



MPCW-7

MPCW-7 Track and Field

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Introduction

About This Manual

This manual covers the operation of the MPCW-7 Wireless Scoreboard Controller configured for **Track and Field**. It describes every key on the keyboard overlay, every option in the OPTIONS menu, and all procedures needed to operate a Nevco track and field scoreboard from setup through competition.

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 Track and Field
- 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

Track and Field Scoring Overview

The MPCW-7 Track configuration supports four team scores simultaneously: Home (field team), Guest 1, Guest 2, and Guest 3. This multi-team display is standard for track meets where multiple squads compete.

Scoring follows standard track and field point awards:

- 1st place: 5 points
- 2nd place: 3 points
- 3rd place: 1 point

Scores accumulate across events throughout the meet.

Field event measurements are entered in feet/meters and inches/centimeters directly from the keyboard.

Supported Models

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

LED Scoreboards:

7504, 7505, 7516, 7520, 7524, 7525, 7530

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

8600 series: 8601–8660

8800 series: 8801–8855

Incandescent Scoreboards:

7004, 7005, 7404, 7405, 7415, 7416, 7424, 7425, 7430

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.
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Quick Start

This chapter walks you through powering on the controller, selecting a track profile, and entering basic competition 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 competition 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 infield or sideline.

Main Screen Layout

After power-on, the main competition screen displays:

00:00.000▲ Per:1
H:00 G1:00

- **Line 1:** Main clock (MM:SS.sss) and period number
- **Line 2:** Home score and Guest 1 score
- Guest 2 and Guest 3 scores are accessible by scrolling
- The up-arrow (▲) next to the clock indicates time is running; down-arrow (▼) indicates stopped

Note: Track uses a 7-digit time entry format (hundredths and thousandths of seconds) because the main clock can display MM:SS.sss for precision event timing.

Selecting a Profile

The Track default profile is **Profile 90**. 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: If this is your first use or you want to start with factory defaults, select Profile 90 (Track default). See [Profiles](#) for details on saving and recalling profiles.

Setting the Clock

01 Press **SET**.

02 The display prompts for the main clock time.

03 Enter the time in MMSSMMM format — 7 digits total (minutes, seconds, tenths, hundredths, thousandths). For example, type **0000000** for 00:00.000.

04 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.

Recording Scores

Track scores accumulate across events. The standard point values are:

- 1st place: **5 points**
- 2nd place: **3 points**
- 3rd place: **1 point**

To add points to the Home team:

01 Press **HOME SCORE (E)**.

02 Enter the number of points to add (typically 1, 3, or 5).

03 Press **YES**.

To add points to Guest 1:

01 Press **GUEST SCORE** (blue key).

02 Enter points and press **YES**.

To add points to Guest 2:

01 Press **GUEST 2 SCORE**.

02 Enter points and press **YES**.

To add points to Guest 3:

01 Press **GUEST 3 SCORE**.

02 Enter points and press **YES**.

To subtract points, press **SHIFT** then the relevant score key.

Setting the Event Number

The EVENT display shows a 2-digit event number on the scoreboard.

01 Press **EVENT (Q)**.

02 Enter the event number (01–99) and press **YES**.

Entering Field Event Measurements

For field events (long jump, shot put, etc.), enter the measurement directly.

Feet/Meters entry

01 Press **FT/M**.

02 Enter three digits: hundreds, tens, and units. For example, for 25 feet, enter **025**. For 10.5 meters, this would be entered per the scoreboard's

configured unit.

03 Press **YES**.

Inches/Centimeters entry

01 Press **IN/CM (J)**.

02 Enter two digits: tens and units. For example, for 6 inches, enter **06**.

03 Press **YES**.

Using the GOAL Key

The GOAL key (**F**) sends a goal or achievement signal to the scoreboard. In track context, this is used to indicate a record-breaking performance or to activate a special scoreboard indicator.

01 Press **GOAL (F)** to activate the goal indicator.

Sounding the Horn

Press **HORN (A)** 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 Track 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 clock. If time is already running, pressing TIME ON has no effect.

TIME OFF

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

SET

Sets the main clock to a specific time.

01 Press **SET**.

02 Enter the time as 7 digits in MMSSMMM format: two digits for minutes, two for seconds, one for tenths, one for hundredths, one for thousandths. For 00:00.000, enter **0000000**. For 1:30.000, enter **0130000**.

03 Press **YES** to confirm.

Note: The Track clock displays thousandths of seconds (MM:SS.sss). The 7-digit entry format provides full precision for all track timing needs.

Scoring Keys

HOME SCORE

Adds points to the Home team score.

01 Press **HOME SCORE**.

02 Enter the number of points (1, 3, or 5 for standard track scoring).

03 Press **YES**.

Shifted function: Subtracts points from Home. Press **SHIFT** then **HOME SCORE**, enter the number of points to subtract, press **YES**.

GUEST SCORE / SHIFT

Primary: Adds points to the Guest 1 team score.

01 Press **GUEST SCORE** (blue key).

02 Enter the number of points and press **YES**.

SHIFT key: The blue key also functions as the SHIFT key when pressed before another key, activating that key's shifted (secondary) function.

GUEST 2 SCORE

Adds points to the Guest 2 team score.

01 Press **GUEST 2 SCORE**.

02 Enter the number of points and press **YES**.

Shifted function: Subtracts points from Guest 2.

GUEST 3 SCORE

Adds points to the Guest 3 team score.

01 Press **GUEST 3 SCORE**.

02 Enter the number of points and press **YES**.

Shifted function: Subtracts points from Guest 3.

Note: All four team scores (Home, Guest 1, Guest 2, Guest 3) accumulate across events. Scores are not reset between events unless the operator manually adjusts them.

Event and Measurement Keys

EVENT

Sets the current event number displayed on the scoreboard. The event number is a 2-digit value (01–99).

01 Press **EVENT**.

02 Enter a 2-digit event number and press **YES**.

FT/M

Sets the feet/meters measurement for the current field event. Entry is 3 digits representing hundreds, tens, and units.

01 Press **FT/M**.

02 Enter 3 digits (for example, **025** for 25 feet or 25 meters).

03 Press **YES**.

Shifted function: Clears the feet/meters display. Press **SHIFT** then **FT/M**.

IN/CM

Sets the inches/centimeters measurement for the current field event. Entry is 2 digits representing tens and units.

01 Press **IN/CM**.

02 Enter 2 digits (for example, **06** for 6 inches or 6 centimeters).

03 Press **YES**.

Shifted function: Clears the inches/centimeters display. Press **SHIFT** then **IN/CM**.

Tip: For a measurement of 25 feet 6 inches, press FT/M, enter **025**, press YES, then press IN/CM, enter **06**, press YES. Both values update on the scoreboard simultaneously.

Achievement Key

GOAL

Activates the goal/achievement indicator on the scoreboard. In track and field, this is used to signal a record-breaking performance, a personal best, or any other significant achievement. Press **GOAL** again to deactivate the indicator.

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.

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. Set the time of day in the OPTIONS menu.

Menu and Navigation Keys

OPTIONS

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

YES

Confirms the current selection or entry. Also enters sub-menus.

NO/CANCEL

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

SCROLL PROFILES

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

BLANK

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

Horn Key

HORN

Sounds the scoreboard horn immediately. The horn sounds for the 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 Track controller. To navigate the menu:

- 01 Press **OPTIONS** (G) 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.

- 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 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: Track and field meets typically do not use a running game clock the way team sports do. The clock is often used for event timing (counting up) or for breaks between events (counting down). Set the direction appropriate for your meet format.

Aux Time

Configures an auxiliary (secondary) time display. Aux Time can count up or down independently of the main clock.

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

02 Press **YES**.

03 The Aux Time sub-menu offers:

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 value in MMSS format.

02 Press **YES** to confirm.

Segment Timer

The Segment Timer is an independent countdown timer that can run during breaks or between events. It is separate from the main 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.

Tip: Use the Segment Timer to count down the time between field events or to signal the start of the next running event.

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 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

Wireless >>

Opens the Wireless sub-menu, used to add, link, and delete receivers. Receivers are identified by name and stored in the controller; there are no user-facing wireless channels to configure.

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

02 Press **YES** to enter the Wireless sub-menu. Display reads **Link Receiver** .

See [Receiver Setup](#) for complete details on adding, linking, and deleting receivers.

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 clock) and press **YES**.

Score Points

Configures the point values awarded for place finishes. These values are applied when points are entered via the score keys.

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

02 Press **YES**.

03 The display shows the 1st place point value. Enter the new value and press **YES**.

04 Repeat for 2nd place and 3rd place values.

Default Point Values:

Place	Points
1st	5
2nd	3
3rd	1

Note: When a score key is pressed, the controller prompts for the number of points to add. The operator enters the appropriate value directly. The Score Points setting in OPTIONS provides default/reference values but does not restrict manual entry.

Profiles >>

Opens the Profiles sub-menu. 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. 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, time-out timer presets, linked receivers, score points, 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 Track default profile is **Profile 90**.

What a Profile Stores

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

- Horn time
- Time direction (count up / count down)
- Aux time settings
- Segment timer settings
- Time-out timer presets (all 5) and warning time
- Linked receivers
- Time of day setting
- Score points 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: 90` .

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

08 The display confirms: `Profile 90 Saved` .

Tip: Track is assigned profile 90 by convention. Nearby sports: Football=89, Baseball/Softball=91. Keeping sports in their default slot makes it easy to switch sports mid-event.

Loading a Profile

Method 1 — SCROLL PROFILES key:

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

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

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

04 The controller loads all saved settings and returns to the main 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 and press **YES**.

06 The controller loads the profile and returns to the main 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.

Warning: Deleting a profile is permanent.

Factory Default Profile

To restore Profile 90 (the Track 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 90 if you want to retain the defaults as a saved profile.

Receiver Setup

The MPCW-7 communicates wirelessly with one or more Nevco receiver units connected to the scoreboard. This chapter covers scoreboard model selection and adding, linking, and deleting receivers.

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 meet 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. Refer to your scoreboard documentation for the correct model setting.

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.

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 meet:

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., `TRACK 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. `TRACK 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: `TRACK 1 *`.

- 03 If this is not the receiver to delete, press **OPTIONS** until the correct receiver displays (e.g., **TRACK 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**, enter **5** points, and press **YES**.
- 02 Verify the scoreboard updates to show 5 points for Home.
- 03 If the scoreboard does not respond, refer to the troubleshooting table below.

Wireless Troubleshooting

Symptom	Possible Cause	Resolution
Scoreboard does not update	Receiver not linked	Verify the receiver is linked (asterisk shown) in the Wireless menu
Scoreboard does not update	Receiver not added	Add the receiver using its six-digit serial number, then link it
Intermittent updates	RF interference or range	Move controller closer; 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: Keep the controller within line-of-sight of the receiver when possible. Concrete walls and metal grandstands 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)
Segment Timer	Up to 20 segments per project
Profiles	Up to 100 per sport
Clock Resolution	0.001 seconds (thousandths)
Clock Format	MM:SS.sss
Clock Entry Format	7 digits (MMSSMMM)
Score Range	0–999 per team (4 teams: Home, Guest 1, Guest 2, Guest 3)
Event Number Range	01–99
Feet/Meters Range	000–999 (3-digit entry)
Inches/CM Range	00–99 (2-digit entry)
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 infield 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

Track and Field Game Defaults

Setting	Default Value
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Default Profile Number	90
Time Direction	Count Up
Clock Format	MM:SS.sss
Score Points — 1st	5
Score Points — 2nd	3
Score Points — 3rd	1
Teams Displayed	4 (Home, Guest 1, Guest 2, Guest 3)
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.

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