



MPCW-7

MPCW-7 Soccer

Document: 135-0214RC

Revised: 2026-07-03

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Introduction

About This Manual

This manual covers the operation of the MPCW-7 Wireless Scoreboard Controller configured for **Soccer**. It describes every key on the keyboard overlay, every option in the OPTIONS menu, and all procedures needed to operate a Nevco soccer 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 Soccer
- 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

Supported Models

The Soccer configuration of the MPCW-7 supports the following Nevco scoreboard models.

LED Scoreboards:

3600 series: 3601, 3602, 3603, 3604, 3605, 3606, 3607, 3608, 3609, 3610, 3615, 3620, 3625, 3630, 3635, 3640, 3645, 3650, 3655

8800 series: 8801, 8802, 8803, 8804, 8805, 8806, 8807, 8808, 8809, 8810, 8815, 8820, 8825, 8830, 8835, 8840, 8845, 8850, 8855

7600 series: 7604, 7605, 7616, 7620, 7624, 7625, 7630, 7640, 7645, 7650, 7655, 7660, 7665, 7670, 7675, 7680, 7685

5600 series: 5601, 5602, 5603, 5604, 5605, 5606

9500/9600 series: 9505, 9515, 9605, 9715

3502 through 3555 series

1515 through 1625 series

7504 through 7685 series (selected models)

8600 series: 8601–8660

8200 series: 8201–8260

8400 series: 8401–8460

9405

2700, 2702, 2740

Incandescent Scoreboards:

3400 through 3455 series

1015 through 3030 series

7004 through 7430 series

Note: If your model is not listed above, contact Nevco technical support to confirm compatibility before use.

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 soccer 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 sideline.

Main Screen Layout

After power-on, the main game screen displays:

00:00.0 ▼ Half:1
H:00 G:00

- **Line 1:** Main game clock (MM:SS.s) and half number
- **Line 2:** Home score (H:) and Guest score (G:)
- The down-arrow (▼) next to the clock indicates time is stopped.

Selecting a Profile

The Soccer default profile is **Profile 88**. 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, or press **YES** to accept the displayed profile.

Tip: If this is your first use or you want to start with factory defaults, select Profile 88 (Soccer default). See [Profiles](#) for details on saving and recalling profiles.

Setting the Period

- 01 Press **HALF**.
- 02 The display prompts: Half: _ .
- 03 Type the half number (1 or 2) and press **YES**.

Setting the Clock

- 01 Press **SET**.
- 02 The display prompts for the main game time.
- 03 Enter the time in MMSS format (for example, type **4500** for 45:00.0).
- 04 Press **YES** to accept.

Note: Soccer time typically counts up. The clock direction (count up or count down) is set in the OPTIONS menu under **Time Direction**. The factory default for Soccer is count up.

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.

Scoring a Goal

- 01 Press **HOME SCORE** to add one point to the Home team, or **GUEST SCORE** to add one point to the Guest team.

- 02 The scoreboard updates immediately.

To correct a score, press **SHIFT** then the score key to subtract one point.

Recording Shots and Saves

- Press **GOAL SHOTS** (Home = **O**, Guest = **Q**) to record a shot.
- Press **GOAL SAVES** (Home = **X**, Guest = **Y**) to record a save.

- Press **SHIFT** then the same key to subtract by one.

Recording Penalties and Corner Kicks

- Press **PENALTIES** (Home or Guest) to add a penalty count.
- Press **CORNER KICKS** (Home or Guest) to add a corner kick count.
- Press **SHIFT** then the same key to subtract by one.

Substitutions

- Press **SUB IN/OUT** (Home = **B**, Guest = **C**) to signal a substitution. The horn sounds and the scoreboard sub-in/out indicator activates.

End of Half

At the end of each half, press **HALF** and enter the new half number. Statistics (shots, saves, penalties, corner kicks) carry over to the next half unless reset via the **OPTIONS** menu.

Sounding the Horn

Press **HORN** at any time to sound the scoreboard horn. The horn sounds for the duration configured in the **OPTIONS** menu.

Keyboard Functions

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

Note: Many keys also carry a small letter used for text entry (team and profile names); refer to the keyboard overlay for the exact letters.

Time Control Keys

TIME ON

Starts the main game clock. If time is already running, pressing TIME ON has no effect. The down-arrow on the LED changes to an up-arrow while time is running.

TIME OFF

Stops the main game clock. If time is already stopped, pressing TIME OFF has no effect.

STOP TIME

Activates Stop Time mode. In Stop Time mode, the clock counts up and automatically stops at the target time (typically 45:00 for each half). This is the standard timing mode for soccer. Use STOP TIME before the start of each half. The target stop time is configured under **Stop Time** in the OPTIONS menu.

Note: In Stop Time mode, pressing TIME ON starts the clock counting up. The clock stops automatically when it reaches the programmed stop time and the horn sounds.

ALTERNATE TIME CONTROL

Toggles control of the main clock between the MPCW-7 controller and an alternate time control device (such as a game clock interface). When alternate control is active, the MPCW-7 time keys are disabled for the main clock.

SET

Sets the main game clock to a specific time.

01 Press **SET**.

02 Enter the desired time in MMSS format (for example, **4500** for 45:00).

03 Press **YES** to confirm, or **NO/CANCEL** to abort.

HALF

Sets the half number displayed on the scoreboard.

01 Press **HALF**.

02 Enter 1 or 2.

03 Press **YES** to confirm.

Scoring Keys

HOME SCORE

Adds one point to the Home team score.

Shifted function: Subtracts one point from the Home team score. Press **SHIFT** then **HOME SCORE**.

GUEST SCORE / SHIFT

Primary: Adds one point to the Guest team score.

SHIFT key: Activates the shifted (secondary) function of the next key pressed. SHIFT is indicated on the key cap as a second label (for example, "GUEST

SCORE / SHIFT").

Statistics Keys

GOAL SHOTS – Home

Adds one to the Home team shot count on the scoreboard. Shots are displayed as "Sht" on supported 3600 series scoreboards.

Shifted function: Subtracts one from the Home team shot count. Press **SHIFT** then the GOAL SHOTS key.

GOAL SHOTS – Guest

Adds one to the Guest team shot count.

Shifted function: Subtracts one from the Guest team shot count. Press **SHIFT** then the GOAL SHOTS key.

GOAL SAVES – Home

Adds one to the Home team save count on the scoreboard. Saves are displayed as "Sav" on supported 3600 series scoreboards.

Shifted function: Subtracts one from the Home team save count. Press **SHIFT** then the GOAL SAVES key.

GOAL SAVES – Guest

Adds one to the Guest team save count.

Shifted function: Subtracts one from the Guest team save count. Press **SHIFT** then the GOAL SAVES key.

PENALTIES – Home

Adds one to the Home team penalty count on the scoreboard. Penalties are displayed as "Pen" on supported scoreboards.

Shifted function: Subtracts one from the Home team penalty count.

PENALTIES – Guest

Adds one to the Guest team penalty count.

Shifted function: Subtracts one from the Guest team penalty count.

CORNER KICKS – Home

Adds one to the Home team corner kick count. Corner kicks are displayed as "Cnr" on supported scoreboards.

Shifted function: Subtracts one from the Home team corner kick count.

CORNER KICKS – Guest

Adds one to the Guest team corner kick count.

Shifted function: Subtracts one from the Guest team corner kick count.

Substitution Keys

SUB IN/OUT – Home

Activates the Home team substitution signal. The horn sounds briefly and the scoreboard sub-in/out indicator is activated.

SUB IN/OUT – Guest

Activates the Guest team substitution signal. The horn sounds briefly and the scoreboard sub-in/out indicator is activated.

Timer Keys

TIME OUT TIMER

Starts a time-out countdown timer. The display shows the configured time-out duration counting down. Five time-out timer presets are available; select the desired preset in the OPTIONS menu under **Time Out Timer**.

When the timer expires, the horn sounds automatically.

TIME OF DAY

Displays the current time of day on the scoreboard. The time-of-day clock runs continuously in the background. To set the time of day, use the OPTIONS menu under **Time of Day**.

Menu and Navigation Keys

OPTIONS

Opens the OPTIONS menu. Press OPTIONS repeatedly to scroll through menu items. Press **YES** to select the displayed item, or **NO/CANCEL** to exit the menu without making changes.

YES

Confirms the current selection or entry. Also used to enter sub-menus.

NO/CANCEL

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

SCROLL PROFILES

Scrolls through saved profiles. Each press advances to the next profile. Press **YES** to load the displayed profile.

BLANK

Blanks (turns off) the scoreboard display. Press **BLANK** again to restore the display. Useful during pre-game or when the scoreboard should not show data.

Horn Key

HORN

Sounds the scoreboard horn immediately for the configured horn duration. The horn sounds for as long as the key is held, up to the maximum configured duration. Horn duration is set in the OPTIONS menu under **Horn Time**.

Options Menu

The OPTIONS menu provides access to all configurable settings for the Soccer 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](#)).

Horn Time

Sets the duration of the horn sound in seconds. The horn fires at this duration when activated by the HORN key or by automatic end-of-period triggers.

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 between settings.

05 Press **YES** to confirm.

Note: The Soccer factory default is **Count Up**. Halves are typically 45 minutes and the clock counts up from 00:00 to 45:00.

Stop Time

Configures the target stop time for Stop Time mode. When the clock reaches this value (counting up), it stops automatically and the horn sounds.

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

02 Press **YES**.

03 Enter the stop time in MMSS format (for example, **4500** for 45:00).

04 Press **YES** to confirm.

Tip: Set Stop Time to **4500** (45:00) for standard soccer halves. This causes the clock to stop automatically at 45:00 each half when using Stop Time mode.

Aux Time

Configures an auxiliary (secondary) time display. Aux Time can count up or down independently of the main clock, useful for displaying injury time or a scoreboard clock mirror.

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

02 Press **YES**.

03 The Aux Time sub-menu offers the following settings:

Aux Time Direction:

- **Count Up** — Aux time counts up from 00:00.
- **Count Down** — Aux time counts down from a set value.

Aux Time Value: Sets the starting time for Aux Time countdown.

01 Enter the aux time value in MMSS format.

02 Press **YES** to confirm.

Segment Timer

The Segment Timer is an independent countdown timer that can run during play or during stoppages. It is separate from the main game clock.

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.

To start the Segment Timer during a game, navigate back to this option and press **YES**.

Time Out Timer

Configures the five time-out timer presets and the warning (short) time. When the TIME OUT TIMER key is pressed during a game, one of these presets runs.

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

02 Press **YES**.

03 The display shows the first preset: `T/O 1: :30.0`.

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

05 Press **YES** on any preset to edit its value.

06 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

The warning time is the point at which the display flashes to alert the operator that the time-out is nearly over.

Wireless >>

Opens the Wireless sub-menu for managing the receivers the MPCW-7 communicates with. Receivers are added, linked, and deleted by name using each receiver's six-digit serial number — there are no channel numbers to set. See [Receiver Setup](#) for complete details.

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

02 Press **YES** to enter the Wireless sub-menu. The display shows `Link Receiver`.

03 Press **OPTIONS** to scroll through the sub-menu items: Link Receiver, Add Receiver, and Delete Receiver.

04 Press **YES** to select the displayed item.

Time of Day

Sets the time-of-day clock that runs in the background. When the TIME OF DAY key (V) is pressed, this time is sent to the scoreboard.

01 Press **OPTIONS** until the display shows **Time of Day** .

02 Press **YES**.

03 Enter the current time in HHMM format (24-hour clock, for example **1430** for 2:30 PM).

04 Press **YES** to confirm.

Captions

Captions configure which statistics are displayed on the scoreboard's caption (label) segments. This feature is available on 3600 series scoreboards only.

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

02 Press **YES** to enter the Captions sub-menu.

03 Press **OPTIONS** to scroll through the available caption configurations.

04 Press **YES** to select the displayed configuration.

Available Caption Configurations:

Config #	Line 1	Line 2
1	Sht / Sav	Cnr / Pen
2	Sht / Sav	Pen / Cnr
3	Sht / Pen	Sav / Cnr
4	Sht / Pen	Cnr / Sav
5	Sht / Cnr	Sav / Pen
6	Sht / Cnr	Pen / Sav
7	Sav / Pen	Sht / Cnr
8	Sav / Pen	Cnr / Sht

9	Sav / Cnr	Sht / Pen
10	Sav / Cnr	Pen / Sht
11	Pen / Cnr	Sht / Sav
12	Pli / Plo	(player in/out)

Key: Sht=Shots, Sav=Saves, Cnr=Corner Kicks, Pen=Penalties, Pli=Player In, Plo=Player Out

Note: Caption configurations 1–11 display statistics. Configuration 12 (Pli/Plo) displays player in/out indicators for substitutions. The scoreboard must support captions for this setting to have any visual effect.

Score Limit

Sets the maximum score value that can be entered. Scores above this limit are rejected.

01 Press **OPTIONS** until the display shows **Score Limit**.

02 Press **YES**.

03 Enter the maximum score (1–99) and press **YES**.

Profiles >>

Opens the Profiles sub-menu for saving, loading, and managing profiles. See [Profiles](#) for complete details.

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

02 Press **YES** to enter the Profiles sub-menu.

Receiver Setup >>

Opens the Receiver Setup sub-menu for configuring the receiver address and related settings. See [Receiver Setup](#) for complete details.

01 Press **OPTIONS** until the display shows `Receiver Setup >>` .

02 Press **YES** to enter the Receiver Setup sub-menu.

Profiles

Profiles store all OPTIONS menu settings — clock direction, stop time, 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 Soccer default profile is **Profile 88**.

What a Profile Stores

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

- Horn time
- Time direction (count up / count down)
- Stop time target
- Aux time settings
- Segment timer settings
- Time-out timer presets (all 5) and warning time
- Linked receivers
- Time of day (time-of-day setting, not the running value)
- Caption configuration
- Score limit

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: 88`.
- 07 To save to a different profile number, type a new number (1–100) and press **YES**.
- 08 The display confirms: `Profile 88 Saved`.

Tip: Assign profile numbers by sport group to keep things organized. For example: Soccer=88, Football=89, Track=90, Baseball/Softball=91, Lacrosse=92, Basketball=93, Volleyball=94, Wrestling=95, Hockey/Field Hockey=96.

Loading a Profile

Method 1 — SCROLL PROFILES key:

- 01 Press **SCROLL PROFILES** from the main game screen.
- 02 The display shows the current profile number.
- 03 Press **SCROLL PROFILES** repeatedly to advance through profiles.
- 04 Press **YES** to load the displayed profile.

- 05 The controller loads all saved settings and returns to the main game screen.

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 to load and press **YES**.
-
- 06 The controller loads the profile and returns to the main game screen.

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 deletion, or **NO/CANCEL** to abort.

Warning: Deleting a profile is permanent. The profile cannot be recovered after deletion.

Factory Default Profile

To restore Profile 88 (the Soccer factory default) to its original settings:

- 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 88 if you want to keep the defaults as a saved profile.
-

Receiver Setup

The MPCW-7 communicates wirelessly with one or more Nevco receiver units. Each receiver is connected to a scoreboard via the scoreboard's data cable. Receivers are identified by name and added to the controller's memory using the receiver's six-digit serial number. Once added, a receiver can be linked or unlinked as needed. There are no user-facing channel numbers to set.

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. Refer to the introduction chapter for the list of compatible soccer scoreboard models.

- 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.

- 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., SOC 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. `SOC 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: `SOC FIELD 1 *`.
- 03 If this is not the receiver to delete, press **OPTIONS** until the correct receiver displays (e.g., `SOC 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 any scoring key (for example, **HOME SCORE**).
- 02 Verify that the scoreboard updates in response.
- 03 If the scoreboard does not respond, check:
 - ** The receiver is linked (asterisk shown in Link Receiver)
 - ** The receiver's data cable connection to the scoreboard
 - ** Power to both controller and receiver

Wireless Troubleshooting

Symptom	Possible Cause	Resolution
Scoreboard does not update	Receiver not linked	Verify the receiver shows an asterisk in the Link Receiver list
Scoreboard does not update	Receiver not added to the controller	Add the receiver using its six-digit serial number, then link it
Intermittent updates	RF interference or distance	Move controller closer to receiver; check for interfering devices
Scoreboard updates, then stops	Power interruption to receiver	Check receiver power connection; power cycle receiver
Controller shows no activity	Low battery or no power	Check 9V DC power supply connection

Tip: For best wireless performance, keep the controller within the line-of-sight range of the receiver. Concrete walls and metal structures can reduce the effective 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
Dimensions	See product label
Weight	See product label
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 button for 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

Soccer Game Defaults

Setting	Default Value
Default Profile Number	88
Time Direction	Count Up
Stop Time	45:00
Clock Format	MM:SS.s
Halves	2
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 has been tested and complies with applicable FCC regulations for wireless transmission in the United States. For international use, verify compliance with local wireless regulations before operating.

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