

Scoreboard Operator's Instructions

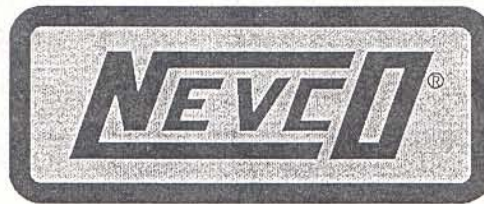
MPC-5 Control

Model Code 871
Hockey

Alternate Time Control	Horn	Misc. Shot Time		Set
		Penalty Insert	Penalty Edit	Time
	Penalty On Off	Penalty Clear		
	Time On	Home Goal	Home Penalty	Home Shots
	Time Off	Guest Goal	Guest Penalty	Guest Shots

Time Out Timer		Options	Yes	Confirm
Start	Clear		No	
7	8	9	Chronometer (Time of Day)	
4	5	6	Home Score	
1	2	3	Guest Score	
	Blank	0		

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



Since 1934

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Start Up Procedure

The traveling display prompts you to ENTER YOUR MODEL CODE, START WHERE TURNED OFF LAST or USE A BOOKMARK. To enter a model code, use the example below. If a power failure happens during a game, answer YES to START WHERE TURNED OFF LAST. If someone saved a BOOKMARK, select the Bookmark number.

Enter Model Code: 871

Display will show the sport being played, i.e. HOCKEY.

Next, the control will ask DO YOU WANT TO USE PENALTY TIME OUT? "YES" or "NO"

The display now shows the main time.

NOTE

If you are using Shot Clocks, Delay of Game Timers or other Nevco accessories that require a separate hand-held switch, please use the operating instruction accompanying that hand-held switch for proper usage.

Entry Error

If an error is made, the display will show: ENTRY ERROR

This will remain on for about 2 seconds and then return to the TIME display. If the ENTRY ERROR displays, you may reenter the correct information immediately with out delay.

You can return to the time display anytime by pressing the TIME key.

Timer Operation

Main Time

To set the clock, you must start with the SET key then the TIME key. Now enter the time you want. If the display is correct, press the YES key. If not correct, press NO. You will notice that the display will start erasing or backing up one digit at a time every time you press NO. Backup until you delete the incorrect entry and then enter the correct time, then press YES.

EXAMPLE: Press SET, then TIME

The display now shows: SET MM:SS.s

Press 0800

Press NO

The display now shows: SET 08:0S.s

Press YES

Period

Display now shows: PERIOD 0

Now enter the PERIOD. (i.e. 1)

Display now shows: 8:00.0 DN

As you see by the example, you do not enter zeros that are not significant. In fact, to set the time to zero, just press SET then TIME then YES.

Now plug the remote hand-held time switch into the outlet on either side of the control or use the TIME ON button located on the keyboard to activate the timer.

NOTE: If the remote hand-held time switch is plugged into the control, it will disable the TIME ON and TIME OFF buttons on the control.

Tenth Second

The tenths of second will not display on the scoreboard until the last minute. You can even set the tenths of second. Try this example:

Press SET then TIME now 08005 then press YES

Display now shows: PERIOD 1

Now enter the PERIOD. (i.e. 1)

Display now shows: 8:00.5 DN

2 Second Horn

The horn sounds automatically when the clock reaches zero. It sounds a minimum of 2 seconds. Turning the clock to time "OFF" stops the horn after the 2-second minimum. The control "beeper" also sounds.

Automatic Horn

Sometimes the automatic horn is not desired. Try this:

Press SET then HORN

Display now shows: AUTO HORN? Press YES or NO

If you answered NO, the horn will not sound when the time reaches zero. If you change your mind, do it again and answer YES. This can be done at anytime. The control "beeper" will always sound.

Score Entries

Enter a score for the HOME team.

Adding to Score

Press HOME SCORE

The display now shows: HOME +

Now press 2

The display now shows: HOME +2

The scoreboard displays a "2" in the HOME SCORE. Repeat this a few times.

It can add any number for you from 1 to 9.

Correcting Score

You cannot subtract. Use the SET key.

Press SET then HOME SCORE. Now enter a number.

GUEST SCORE works the same.

Shots on Goal

The HOME and GUEST SHOTS operate the same as HOME and GUEST SCORE.

The HOME and GUEST GOALS are alternate on off. The horn is just as simple.

Penalty Timer Operation

Maximum Number of Players Allowed

You may enter all numbers from blank zero to blank nine and 00 through 99 for each team.

The control is capable of handling up to 5 penalties for each one of the players. When a penalty timer runs out, it will be removed from the scoreboard. If another penalty is to be served, it will automatically be placed on the scoreboard and begin counting. The penalties run off in the order they were entered. If you try to enter more than 5 penalties per player, the display on the control will show -OUT OF MEM-.

Setting Penalty Time

To set a penalty time, follow the example below.

Press SET then HOME PENALTY or GUEST PENALTY.

Now enter the time the same as when you set the main time, then YES. You will then be prompted to enter the player number to be associated with that penalty. Try this:

Press SET then HOME PENALTY, press 02 and then press YES.

Player Number

The display shows: H. PLAYER #. Now press 23, for the player number.

The display will look something like this: 8:00.0 DN

Now press HOME PENALTY. The display now shows: H 1 2:00 23.

This means that the HOME penalty number 1 is set at 2:00 for player 23.

Set at least five penalty times and watch them as they count down. When penalties one and two run out, penalties three and four move up and then penalty five will move up when either penalty three or four runs out.

Editing Penalties

If you wish to edit the 2:00 penalty time for player 23, press the HOME PENALTY key until the penalty for player 23 is displayed on the control.

Now press PENALTY EDIT. The display shows: EDIT (Y-N)

This gives you one chance to change your mind. If you pressed this key by accident, then simply press NO and nothing will happen. If you do want to edit that penalty time, press YES and enter the time (example 0100) you wish and press YES.

The display now shows: H 1 1:00 23.

Inserting a Penalty

The PENALTY INSERT key is helpful when you missed a player when entering multiple penalties. Press the HOME PENALTY or GUEST PENALTY key until display the position you want to insert the player.

Now press PENALTY INSERT. The display shows: INSERT (Y-N)

This gives you one chance to change your mind. If you pressed this key by accident, then simply press NO and nothing will happen. If you do want to insert a penalty, press YES and enter the time (example 0100) you wish and press YES.

The display shows: H. PLAYER #. Enter the player number you missed. The player you entered is now in that position and all other penalties are moved down.

Clearing a Penalty

If you wish to remove a penalty time from the system, display it on the control display and press PENALTY CLEAR.

The display shows: CLEAR (Y-N)

This gives you one chance to change your mind. If you pressed this key by accident, then simply press NO and nothing will happen. If you do want to clear a penalty time, press YES and it's gone. If another penalty is set to run after the one you just cleared, it will automatically take its place.

Penalty Time Out

If you answer YES to the penalty time out question after entering the model code, the PENALTY ON OFF key will allow you to stop the penalty timers without stopping the main time. Pressing this key will alternately turn the penalty timers on and off.

Using Bookmarks

There are five BOOKMARKS available for your use. Setting a BOOKMARK enables you to save the current settings of the sport you are playing. A good example would be basketball foul panels. After you enter your model code, you will start setting up the scoreboard such as the time, period, shot clock time, whether your scoreboard display is bright or dim, auxiliary timer and any time out timers that you may want for the game. Next you will enter all the players' numbers that are on the team. Once this is completed, using the SET then OPTIONS, you can save all these settings by SETTING A BOOKMARK. The next time you have a game, simply turn the scoreboard control on, select the BOOKMARK number that you saved previously and you are ready to play the game.

You can basically do the same thing by answering YES to START WHERE TURNED OFF LAST. But if you answer NO, then you have to start all over again. We encourage you to try this; you will find that it can save you a lot of time in preparing for the next game.

Chronometer

A chronometer is a timepiece or clock designed to keep time with great accuracy. The chronometer in the MPC control is powered by its own 10-year life battery and keeps the time of day accurate to within 1 minute per month. Because it has its own power source, it will keep time when the control is not in use.

Pressing the CHRONOMETER (Time of Day) key

This key is used to display the chronometer time on either the control's display or the scoreboard system or even both depending on the settings you choose.

Control of the chronometer is accessed through an interactive dialog of questions initiated by pressing **SET** and then **CHRONOMETER**. The questions asked are based on the model code and your answers to previous questions.

This question requires special consideration.

DO YOU HAVE AN AUXILIARY TIME DISPLAY CONNECTED?

Auxiliary time displays are available from Nevco Scoreboard Company. Currently, models 9405 and 9510 fall into this category. They are separate units for time display only that are used to display main time, time of day, or aux time. Main time (game time), if a clock is available on your scoreboard, and aux time are explained elsewhere in this manual.

Once this question has been answered it will not be asked again until the control is restarted and a model code is entered. If you answer no to this question all questions about the auxiliary time display will be removed from the dialog.

TURN CONTROL OFF BUT LEAVE CHRONOMETER TIME DISPLAYED?

If you answer yes, you will be asked one or more questions depending on your scoreboard system.

DISPLAY CHRONOMETER TIME ON ALL DISPLAYS?

Answer yes only if you want time of day to remain on ALL connected scoreboards and displays.

DISPLAY CHRONOMETER TIME ON AUXILIARY TIME DISPLAY?

Time of day will remain on auxiliary time display(s).

All MPC control operations stop and cannot be restarted until the control power is turned off and back on. You are prompted to first disconnect the control cables from the back of the control and then turn the control power off. This sequence initializes the scoreboard system's internal chronometers to carry on displaying the time of day with the control removed. The scoreboard's chronometers start at the beginning of the minute displayed at the time the prompt to disconnect is displayed on the control.

Below are explanations of other questions you will be asked while setting up the Chronometer on the MPC control. The control will prompt you with different questions as you proceed depending on how you answer each one.

ENABLE CHRONOMETER KEY TO PUT CHRONOMETER TIME ON SCOREBOARD?

If you answer yes, pressing the CHRONOMETER (Time of Day) key will instantly put the time of day on the scoreboard and the control.

DISABLE CHRONOMETER KEY?

Restores the Chronometer key to its default condition (displays chronometer time on control only).

SET CHRONOMETER?

This allows you to set the chronometer time.

DO YOU WANT TO REMOVE CHRONOMETER TIME FROM AUXILIARY TIME DISPLAY?

Causes auxiliary time display to show main time. You can still display the chronometer on the MPC's display.

DO YOU WANT TO DISPLAY CHRONOMETER TIME ON AUXILIARY TIME DISPLAY?

Causes auxiliary time display to show time of day.

Time Out Timers

The MPC has 10 time out timers; all are programmable. Time out time zero is preset to 30 seconds with 10 second warning horn but may also be cleared and then preset by the operator.

Press SET - TIME OUT TIMER - START.

Press the number of the time out timer (0-9) that you wish to set. (i.e. 1)

The display now shows: SET MM:SS

Enter 20 seconds. (i.e. 0020) Display now shows: Y/N 00:20

Press YES if the time is correct or NO to back up and enter the correct time, then press YES.

Warning Horn

The display will ask: DO YOU WANT TO USE TIME OUT WARNING HORN?

If you press YES, the control will display: SET MM:SS (i.e. 0005). Display now shows: Y/N 00:05

Press YES if the time is correct or NO to back up and enter the correct time, then press YES.

This will sound the horn 5 seconds before the time out is over and then again when time reaches zero.

Time Out Timer Displayed on the Scoreboard

The display now shows: DISPLAY TIME OUT ON SCOREBOARD?

Press YES or NO. Pressing either will return the display to the main time.

Pressing YES will allow you to display the time out on the scoreboard. Pressing NO, of course, will not allow the displaying of the time out timer.

Resetting Time Out Timers

You can only reset a time out timer when all of the time out timers are inactive.

Displaying a Time Out Timer

To display a time out timer:

Press TIME OUT TIMER - START then select the time out timer that you have preset. (i.e. 1)

This will display the time out timer on the control display.

Selecting a time out timer that has not been set up.

The display will show: TIMER 5 NOT SET. The 5 being the number of the time out timer you selected.

Clearing a Time Out Timer

Display a time out timer on the control. (i.e. 20 seconds with a 5 second warning horn)

Press TIME OUT TIMER - CLEAR. The timer will immediately jump to the warning horn time and sound the horn. Pressing the TIME OUT TIMER - CLEAR again will reset the timer to zero and return the control to main time.

Options

Features	Description
DO YOU HAVE AN AUXILIARY TIME DISPLAY CONNECTED? SWITCH TO BRIGHT OR DIM CHANGE DIRECTION OF MAIN CLOCK	For systems with alternate time displays. (Clocks only) Allows you to brighten or dim the scoreboard lights. Changes the clock direction to count up or down.
CLOCK TO STOP AT SPECIFIED TIME	When clock is in up count mode, you can specify a time at which the clock will stop and blow the horn.
SET AUX TIMER	Can be used as a second timer or a time of day clock.
SET INTERVAL TIMER	Lets you set the scoreboard horn to blow every 1 to 9 minutes. This is primarily used by junior hockey.
DISABLE .1 SEC. SHIFT TIMER	This allows you to run previous scoreboards incapable of displaying tenth second during the last minute of play.
SET BOOKMARK	Lets you save the scoreboard settings such as the timer, player number, period, etc.

Control options are not critical to the normal operation of the scoreboard, but they do allow operation of extra features the MPC has to offer. After the model code is entered, the microprocessor sets the clock to the down count mode unless the clock is used for race timing such as track or swimming. If the scoreboard you are operating is for outdoor use, the control prompts you for bright or dim display after you entered the model code. All indoor scoreboards are set to bright automatically. Pressing the OPTIONS key advises you of current settings. Try this before we go on.

The traveling display told you the PERIOD #, display is either BRIGHT or DIM, the AUX TIMER is off, AUTO HORN IS ON and the current MODEL CODE # being used, etc. AUX is short for "auxiliary" and will be discussed later.

For now try this: Press SET then OPTIONS

The display begins asking a series of questions. It asks if you want to switch to DIM or BRIGHT. If you press YES, the operation will be performed. If you press NO, the display will ask another question until it runs out of things to ask. If you want to change the direction the clock counts for a special application, you may do this by setting the OPTIONS.

Now, more about the "AUX TIMER". An auxiliary timer is provided for your use in any way you wish. In some models this timer displays on the scoreboard. It can be used for time of day, minutes and seconds counting up, or hours, minutes and seconds counting down. When displaying minutes and seconds, the timer may run continuously or start and stop with the time control switch.

Once one of the modes has been selected it cannot be changed unless you turn the AUX TIMER off and turn it back on again. When the AUX TIMER is on, the order in which the control asks questions when setting OPTIONS will be changed to ask questions about the AUX TIMER first.

Rather than go into great detail about setting the AUX TIMER, we encourage you to experiment with the different modes so you are familiar with all of them. The control will prompt you with questions as you proceed.

Once you have the AUX TIMER on, it displays alternately with the main timer by pressing the TIME key. You will think of many uses for the AUX TIMER. One of these may be to set the AUX TIMER to count up and stop with the main timer at the beginning of a playing period. By this method, the time "into" the game of notable events is determined by looking at the AUX TIMER.

Trouble Shooting

The green LED on the TCS-5 will blink once per second if the system is operating correctly. If it stays on constantly or does not flash there is a problem with the system. Refer to the Trouble Shooting Guide located in the scoreboard Installation and Service Manual.