



MPCW-7

MPCW-7 Volleyball

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Introduction

About the MPCW7 Volleyball Control

The MPCW7 Volleyball Control is a wireless desktop scoreboard controller designed for operating Nevco volleyball scoreboards.

It communicates with one or more wireless receivers installed at the scoreboard, eliminating the need for a wired connection between the operator position and the scoreboard.

The MPCW7 is a tabletop (desktop) unit intended for use at a scorer's table or any fixed operator position within wireless range of the scoreboard.

It features a bright 16-character LED display for high-visibility feedback, and a two-section keypad layout with a sport-specific overlay that labels every key for volleyball operation.

Note: Upon first power-up, the MPCW7 is factory-configured to operate as a volleyball control with a 27xx scoreboard.

Note: Some features shown on the keyboard overlay may not be available on the particular scoreboard model being operated.

Hardware Description

The MPCW7 control includes the following physical components:

COMPONENT	DESCRIPTION
MPCW7 Control (A)	The desktop controller unit. Universal — to change sports, change the overlay and select the new sport.
Power Supply (B)	9 V DC wall adapter included with the control.
Overlay (C)	Sport-specific flat panel that fits over the keypad to label all keys. Included with the system.

COMPONENT	DESCRIPTION
Hand Held Switch / TCS-7 (D)	A TCS-7 time control switch is included with each control. Plugs into either side jack.
Keypads (E)	Left and Right keypads — 20 keys each.
16-Character Display (F)	Bright LED display for operator feedback and visibility.
Power On/Off Switch (G)	Removes power from the control only. Does NOT turn power off to the scoreboard.
Hand Held Switch Jacks (H)	One jack on each side of the control. Either jack may be used for any Hand Held Switch.
Coiled Cord (J)	Stretches to over 4 feet. Included with the hand held switch.
Socket for Coiled Cord (K)	Allows easy replacement of the cord.
LED Test Indicator (L)	Verifies that the Hand Held Switch is working.
Remote Push Button Switch (M)	On TCS-7: sounds the scoreboard horn.
Remote Rocker Switch (N)	On TCS-7: controls the time on/off.
Output to Scoreboard (O)	BNC connector for coax cable. Use either or both as needed.
Jack for Power Input (P)	9 V DC power input jack.

Tip: The Power On/Off switch on the control does not affect scoreboard power. The scoreboard and its receiver(s) should remain powered at all times during operation.

Compatible Scoreboard Models

These instructions apply to the following Nevco scoreboard models.

The MPCW7 must have its scoreboard model set correctly to communicate with the scoreboard being operated.

Refer to the Scoreboard Model section for instructions on selecting the correct model.

Note: If using stat panels, the model "SD Stats" must be selected in the OPTIONS Model menu.

Note: Some features may not be available on all models listed below.

LED Scoreboards

MODEL NUMBERS	NOTES
2700, 2710, 2715, 2740, 2742, 2745, 2750, 2760, 2770, 2775, 2780, 2781, 2785, 2790, 2791, 2795, 2702, 2712, 2752, 2772	27xx series

MODEL NUMBERS	NOTES
82xx, 84xx, 88xx	Multi-sport series
25xx, 26xx	25xx/26xx series
SD7-5, SD7-9, SD6-5, SD6-9	SD series with stat display
F512, F515, F712, F715	Flush-mount auxiliary displays

Incandescent Scoreboards

MODEL NUMBERS	NOTES
2400, 2400-A4, 2440, 2440-A4	Standard incandescent
2450, 2460	Standard incandescent
9410	Auxiliary time display
F15, F12A	Flush-mount auxiliary displays

Quick Start

First-Time Setup

Before using the MPCW7 for the first time — or when setting it up to operate a new scoreboard — complete the following steps in order:

01 Install the sport overlay — Place the Volleyball overlay on the control. Tabs at the top and bottom hold it in place.

02 Set the scoreboard model — Press **OPTIONS** until `Model >>` displays, press **YES**, then press **OPTIONS** to scroll to the correct scoreboard series. Press **YES** to confirm.

Note: If using stat panels, the model "SD Stats" must be selected.

01 Set up wireless — Program the receiver into the control via the **OPTIONS > Wireless** menu (see [Receiver Setup](#)).

02 Create and save a Profile — Save the model and wireless settings to a profile so they are recalled automatically at the start of each game.

Tip: It is strongly recommended to save all settings to a Profile immediately after initial setup. Profile 94 is the factory default for Volleyball. See [Profiles](#) for full details.

Starting a New Game

Press **SCROLL PROFILES** and then **YES** to load a profile. Loading a profile applies that profile's settings. To start a new game, use the **NEW GAME OR SPORT** key (see below).

##-PROFILE NAME

01 Press **SCROLL PROFILES**. The MPCW7 will display the current profile name.

02 Continue pressing **SCROLL PROFILES** to scroll through saved profiles, or begin typing the profile name using the keyboard.

1. Letters are on the right side of each key.

1. All sport names are entered in ALL CAPITAL LETTERS.

1. Once the control can distinguish the sport entered, it will auto-complete the rest.

1. If the wrong entry is made, press **NO/CANCEL** and begin again.

01 Press **YES** when the desired profile is displayed. The control will load that profile and start a new game.

Note: Starting a new game resets the scoreboard to default values for the loaded profile. All scores, sets won, and time outs are cleared.

Quick Reference – Common Operations

Adding to Score

01 Press **HOME SCORE** (green) to add to the home score, or **GUEST SCORE SHIFT** (blue) to add to the guest score.

02 Press a number key (0–9) to add that value to the selected score.

Setting Time Outs Left and Sets Won

These are **set** directly (not added):

01 Press **T.O. LEFT** (home or guest) — the display shows `< T.O LEFT` or `T.O. LEFT > .`

02 Press a number key to set the time outs remaining for that team.

03 Press **SETS WON** (home or guest) — the display shows `< SETS WON` or `SETS WON > .`

04 Press a number key to set the sets won for that team.

Indicating Serve

01 Press **HOME SERVE** to indicate that the home team is serving. Display shows: `< Serve`

02 Press **GUEST SERVE** to indicate that the guest team is serving. Display shows: `Serve >`

Starting a New Game

01 Press **NEW GAME OR SPORT** once. The display prompts `Start New Game .`

02 Press **YES** to confirm. The scoreboard resets for a new game.

Note: Press **NEW GAME OR SPORT** twice to change sports. The control will prompt to enter or scroll to the new sport name.

Setting the Set Number

01 Press **SET NUMBER**. The display shows:

Set Number:

01 Enter the set number (1, 2, 3, etc.).

Control Display Indicators

When entering or viewing game stats, the MPCW7 16-character display provides status indicators:

INDICATOR	MEANING
+	The control is in add mode . The side with the + is being added to.
◀ or ▶	The control is in set mode . The side with the arrow is being set directly.
*	An option is enabled (used throughout the OPTIONS menu). For stat panels, indicates a player is currently in the game.
<	Indicates the home (left) team or home serve direction.
>	Indicates the guest (right) team or guest serve direction.

Note: The # symbol in display examples throughout this manual represents a numeric value. Left/right position of the value on the display corresponds to which side of the scoreboard (home/guest) is affected. This can be reversed using the Swap Home & Guest option.

Keyboard Functions

Key Descriptions

YES Key

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

NO/CANCEL Key

Use to cancel an operation, reset changes in the process of making them, exit a sub-options menu, and to send the MPCW7 back to the screen that displays the name of the sport being played.

SET Key

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

For example: **SET** then **HOME SCORE** enters Set mode for the home score.

HORN Key

Press to sound the scoreboard horn. Release the key to stop the horn.

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

NEW GAME OR SPORT Key

Press once to start a new game. The control prompts `Start New Game` — press **YES** to confirm.

Press twice to change sports.

This key also functions as a **backspace** key during text entry (team names, profile names).

SCROLL PROFILES Key

Press to view profiles and sports. Each key press moves to the next profile/sport in the list.

Press **YES** when the desired profile or sport is displayed to load it.

OPTIONS Key

Press to enter and move through the options menu. Each press of **OPTIONS** moves to the next option.

SET NUMBER Key

Press **SET NUMBER** to enter the current game set number.

Set Number:

Enter the number corresponding to the current set (1, 2, 3, etc.).

TIME OUT TIMER Key

Press **TIME OUT TIMER** to start the time out timer. The control displays **Time Out: (1-5)**.

Use the number keys 1–5 to choose a time out timer.

Press **TIME OUT TIMER** again to skip to warning time.

Press **TIME OUT TIMER** a third time to end the time out early.

TIME OF DAY Key

Press **TIME OF DAY** to verify the time set within the control and display the time on the scoreboard.

BLANK Key

Press **BLANK** to blank the scoreboard display. Also used in certain option menus to disable a value or insert a space during text entry.

T.O. LEFT Keys (Home and Guest)

Press **T.O. LEFT** (home — green, or guest — blue) to set the number of time outs remaining for that team.

< T.O. LEFT	(home)
T.O. LEFT >	(guest)

Enter the number of time outs remaining.

SETS WON Keys (Home and Guest)

Press **SETS WON** (home — green, or guest — blue) to set the number of sets won by that team.

< SETS WON	(home)
SETS WON >	(guest)

Enter the number of sets won.

SERVE Keys (Home and Guest)

Press **HOME SERVE** (green key) to indicate that the home team is currently serving.

< Serve

Press **GUEST SERVE** (blue key) to indicate that the guest team is currently serving.

Serve >

Note: Pressing SERVE is an **indicating** function — it illuminates an indicator on the scoreboard without requiring a number entry. Not all scoreboard models support the serve indicator function.

ALTERNATE TIME CONTROL Keys (TIME ON / TIME OFF)

These two keys on the left keypad may be used instead of the Hand Held Time Control Switch.

Note: 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.

In-Game Stats Overview

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

Not all in-game stats are available on all scoreboard models.

Volleyball In-Game Stats are:

Team-Level Stats

- HOME and GUESTS **SCORE**
- HOME and GUESTS **TIME OUTS LEFT**
- HOME and GUESTS **SETS WON**
- HOME and GUESTS **SERVE** (indicator)

Stat Panels (Player-Level Stats)

Stat Panels are optional scoreboard accessories with individual player position displays.

When using stat panels, the model "SD Stats" must be selected in OPTIONS > Scoreboard Model.

- HOME and GUESTS **DIGS** — digs per player
- HOME and GUESTS **ACES** — aces per player

- HOME and GUESTS **KILLS** — kills per player
- **IN/OUT GAME** — player active/inactive status

Stats can be entered two ways:

Adding

The usual method. After pressing the stat key (Score), the next number key pressed is added to the running total. The **+** indicator on the display shows which side is in add mode.

Example: HOME SCORE pressed, then 6 pressed:

3+ Score 4 → 9+ Score 4

Setting

Used to directly enter a value or correct a mistake. Press **SET** before the stat key. The **◀** or **▶** indicator shows which side is in set mode.

Example: SET then HOME SCORE pressed:

13◀ Score 4

1 then 2 pressed: 12 Score 4

Or 1 then YES: 1 Score 4

Indicating

Illuminates indicator lights or designated digits to indicate events within a game (serve, sets won, time outs left).

Not all scoreboard models support this function.

Example: HOME SERVE pressed → serve indicator lights on home side

SCORE

Adding to Score

01 Press **HOME SCORE** to enter home score ADD mode.

##+ Score ##

01 Enter any value 0–9 to add that value to the home score.

02 Press **GUEST SCORE SHIFT** to enter guest score ADD mode.

Score +##

01 Enter any value 0–9 to add that value to the guest score.

Note: You cannot subtract from the value using add mode. To correct a mistake, use Setting Score.

Setting Score

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

02 The control displays:

◀ Score ## (home)
Score ▶ ## (guest)

01 Enter the 1st digit (0–9). If this is the desired value, press **YES**.

02 Enter the 2nd and 3rd digits (0–9) as needed.

Note: A zero in the tens position is automatically removed, leaving a single-digit value. Press **NO/CANCEL** at any time before the ones digit is placed to restore the previous value.

SETS WON

Setting Sets Won

Sets Won is entered directly (not accumulated with add mode).

01 Press **SETS WON** (home or guest).

< SETS WON	(home)
SETS WON >	(guest)

01 Enter the number of sets won by that team.

SERVE

Serve indicates which team is currently serving.

Indicating Serve

01 Press **HOME SERVE** to light the home serve indicator.

< Serve

01 Press **GUEST SERVE** to light the guest serve indicator.

Serve >

Note: Pressing the same team's SERVE key again will turn off the serve indicator.

STAT PANELS – IN/OUT GAME

When stat panels are in use, the IN/OUT GAME button marks each player position as active (in) or inactive (out).

Note: An asterisk on the stat panel display indicates the player is currently in the game.

Taking a Player In/Out of the Game

01 Press **DIGS**, **ACES**, or **KILLS** (home or guest side) to select the team.

02 Enter the player number.

03 Press **IN/OUT GAME**.

The player's in-game status toggles for that position.

STAT PANELS – DIGS

Digs tracks the number of digs per player on each team.

Adding to Digs

01 Press **HOME DIGS** (green) or **GUEST DIGS** (blue).

H ## ◀ Digs: # (home player selected)
G ## ◀ Digs: # (guest player selected)

01 Enter the player number. The display changes to add mode:

```
H ##Digs: #+
G ##Digs: #+
```

01 Enter the number of digs to add.

Note: You cannot subtract from the value. To correct a mistake, use Setting Digs.

Setting Digs

01 Press **SET** then **HOME DIGS** or **GUEST DIGS**.

02 The control displays:

```
H ##◀Digs: #
G ##◀Digs: #
```

01 Enter the player number.

02 The control displays:

```
H ##Digs: #◀
G ##Digs: #◀
```

01 Enter the number of digs.

STAT PANELS – ACES

Aces tracks the number of serving aces per player.

Adding to Aces

01 Press **HOME ACES** (green) or **GUEST ACES** (blue).

H ## ◀ Aces: #
G ## ◀ Aces: #

01 Enter the player number. The display changes to add mode:

H ## Aces: #+
G ## Aces: #+

01 Enter the number of aces to add.

Setting Aces

01 Press **SET** then **HOME ACES** or **GUEST ACES**.

02 Enter the player number.

03 Enter the number of aces.

STAT PANELS – KILLS

Kills tracks the number of kills (attacking points) per player.

Adding to Kills

01 Press **HOME KILLS** (green) or **GUEST KILLS** (blue).

```
H ##◀Kills: #
G ##◀Kills: #
```

01 Enter the player number. The display changes to add mode:

```
H ##Kills: #+
G ##Kills: #+
```

01 Enter the number of kills to add.

Setting Kills

01 Press **SET** then **HOME KILLS** or **GUEST KILLS**.

02 Enter the player number.

03 Enter the number of kills.

TIME FUNCTION

Standard Time Functions

Volleyball uses three standard time-related functions:

01 **Set Number** — tracks which set the game is on.

02 **Time Out** — five programmable timers used to organize time outs.

03 **Time Of Day** — the MPCW7 keeps track of the time of day.

Note: Volleyball does not use a running game clock as the primary scoring mechanism. The main timer can be used for warm-up timing, practice, or auxiliary purposes.

Setting the Set Number

- 01 Press **SET NUMBER**. The control displays:

Set Number:

- 01 Enter the number corresponding to the current set.

Starting a Time Out

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

Time Out: (1-5)

The last time out timer used will display as an option; press **YES** to use it again.

- 01 Use the number keys 1–5 to choose a timer.
-
- 02 The selected timer automatically begins counting down. For example, Timer 2 displays:

Time2: 02:00.0

- 01 The horn sounds for 2 seconds at the warning time.
-
- 02 The horn sounds for 4 seconds at the end of the time out.

Concluding a Time Out Early

There may be a need to skip to the warning time or end the time out early.

To do this, the MPCW7 must be on the time out timer screen first.

To return to the time out screen press **TIME OUT TIMER**.

01 Press **TIME OUT TIMER** once while on the time out timer screen.

1. The timer skips to the warning time.

1. The horn sounds for 2 seconds.

01 Press **TIME OUT TIMER** again to end the time out.

1. The MPCW7 returns to the main time screen.

1. The horn sounds for 4 seconds.

Setting Time of Day

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

02 The control displays:

ToD: HH:MM



01 Enter hours and minutes (4 digits total).

1. After all four digits are entered, the time is accepted automatically.

1. If fewer than 4 digits are entered and **YES** is pressed, zeros fill unfilled positions.

1. If fewer than 4 digits are entered and there is an error, press **NO/CANCEL** — the previous value is restored.

Options Menu

The **OPTIONS** menu contains game settings and added features useable during a game or practice.

The **OPTIONS** menu has 15 selections for volleyball:

#	OPTION	PURPOSE
1	Brightness	Toggle scoreboard brightness between High and Low
2	Team Names	Set electronic team name displays (ETN)
3	Profiles	Load, save, and manage profiles
4	Main Time	Configure main timer direction, auto horn, style, 0.1-second shift
5	Aux Time	Configure auxiliary timer
6	Segment Timer	Set up practice/interval segment timers
7	Time Out Timer	Configure time out timer duration and warning
8	Swap Home & Guests	Switch all home and guest values on the scoreboard
9	Aux Display	Select what the auxiliary display shows
10	Horn Settings	Adjust horn volume and tone for each horn type
11	Wireless	Link, add, and delete receivers
12	Time of Day	Stick TOD and 24-hour time settings
13	Scoreboard Model	Select the scoreboard series being operated
14	Setup Stats	Choose which two stat categories to display on stat panels
15	Scoreboard Test	Run a scoreboard display test

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

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

Important: Unless you save the profile, option settings will revert when the new game key is pressed. After changing settings, go to the Profiles section and save them.

OPTIONS Menu Navigation

Three keys navigate the **OPTIONS** menu:

OPTIONS key

Scrolls to the next option in the **OPTIONS** menu and all sub-option menus.

YES key

01 Used to select an option or enter a sub-option menu.

02 Used to confirm changes made.

03 Used to change a value.

NO/CANCEL key

01 Used to exit a sub-option.

02 If pressed enough times, returns to the main sport screen.

03 Used to cancel or reset a change.

Navigation Examples

EXAMPLE	STEPS
Entering a sub-menu	Press OPTIONS until Segment Timer displays. Press YES to enter. Press NO/CANCEL to exit.
Confirming a change	Enter team name "Comets". Press YES to confirm. If NO/CANCEL is pressed, the entry is cancelled.
Toggling an option	Press OPTIONS until Brightness: Low displays. Press YES to change to High. Press NO/CANCEL to exit.

BRIGHTNESS

Ambient lighting conditions may require adjusting scoreboard brightness.

SETTING	DESCRIPTION
Brightness: High	Better suited for daylight conditions. May not be well suited for low-light conditions.
Brightness: Low	Well suited for low-light conditions. May be difficult to see during daylight conditions.

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.

This replaces the standard vinyl HOME and GUESTS labels with an LED display showing team names.

Team names can be up to 12 characters.

Special function keys during team name entry:

KEY	FUNCTION
NEW GAME OR SPORT (backspace ◀)	Acts as a backspace to delete the last character entered.
BLANK (space ▶)	Inserts a space character.
GUEST SCORE SHIFT (Shift key)	1st press: Changes to lowercase letters. 2nd press: Changes to number entry mode. 3rd press: Returns to uppercase letters (default).

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

Changing Team Names

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

02 Press **YES**. Display reads Home Team Name .

Guest Team Name

Guest Team Name is the default entry point in the team names menu.

01 Press **YES** to modify the guest team name. Display reads GUESTS ▲
(current name).

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

03 Press **YES** to confirm. The menu advances to **Home Team Name** .

Home Team Name

01 Press **YES** on the Home team name screen. Display reads **HOME ▲** (current name).

02 Enter the team name.

03 Press **YES** to confirm. Control returns to **Guest Team Name** .

04 Press **NO/CANCEL** to return to the **OPTIONS** menu.

MAIN TIME

Main Time options configure how the main clock behaves.

For volleyball, the main timer is typically used for warm-up timing, practice timing, or other auxiliary timing purposes.

The main timer is not the primary scoring mechanism in volleyball.

Changing the Direction of Main Time

01 Press **OPTIONS** until the display reads **Main Time** and press **YES** to enter.

02 Press **OPTIONS** until display reads **Direction: ▼** (or **Direction: ▲**).

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

1. **▲** = counting up

1. **▼** = counting down

Turning Auto Horn On or Off

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

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

Changing Main Time Style

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

02 Press **YES**.

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

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

Disabling and Enabling 0.1 Seconds Time Shift

When main time is under a minute, it normally shifts to display SS.TT (seconds and tenths) instead of MM:SS.

When Disable .1 is selected, main time always displays as MM:SS.

01 From Main Time menu, press **OPTIONS** until display reads **Disable**
.1.

02 Press **YES** to toggle. An asterisk (*) means Disable .1 is active.

AUX TIME

The control has a built-in auxiliary timer that can be configured for many purposes.

It can count up or down, run continuously or only when the main time is running, and can display on an auxiliary time display if one is part of your

system.

Aux Time Options:

OPTION	DESCRIPTION
Setting Aux Time	Sets the start time for the auxiliary timer.
Direction	Counts up or down according to the need of the user.
Time Switch Operation	When enabled, Aux time runs only when the main time switch is active.
Setting Aux Stop Time	Sets a stop time at which Aux time ceases counting.
Style	HH:MM (hour/minute) or MM:SS (minute/second) format.

To enter Aux Time options:

01 Press **OPTIONS** until display reads **Aux Time >>**.

02 Press **YES** to enter the aux time menu.

Setting Aux Time

01 From Aux Time menu, press **OPTIONS** until display reads the current Aux time.

1. If never set (or counted to zero): **Aux: 00:00.0 ▲**

01 Press **YES** to begin editing. Display reads **Aux: MM:SS.S ◀**.

02 Enter minutes, seconds, and tenths of seconds (5 digits total).

1. After five digits, accepted automatically.

1. Press **YES** with fewer than 5 digits to accept (zeros fill empty positions).

1. Press **NO/CANCEL** to restore the previous value.

Changing Direction of Aux Time

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

02 Press **YES** to change direction.

1. ▲ = count up; ▼ = count down.

Setting Time Switch Operation

01 From Aux Time menu, press **OPTIONS** until display reads Time Switch: .

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

Setting Aux Stop Time

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

02 Press **YES** to begin editing. Display reads Stop Time:MM:SS◀ .

03 Enter minutes and seconds (4 digits).

Changing Aux Time Style

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

02 Press **YES**.

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

04 Press **YES** to enable the desired style.

SEGMENT TIMER

A segment timer is used for pacing organized practices, as an interval horn, or for other timed purposes.

The MPCW7 supports a maximum of 20 segments per project.

Each segment has three settings: **time**, **auto horn**, and **auto advance**.

Note: Segment timer projects take time to set up. It is highly recommended to save completed projects to a Profile for reuse.

Accessing Segment Timer

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

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

Enable or Disable

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

02 Press **YES** to toggle. An asterisk (*) means segment timer is enabled.

Display on Scoreboard

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

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

Note: This option is unusable if the segment timer is disabled.

Edit Segment

The Edit Segment menu has 6 options:

OPTION	DESCRIPTION
Segment Main Time	Sets the duration of the current segment.
Auto Horn	Enables/disables the horn at the end of this segment.
Auto Advance	Enables/disables automatic advance to next segment when this one expires.
Next Segment	Advances to the next segment for editing.

OPTION	DESCRIPTION
Insert Segment	Inserts a new segment at the current position.
Delete Segment	Deletes the current segment.

To enter Edit Segment menu:

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

02 Press **YES**. Display reads **Seg: 1 ##:##** .

Editing Segment Main Time

01 From Edit Segment menu, display reads **Seg: 1 ##:##** .

02 Press **YES** to edit. Display reads **Seg: 1 ##:## ◀** .

03 Enter minutes and seconds (4 digits).

Toggling Auto Horn

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

02 Press **YES** to toggle. An asterisk (*****) means Auto Horn is enabled for this segment.

Toggling Auto Advance

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

02 Press **YES** to toggle. An asterisk (*****) means Auto Advance is enabled.

Next Segment

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

- 02 Press **YES** to advance to the next segment number (rolls back to 1 after 20).

Insert Segment

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

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

- 03 Enter minutes and seconds.

Delete Segment

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

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

TIME OUT TIMER

Time Out Timer options:

OPTION	DESCRIPTION
Display On Scoreboard	When enabled, a running time out timer displays on the scoreboard.
Edit Time Outs	Change time out durations or warning times. Five individual time out timers are available.

Time Out defaults:

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

WARNING TIME — a signal that the end of a time out is approaching. The scoreboard will sound a 2-second horn and the MPCW7 will navigate back to the time out time screen.

To access:

01 Press **OPTIONS** until display reads `TimeOut Timer >>`.

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

Display Time Out Timer on Scoreboard

01 From Time Out Timer menu, press **OPTIONS** until display reads `Disp On Board`.

02 Press **YES** to toggle. An asterisk (*) means enabled.

Edit Time Outs

Three options within Edit Time Outs:

01 **Edit Current Time Out** — Sets the duration of the currently selected time out timer.

02 **Edit Current Warning Time** — Each time out timer has a settable warning time.

03 **Next Time Out** — Switches to editing a different one of the five time out timers.

To enter:

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

02 Press **YES**. Display reads **Time#: ##:##.##**.

Edit Current Time Out

01 Display reads **Time#: ##:##.##**.

02 Press **YES**. Display reads **Time#: MM:SS.s ◀**.

03 Enter minutes, seconds, and tenths of seconds (5 digits total).

Edit Warning Time

01 From Edit Time Outs menu, press **OPTIONS** until display reads **Warn#: ##:##.##**.

02 Press **YES**. Enter the warning time.

Next Time Out

01 From Edit Time Outs menu, press **OPTIONS** until display reads **# Next Time Out**.

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

SWAP HOME AND GUEST

This function switches all Home and Guest values on the scoreboard display.

Electronic team names also switch if the scoreboard has that feature.

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

02 Press **YES**. Display reads `Swap Home&Guest*` (asterisk indicates swap is active).

AUXILIARY DISPLAY

Selects what displays on an auxiliary timer display, if one is part of your system.

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

01 Press **OPTIONS** until display reads `Aux Display >>` .

02 Press **YES** to enter. Display reads `Display Main` .

03 Press **OPTIONS** to scroll through available options.

04 Press **YES** to enable the desired option. An asterisk indicates which is enabled.

HORN SETTINGS

Horn settings allow you to change the tone and volume of each horn type.

Nine tones are available, plus a mute option.

Horn Tone Reference

tone setting	description
0 (or blank)	Mute
1	Yelp
2	Buzzer
3	Car Horn
4	Fog Horn
5	156 Hz

6	7	8	9
270 Hz	285 Hz	303 Hz	385 Hz

Note: Horn settings may not affect scoreboards outside the outdoor x6xx series.

To enter Horn Settings:

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

02 Press **YES**. Display reads **Volume: #**.

Horn Volume

01 Press **YES** if not already on horn volume screen. Display reads **Volume: # ◀**.

02 Press the desired volume key (0 = muted, 9 = maximum), or press **BLANK** to disable.

EOP Horn Tone

01 From Horn Settings menu, press **OPTIONS** until display reads **EOP Tone: #**.

02 Press **YES**. Display reads **EOP Tone: # ◀**.

03 Press the desired tone key (0–9), or press **BLANK** to disable.

Horn Key Tone

01 From Horn Settings menu, press **OPTIONS** until display reads **Key Tone: #**.

02 Press **YES**. Display reads Key Tone: # ◀ .

03 Press the desired tone key (0–9).

Aux Horn Tone

01 From Horn Settings menu, press **OPTIONS** until display reads Aux
Tone: # .

02 Press **YES**. Display reads Aux Tone: # ◀ .

03 Press the desired tone key (0–9).

Time Out Timer Tone

01 From Horn Settings menu, press **OPTIONS** until display reads TimeOut
Tone: # .

02 Press **YES**. Display reads TimeOut Tone: # ◀ .

03 Press the desired tone key (0–9).

Segment Timer Horn Tone

01 From Horn Settings menu, press **OPTIONS** until display reads Segment
Tone: # .

02 Press **YES**. Display reads Segment Tone: # ◀ .

03 Press the desired tone key (0–9).

SCOREBOARD MODEL

The Scoreboard Model option sets which scoreboard the MPCW7 communicates with.

Note: If using stat panels, select the "SD Stats" model. It is highly recommended to create a profile to save this setting if the MPCW7 is going to be used to control multiple board models.

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

- 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 selected model.

See [Receiver Setup](#) for the model-to-scoreboard correlation table.

VOLLEYBALL-SPECIFIC OPTIONS – SETUP STATS

Setup Stats is a volleyball-specific option in the OPTIONS menu.

It allows you to choose which two stat categories to display on stat panels.

There are three possible combinations:

OPTION	STATS DISPLAYED ON PANELS
Kills-Digs	Kills and Digs per player
Kills-Aces	Kills and Aces per player
Digs-Aces	Digs and Aces per player

To access Setup Stats:

- 01 Press **OPTIONS** until display reads `Setup Stats` .

- 02 Press **YES** to enter the Setup Stats menu.

- 03 Press **OPTIONS** to scroll through the three available combinations.

- 04 Press **YES** to enable the stats you would like to display. An asterisk indicates which is active.

Note: Save the profile after selecting your stat display combination for that season or scoreboard setup.

SCOREBOARD TEST

The Scoreboard Test causes all scoreboard digit segments and indicators to illuminate simultaneously.

Use this to verify that all display elements are functioning.

- 01 Press **OPTIONS** until display reads `Scoreboard Test` .
-
- 02 Press **YES** to run the test.
-
- 03 Press **NO/CANCEL** to end the test.

TIME OF DAY (OPTIONS)

Use this option to stick time of day on the scoreboard when the MPCW7 is turned off, or to toggle 24-hour format.

- 01 Press **OPTIONS** until display reads `Time Of Day >>` .
-
- 02 Press **YES** to enter. Display reads `Stick TOD` .

Stick TOD

When enabled, the scoreboard continues to display the time of day after the MPCW7 is shut off.

Note: This feature does not support 24-hour format.

- 01 Press **YES** on **Stick TOD** to enable or disable. An asterisk (*) means enabled.

24 Hour Time

Switches the time of day display from 12-hour to 24-hour format.

- 01 Press **OPTIONS** until display reads **24 Hour Time** .

- 02 Press **YES** to toggle. An asterisk (*) means 24-hour format is active.

Profile System

What Is a Profile?

A Profile retains all settings within the control for future use.

The MPCW7 can save up to 100 profiles.

Each profile stores the following settings:

SETTING CATEGORY	SETTING CATEGORY	SETTING CATEGORY
Set Number	Main Time Options	Caption Settings
All Game 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
Setup Stats Selection		

Tip: Keep good notes on your profile numbers and names. A Profile Worksheet is provided in the Appendix of the original operator manual for this purpose.

Default Profiles

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

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

Warning: To preserve the factory defaults and retain the ability to return the control to a known state, avoid overwriting these factory default profile numbers. Use profile numbers outside 88–96 for custom profiles.

Default Lock

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

When Default Lock is enabled, the control prevents the user from overwriting the factory default profile.

This protects profiles 88–96 from accidental overwrite.

To turn off Default Lock:

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

02 Press **YES**. Display reads `Load Profile` .

03 Press **OPTIONS** until display reads `Default Lock*` (asterisk means lock is on).

- 04 Press **YES** to turn Default Lock off. Display changes to **Default Lock** (no asterisk).

Note: Default Lock re-enables automatically each time the control is powered on.

Selecting a Sport (New Sport)

Pressing **SCROLL PROFILES** changes the MPCW7's input and output to operate a new sport.

Profile settings are set with the last profile loaded or saved in that sport.

To change sports:

- 01 Place the desired sport overlay on the control.
-
- 02 Press **SCROLL PROFILES**. Display reads **##-SPORT**.
-
- 03 Enter the sport name or continue pressing **SCROLL PROFILES** until the desired sport displays.
1. Letters are on the right side of the keys.
 1. All sports are entered in ALL CAPITAL LETTERS.
 1. Once the control can distinguish the sport, it auto-completes the rest.
 1. If the wrong sport is entered, press **NO/CANCEL** and begin again.

- 01 Press **YES** when the desired sport is displayed.

Starting a New Game (Load Profile)

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

- 02 Enter the profile name or number, or continue pressing **SCROLL PROFILES** to scroll.
- 03 Press **YES** when the desired profile is displayed. The control loads that profile.

Creating and Saving a Profile

- 01 Press **OPTIONS** until display reads `Profiles >>` .
- 02 Press **YES**. Display reads `Load Profile` .
- 03 Press **OPTIONS** until display reads `Save Profile` .
- 04 Press **YES**. Display reads `Profile(##): ◀` .
- 05 Enter the profile number and name using the keyboard.
- 06 Press **YES**. The MPCW7 saves the profile and displays `1-MY PROFILE_` (example).
- 07 Press **SCROLL PROFILES** to verify.

Note: It is recommended to save profiles after setting the scoreboard model, wireless settings, and Setup Stats selection.

Loading a Profile

- 01 Press **OPTIONS** until display reads `Profiles >>` .
- 02 Press **YES**. Display reads `Load Profile` .
- 03 Press **YES** again. Display reads `Profile(##):## ◀` .
- 04 If the displayed profile is correct, press **YES** to load it.

05 If not, enter the two-digit profile number.

When loading a profile, the MPCW7 will:

- Sound the beeper.
- Display the MPCW7 revision screen briefly.
- Blank the scoreboard.
- Display the sport name.
- Load the scoreboard.

Correcting a Saved Profile

01 Load the profile in question.

02 Change the setting.

03 Save the profile again using the same profile number.

Backup / Restore

The Backup/Restore option within the Profiles menu is used at the factory to output the contents of the profile and wireless data.

This function is not intended for routine operator use.

Receiver Setup

Overview

The MPCW7 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 MPCW7 before it can be linked for use.

Scoreboard Model Selection

The MPCW7 must have its scoreboard model configured to match the scoreboard being operated.

Note: If using stat panels, the model "SD Stats" must be selected. It is highly recommended to create a profile to save this setting if the MPCW7 is going to be used to control multiple board models.

MPCW7 Scoreboard Model Correlation for Volleyball

Use the following table to determine which model to select in the MPCW7 for your Nevco scoreboard.

MODEL SETTING	COMPATIBLE VOLLEYBALL SCOREBOARDS
27xx Series	2700, 2710, 2715, 2740, 2742, 2745, 2750, 2760, 2770, 2775, 2780, 2781, 2785, 2790, 2791, 2795, 2702, 2712, 2752, 2772
82xx / 84xx / 88xx Series	82xx, 84xx, 88xx multi-sport scoreboards
25xx / 26xx Series	25xx, 26xx series
SD Stats	SD7-5, SD7-9, SD6-5, SD6-9 (use for stat panels)
F5 / F7 Auxiliary	F512, F515, F712, F715 (flush-mount displays)
Incandescent 24xx Series	2400, 2400-A4, 2440, 2440-A4, 2450, 2460
9410 / F15 / F12A	Auxiliary time displays

Note: The control is factory-configured to operate as a volleyball control with a 27xx scoreboard. Confirm the model setting matches your installation.

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 selected model.

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 MPCW7, 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.

- 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 MPCW7 stores receivers it uses in memory.

Add a new receiver when a new scoreboard installation occurs, after maintenance, or when adding a new component.

Note: Have the receiver's six-digit serial number ready before beginning.

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.

04 The display shows `_ ▲` .

05 Enter a receiver name using the letter and number keys (e.g., `VB GYM 1 ▲`).

1. It is recommended to name the receiver according to what it controls.

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

To link or unlink a receiver:

- 01 If using profiles, load the desired profile first.

- 02 Press **OPTIONS** until `Wireless >>` displays. Press **YES**. Display reads `Link Receiver`.

- 03 Press **YES**. Display shows the first receiver added, e.g. `VB GYM 1 *`.

- 04 Press **YES** to link or unlink. An asterisk designates a linked state.

- 05 If more receivers are stored, press **OPTIONS** to cycle through each.

- 06 Repeat pressing **YES** on each receiver until all are at the desired state.

- 07 Save the current profile.

- 08 Repeat for all profiles with different wireless settings.

Delete Receiver

Warning: Deleted receivers are removed from the control entirely, including from all profiles. 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.

- 03 If this is not the receiver to delete, press **OPTIONS** until the correct receiver displays.

- 04 Press **YES**. The receiver is deleted from the MPCW7.

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

Specifications and Features

Features

FEATURE	DESCRIPTION
Desktop Form Factor	Tabletop unit designed for use at a scorer's table or fixed operator position.
Wireless Operation	Communicates with one or more MPCW7-compatible receivers. No wired connection to the scoreboard required during game operation.
Multi-Receiver Support	Can operate multiple receivers simultaneously. Receivers can be linked or unlinked per profile.
16-Character LED Display	Bright LED display for high-visibility operator feedback in all lighting conditions.
Profile System	Stores up to 100 profiles. Each profile saves scoreboard model, wireless settings, team names, timer settings, horn settings, brightness, stat display setup, and all other option settings.
Sport Overlay System	Sport-specific overlays label all keys for the current sport.
Stat Panel Support	Tracks individual player Digs, Aces, and Kills for each player position on stat panels. IN/OUT GAME tracking included. Setup Stats option selects which two categories to display.
Serve Indicator	Indicates which team is currently serving with a scoreboard light/indicator.
Sets Won Tracking	Independent home and guest sets won counters, set directly by the operator.
Set Number	Tracks the current set number within the match. Displayed on the scoreboard.
Time Out Timer	Five individually configurable time out timers with settable warning times. Warning sounds 2 seconds before, end horn sounds 4 seconds.
Segment Timer	Up to 20 programmable segments with auto horn and auto advance per segment.
Auxiliary Timer	Independent auxiliary timer counting up or down.
Electronic Team Names	Works with the Nevco Electronic Team Names (ETN) accessory to display team names on the scoreboard.
Brightness Control	Two brightness levels (High/Low) selectable via the OPTIONS menu.
Horn Settings	Independent tone and volume settings for: EOP horn, Horn key, Aux horn, Time Out timer horn, and Segment Timer horn.
Scoreboard Test	Built-in test mode illuminates all scoreboard digit segments and indicators for verification.
Time of Day	Battery-backed time of day clock. Supports 12 and 24 hour formats.
Battery-Backed Memory	Battery powered memory saves all settings and profile data.
Hand Held Time Control Switch	TCS-7 time control switch included. When connected, alternate time control keys on the keypad are disabled.
BNC Output	Two BNC connectors for direct coaxial cable connection to the scoreboard (no receiver).

Specifications

SPECIFICATION	VALUE
Power Supply	9 V DC (wall adapter included)
Power Input Jack	2.1 mm barrel jack (rear of unit)
Display	16-character bright LED
Keypads	Two sections (left and right), 20 keys each
Hand Held Switch Jacks	One jack on each side of unit; either jack accepts any Hand Held switch
Direct Scoreboard Output (no receiver)	BNC connector (coaxial); two connectors provided
Profile Storage	Up to 100 profiles per sport
Segment Timer	Up to 20 segments per project
Time Out Timers	5 individual timers with independent durations and warning times
Battery Backup	Battery-backed memory for profiles, time of day, and settings
Default Profile — Volleyball	Profile 94
Factory Default Scoreboard	27xx series (volleyball configuration on first power-up)
Overlay PIN	035-0501

Troubleshooting

PROBLEM	CAUSE	SOLUTION
Cannot access the OPTIONS menu	Time is running	Turn time off before attempting to change settings.
Horn does not sound at time expiry	Auto horn is turned off	Enable the auto horn in the Main Time OPTIONS menu.
Horn does not sound at time expiry	Volume is set to zero	Change the volume to something other than zero in the Horn OPTIONS menu.
Horn does not sound at time expiry	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 or GUESTS SCORE key and enter the correct score directly.
Cannot clear Time Out Timer from scoreboard without sounding warning horn	Clearing forces drop to warning time	Press TIME OUT TIMER twice. The warning horn is skipped and the end horn will sound.
Tenth second does not show on scoreboard	Main clock is counting up	Tenth second does not show when main time is counting up.
Tenth second does not show on scoreboard	Time is above one minute	Standard operation. Tenths display only during final countdown under one minute.

PROBLEM	CAUSE	SOLUTION
Time of day will not display on scoreboard	Time of day key is not enabled	Use SET TIME OF DAY to enable it.
Stat panel stats not updating	Scoreboard model not set to SD Stats	Enter OPTIONS > Scoreboard Model and select "SD Stats".
Two stat categories are showing but wrong ones	Setup Stats selection is wrong	Enter OPTIONS > Setup Stats and select the desired stat combination.
Serve indicator not displaying	Scoreboard model does not support serve indicator	Some scoreboard models do not have serve indicator hardware. Refer to the scoreboard documentation.

If the problem persists, contact the Nevco Service Department: **800-851-4040**.

Regulatory Notices

FCC Compliance

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.

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

Industry Canada

This device complies with Industry Canada licence-exempt RSS standard(s). Operation is subject to the following two conditions:

01 This device may not cause interference.

02 This device must accept any interference, including interference that may cause undesired operation of the device.

Glossary

Alternate Time Control Switches (keys)

The TIME ON and TIME OFF keys on the keypad. May be used instead of the Hand Held Time Control Switch when no switch is plugged in.

Auto Horn

Sounds for a minimum of 4 seconds when the main time has expired, stop time is reached, or a segment timer segment ends (if set). Can be disabled through the Main Time options.

Aux Timer

An auxiliary timer separate from the main timer. Configurable to count up or down, run with or without the time switch.

Battery

Battery-powered memory saves the settings and data in the control in case of power failure. Also maintains accuracy of the time of day when the control is unplugged.

Beeper

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

Brightness Level

The scoreboard can be set to bright or dim. Indoor scoreboards default to bright; outdoor scoreboards default to dim.

Display

A 16-character LED display on the control prompts the operator for input and monitors scoreboard data.

Hand Held Time Control Switch

A hand held switch with a coiled cord. When connected, alternate time control keys on the keypad are disabled.

In/Out Game

Stat panel function that marks each player position as active (in) or inactive (out). An asterisk on the display indicates the player is currently in the game.

Options

Game settings and added features accessible through the OPTIONS key.

Overlay

A flat plastic panel that fits over and around the keys on the control. Provides key labeling for the sport.

Profile

Saves all current control settings for recall. Up to 100 profiles per sport.

Segment Timer

Up to 20 timed segments with auto horn and auto advance. Replaces the Interval Horn function.

Serve

An indicating function that illuminates the serve indicator on the scoreboard to show which team is currently serving.

Set Number

Tracks the current set within the volleyball match. Entered with the SET NUMBER key.

Sets Won

Tracks the number of sets won by each team. Set directly by the operator using the SETS WON keys.

Setup Stats

A volleyball-specific option that selects which two stat categories (Kills-Digs, Kills-Aces, or Digs-Aces) are displayed on stat panels.

Stat Panels

Optional scoreboard accessories that display individual player statistics (Digs, Aces, or Kills) and in/out game status. Require model "SD Stats" to be selected.

Time of Day

Battery-backed clock displayed on the control and scoreboard. Accurate even when the control is unplugged.

Time Out Timer

Programmable time out countdown with optional warning horn and scoreboard display. Five individual timers available.