adjust Attack Time Reset Time 1 as needed before saving each profile.

Loading a Profile

Method 1 — SCROLL PROFILES key:

01 Press **SCROLL PROFILES** from the main game screen.

02 Press **SCROLL PROFILES** repeatedly to advance.

03 Press **YES** to load the displayed profile.

Method 2 — OPTIONS menu:

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

02 Press **YES**.

03 Press **OPTIONS** until the display shows `Load Profile` .

04 Press **YES**.

05 Type the profile number and press **YES**.

Deleting a Profile

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

02 Press **YES**.

03 Press **OPTIONS** until the display shows `Delete Profile` .

04 Press **YES**.

05 Type the profile number to delete and press **YES**.

06 The display asks: `Delete? YES/NO` .

07 Press **YES** to confirm.

Warning: Deleting a profile is permanent.

Factory Default Profile

To restore Profile 92 to its factory defaults:

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

02 Press **YES**.

03 Press **OPTIONS** until the display shows `Load Defaults` .

04 Press **YES**.

05 The display confirms: `Defaults Loaded` .

06 Save to Profile 92 to retain the defaults.

Receiver Setup

Overview

The MPCW-7 can operate one or more selectable wireless receivers depending on the installation's needs.

Receivers can be linked or unlinked depending on the operational requirements at game time.

Important: It is strongly recommended to save wireless settings in each profile used. Different wireless settings should be saved to different profiles. A receiver must be programmed into the MPCW-7 before it can be linked for use.

Note: The receiver to be linked must first be programmed into the MPCW-7. Follow the Add Receiver instructions below before attempting to link.

Scoreboard Model Selection

The MPCW-7 must have its scoreboard model configured to match the scoreboard being operated.

Selecting a Scoreboard Model

- 01 Press **OPTIONS** until display reads `Model >>` .
- 02 Press **YES** to enter the Scoreboard Model menu.
- 03 Press **OPTIONS** until the desired scoreboard series is displayed (e.g., `X6xx Series`).
- 04 Press **YES** to accept/enable. An asterisk (*) indicates the model is now selected.

Note: The scoreboard model should be set before connecting the control to a scoreboard.

Quick Link/Unlink (Setup Procedure)

If the receiver has already been added to the MPCW-7, use this procedure to link or unlink it before a game:

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

02 Press **YES**. Display reads `Link Receiver` .

03 Press **YES**. Display reads the first receiver in the list, e.g. `Rec Name 1 *` .

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

01 Press **YES** again to toggle the link state for that receiver.

02 To link or unlink another receiver: Press **OPTIONS** to cycle through available receivers. Display shows `Rec Name 2` .

03 Press **YES** to link that receiver.

Wireless Options Menu

To access the full Wireless options:

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

02 Press **YES** to enter. Display reads `Link Receiver` .

Add Receiver

The MPCW-7 stores receivers it uses in memory.

Add a new receiver when a new scoreboard installation occurs, after maintenance, or when adding a new component to the existing system.

Note: Have the receiver's six-digit serial number ready before beginning. This number is required to add the receiver.

01 From the Link Receiver screen, press **OPTIONS** until display reads **Add Receiver**.

02 Press **YES**. Display reads **Receiver#** .

03 Enter the six-digit receiver serial number.

1. The control will then prompt for the receiver name.

01 The display shows **_** .

02 Enter a receiver name using the letter and number keys.

1. The receiver name is entered the same way as a team name — refer to the Team Names section.

1. It is recommended to name the receiver according to what it controls (e.g., **FIELD 1** ).

Note: Once a new receiver is added it is added to all profiles as linked. If this is not desirable, save each profile according to the receiver settings needed for that profile.

Link Receiver

The MPCW-7 allows the user to choose which wireless receivers to use during operation.

Receivers default to a linked state; this setting allows toggling each receiver independently.

To link or unlink a receiver:

01 If using profiles, load the desired profile first to change wireless settings for that profile.

- 02 Enter the wireless options menu: Press **OPTIONS** until `Wireless >>` displays and press **YES**. Display reads `Link Receiver`.
 - 03 Press **YES**. Display shows the first receiver added, e.g. `LAX FIELD 1 *`.
 - 04 Press **YES** to link or unlink that receiver.
1. An asterisk designates a linked state.
- 01 If more receivers are stored, press **OPTIONS** to cycle through each.
 - 02 Repeat pressing **YES** on each receiver until all are at the desired state.
 - 03 If using profiles, save the current profile.
 - 04 Repeat steps 1–7 for all profiles with different wireless settings.

Delete Receiver

If a receiver is no longer in use, is defective, or needs to be removed from the system, use the Delete Receiver option.

Warning: Deleted receivers are removed from the control entirely. The receiver will not be remembered by any profile. To make a receiver inactive for certain situations without deleting it, use the Link Receiver process instead.

- 01 From the Link Receiver screen, press **OPTIONS** until display reads `Delete Receiver`.
- 02 Press **YES**. Display shows the first receiver: `LAX FIELD 1 *`.
- 03 If this is not the receiver to delete, press **OPTIONS** until the correct receiver displays (e.g., `LAX FIELD 4 *`).
- 04 Press **YES**. The receiver is deleted from the MPCW-7.

Note: Once deleted, the receiver is removed from all profiles. To restore a mistakenly deleted receiver, use Add Receiver and Link Receiver as needed.

Signal Verification

After adding and linking a receiver:

- 01 Press **HOME SCORE** to add one point to Home.
- 02 Verify the scoreboard updates.
- 03 If the shot clock is configured, press the **ATTACK TIME** key and verify the shot clock resets on the scoreboard display.

Wireless Troubleshooting

Symptom	Possible Cause	Resolution
Scoreboard does not update	Receiver not linked	Enter Wireless >> Link Receiver and confirm the receiver shows an asterisk (linked)
Scoreboard does not update	Receiver not added to the control	Add the receiver using its six-digit serial number (Wireless >> Add Receiver)
Wrong field's scoreboard responds	A different field's receiver is linked	Unlink the incorrect receiver and link only the intended one for this game
Shot clock not updating	Scoreboard model lacks shot clock display	Confirm scoreboard model supports Attack Time / shot clock segment
Intermittent updates	RF interference or range	Move controller closer to receiver; check for interfering devices
Scoreboard updates then stops	Receiver power interruption	Check receiver power; power cycle receiver
Controller unresponsive	No power	Check 9V DC supply connection

Tip: For best wireless performance, keep the controller within line-of-sight of the receiver. Metal bleachers and concrete walls can reduce effective wireless range.

Specifications

Controller Specifications

Specification	Value
Power Supply	9V DC, external supply included
Display	16-character LED
Direct Scoreboard Output (no receiver)	Two BNC connectors (use either or both)
Profiles	Up to 100 per sport
Clock Resolution	0.1 seconds (tenths)
Clock Format	MM:SS.s
Score Range	0–99 per team
Stat Range	0–99 per category (shots, saves, penalties)
Shot Clock Range	0–99 seconds
Operating Temp	0°C to 50°C (32°F to 122°F)
Storage Temp	-20°C to 60°C (-4°F to 140°F)

Optional Accessories

Accessory	Part Number	Description
TCS-7 Hand-Held Time Control Switch	TCS-7	Remote TIME ON/TIME OFF for bench or sideline operation
Replacement 9V DC Power Supply	Contact Nevco	Standard 9V DC center-positive supply
BNC Cable (various lengths)	Contact Nevco	Coaxial cable for direct connection to the scoreboard when operating without a wireless receiver

Lacrosse Game Defaults

Setting	Default Value
Default Profile Number	92
Time Direction	Count Down
Clock Format	MM:SS.s

Attack Time — ST>MT Blank	On
Attack Time — Reset Time 1	User-configurable (no default)
Attack Time — Reset Time 2	User-configurable (no default)
Horn Duration	2 seconds
T/O Timer 1	:30.0 / Warning :15.0
T/O Timer 2	:45.0 / Warning :15.0
T/O Timer 3	1:00.0 / Warning :15.0
T/O Timer 4	1:15.0 / Warning :15.0
T/O Timer 5	1:30.0 / Warning :15.0

Compliance and Regulatory

This product complies with applicable FCC regulations for wireless transmission in the United States. For international use, verify compliance with local wireless regulations before operating.

For service, warranty information, or replacement parts, contact:

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