Scoreboard Operation –Nevco 871 Units found at
Many Local Arenas

Start up Unit	Start/Stop Clock
Connect the unit to power and the clock Connect a hand-held remote to the unit Turn the power switch to ON (Power switch is on the right side of unit) Press NO button to clear/reset the unit Enter 3-digit unit code (on face of unit, usually 871) Press YES for wireless (Bell only) Press NO for penalties/time outs, and shot clock Set the time and period as below	Use the ON/OFF switch on the remote hand held switch to Start/Stop the clock NOTE: The ALT TIME SW on the unit can be used if the hand-held switch is not connected. Turn the switch to OFF when the horn sounds at the end of the period

Enter Time/Period	Enter Penalties

The following example sets the clock to 15 minutes and period 1:
 	
    Press SET button
    Press Time button
    Press **1 5 0 0** for a time of 15 minutes
    Press YES Button
    Press 1 for period 1
 	
Note: All times must be entered as 4 digits.
	The following example sets a home penalty of 2 minutes for player 7:
	
	    Press SET button
	    Press HOME PNLTY button
	    Press **0 2 0 0** for a 2 minute penalty
	    Press YES button
	    Press **0 7** for player 7
	
	Note: All times must be entered as 4 digits. Player numbers must be 2 digits. Use leading zeros when needed.

Enter Scores	Clear Penalties

Scores can either be set to the actual score or incremented from the previous score
 	
a) The following example sets the home team score to 3:
    Press SET Button
    Press HOME SCORE button
    Press 3 for a total of 3 goals
 	
b) The following example increments the guest team score by 1:
 	
Press GUEST SCORE button
Press 1 to increment by one goal
 	
If you make a mistake and add an extra goal, you can reset the goal by using example (a)
	This example clears a guest penalty for player 8:
	    Press GUEST PNLTY button
	    <Repeat if display is not for player 8>
	    Press PNLTY CLEAR button
	    Press YES button
	
	Notes on penalties.
	The clock uses the player number to determine the sequence of multiple penalties. Entering the wrong player will cause difficulties if the same number is entered for another penalty by the same team (unless it IS the same player).
	
	When multiple penalties are called, simply order them in the order provided by the referee. The clock will take care of sequencing of up to 5 penalties for each team.

30 second Time out	Edit Penalties

Use the shot clock for 30 second time out unless you are familiar with the use of the time-out-timer function.	The following example changes a home penalty for player 9 to 1:43 minutes
	    Press HOME PNLTY button
	    <Repeat if display is not for player 9>
	    Press PNLTY EDIT button
	    Press YES button
	    Press **0 1 4 3** for the new time
	    Press YES button

Scoreboard Operation – Older Nevco 83261 Units
Occasionally Found at Some Arenas

Start up Unit	Start/Stop Clock
Connect the unit to power and the clock Connect a hand-held remote to the unit Turn the power switch to ON (Power switch is on the right side of unit) Press NO button to clear/reset the unit Enter unit code (on face of unit, usually 0083261) Press NO for penalties/time outs Set the time and period as below	The Run/Stop switch is located at the top left of the unit. It should be all the way up to Run, and all the way down to Stop. If a hand-held remote switch is connected, the Run/Stop switch on the unit should be placed in the middle position. Turn the switch to OFF when the horn sounds at the end of the period

Enter Time/Period	Enter Penalties

The following example sets the clock to 15 minutes and period 1:
 	
    Press SET button
    Press Time button
    Press **1 5 : 0 0** for a time of 15 minutes
    Press YES Button
    Press 1 for period 1
 	
Note: All times must be entered using the colon "**:**" between minutes and seconds. Leading 0's are optional.
	The following example sets a home penalty of 2 minutes for player 7:
	
	    Press SET button
	    Press HOME PNLTY button
	    Press **2 : 0 0** for a 2 minute penalty
	    Press YES button
	    Press **0 7** for player 7
	
	Note: Player numbers must be entered as 2 digits. Use a leading zero if required. All times must be enetered with a "**:**" between minutes and seconds.

Enter Scores	Clear Penalties

Scores can either be set to the actual score or incremented from the previous score
 	
a) The following example sets the home team score to 3:
    Press SET Button
    Press HOME SCORE button
    Press 3 for a total of 3 goals
 	
b) The following example increments the guest team score by 1:
 	
Press GUEST SCORE button
Press 1 to increment by one goal
 	
If you make a mistake and add an extra goal, you can reset the goal by using example (a)
	The following example clears a guest penalty for player 8:
	    Press GUEST PNLTY button
	    <Repeat if display is not for player 8>
	    Press PNLTY CLEAR button
	    Press YES button
	
	Notes on penalties.
	The clock uses the player number to determine the sequence of multiple penalties. Entering the wrong player will cause difficulties if the same number is entered for another penalty by the same team (unless it IS the same player).
	
	When multiple penalties are called, simply order them in the order provided by the referee. The clock will take care of sequencing of up to 5 penalties for each team.

30 second Time out	Edit Penalties

Use the shot clock for 30 second time out.	The following example changes a home penalty for player 9 to 1:43 minutes
	    Press HOME PNLTY button
	    <Repeat if display is not for player 9>
	    Press PNLTY EDIT button
	    Press YES button
	    Press **1 : 4 3** for the new time
	    Press YES button

Identification:

The Nevco scoreboards installed in many of our arenas can be operated with either the new or the old controller. Most arenas that have been upgraded to the new controller keep an old one for backup and it may occasionally be used.

New Nevco Unit	Old Nevco Unit
The "New" Nevco controller is slightly smaller than the older unit, has a slightly larger display and more features. The connections for a remote start/stop switch are on the side and are modular telephone type connectors. If a remote start/stop switch is not used, the start/stop buttons on the lower left of the keyboard should be used.	The "Old" Nevco controller is a larger unit than the newer ones. The connections for a remote start/stop switch are round 5 pin connectors (1980's PC keyboard type). The Run/Stop switch is located at the top left of the unit. It should be all the way up to Run, and all the way down to Stop. If a hand-held remote switch is connected, the Run/Stop switch on the unit should be placed in the middle position.
These units are installed at many Ottawa-area arenas. As of 2019, an even newer model with a black case has been seen at Orleans-Senecal. Operation is similar	These units are occasionally seen at Ottawa-area arenas, often as a backup for the newer units. Timekeepers should be prepared to operate either type of unit.

Remote Start/Stop Switches

Both controller types are occasionally found with remote start/stop switches. When available, these can make the timekeeper's job much easier, however they have been known to be unreliable. For the older Nevco units, the Start/Stop switch at the top of the unit must be placed in the middle position to use a remote. For the newer units, the remote switch only needs to be plugged in.

If a remote start/stop switch is found to be intermittent or unreliable, it is recommended that the use of the remote switch be discontinued. To minimize the chance of difficulties, the following steps are recommended if removing a remote start/stop switch:
1. If during a game, make note of the time remaining in the period and any penalties.
2. Turn the clock off using the switch at the lower right side, or back of the unit
3. Un-plug the remote switch(s).
4. Turn on the clock and re-initialize (answer NO to the question about resuming from last settings, and follow the start-up procedure on the appropriate page.
5. Set the game time and any penalties as needed and use the start/stop switch on the unit.

This procedure is also recommended if the clock behaves unexpectedly and for unknown reasons.