



BASKETBALL

ACCESSORIES

MODEL SSC-T9



Shot Clock Size: 36" L x 30" H x 2" D (.91 x .76 x .05 m)

Approximate hanging weight: 58 lbs. (26 kg) each (includes Indoor Accessory Driver (IAD) box and horns)

Digit Color: High Intensity Red & Amber **Digit Size:** Game Time: 9" / Shot Clock Time: 13"



DESIGN FLEXIBILITY

SINGLE SIDED



Can be mounted to backboard and flush with walls

DOUBLE SIDED



Ideal for fans and coaching staff

3-SIDED



Optimal viewing angles for players, coaches, and officials

Advanced timing features ideal for Basketball.

- Displays game time as well as shot clock time.
- Integrates with Nevco End of Period Lights through the IAD box (included with shot clock).
- Bright, long lasting, energy-efficient LEDs reduce power consumption and operating expense.
- Horn is encased in an external box that can be attached above or below the clock, ensuring sound clarity.
- New durable Lexan face and lightweight aluminum cabinet design can withstand heavy impact from basketball.
- Shot clock connects through cat5 cable to the IAD box, which is easy to conceal and protected game elements.
- Integrates with Nevco accessories, such as End of Period lights and Locker Room Clocks.
- Daisy chaining capability allows for single or double sided mounting.



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INTEGRATED DISPLAY AND SCORING SOLUTIONS

Model SSC-T9 (Indoor) Basketball Shot Clock



SSC-T9 Shot Clock Details

AGENCY APPROVAL	FCC, CE, INDUSTRY CANADA, Power Supply is UL/CUL listed
SHOT CLOCKS	Size: 36" L x 30" H x 2" D Hanging Weight: 58lbs each (including IAD box & horns) Constructed of aluminum
LED UNITS	Seven-bar segmented digits with protective aluminum
POWER	12vDC low voltage power input from included 120 VAC 1.2A Power Supply
BUILT-IN LIGHTNING PROTECTION	All models feature optical isolation circuitry providing additional protection against lightning strikes.

SHOT CLOCK / CONTROL OPERATING FEATURES

MODEL SSC-T9 (SHOT CLOCK)	MPC WIRED (CONTROL)	MPCW WIRELESS (CONTROL)	MPC ₂ WIRELESS (CONTROL)
GAME TIMING 9" High Intensity Red LED Digits	<ul style="list-style-type: none"> • Bi-directional UP or DOWN count. • Any number can be set between 0:00-99:59. • 1/10th seconds display during final minute. 	<ul style="list-style-type: none"> • Bi-directional UP or DOWN count. • Any number can be set between 0:00-99:59. • 1/10th seconds display during final minute. 	<ul style="list-style-type: none"> • Requires Basketball MPC₂ Control. • Bi-directional UP or DOWN count. • Any number can be set between 0:00-99:59. • 1/10th seconds display during final minute.
SHOT CLOCK TIMING 13" High Intensity Amber LED Digits	<ul style="list-style-type: none"> • Any shot time can be set between 0-69 seconds. • Handheld switch provides instant reset to programmed shot time, out of bounds time and holds timer from counting. 	<ul style="list-style-type: none"> • Any shot time can be set between 0-69 seconds. • Handheld switch provides instant reset to programmed shot time, out of bounds time and holds timer from counting. 	<ul style="list-style-type: none"> • Requires Shot Clock MPC₂ Control. • Any shot time can be set between 0-69 seconds. • Handheld switch provides instant reset to programmed shot time, out of bounds time and holds timer from counting.
HORN	<ul style="list-style-type: none"> • Encased in external box that can be attached above or below the clock. • Sounds automatically at 00. • Shot clock violation has unique sound. • End of game time syncs with scoreboard sound. 	<ul style="list-style-type: none"> • Encased in external box that can be attached above or below the clock. • Sounds automatically at 00. • Shot clock violation has unique sound. • End of game time syncs with scoreboard sound. 	<ul style="list-style-type: none"> • Encased in external box that can be attached above or below the clock. • Sounds automatically at 00. • Shot clock violation has unique sound. • End of game time syncs with scoreboard sound.
SYSTEM OPERATION	<ul style="list-style-type: none"> • Control can operate scoreboard and shot clocks at the same time. • When using shot clocks and scoreboard horns as a system, they sound at the same time. 	<ul style="list-style-type: none"> • Control can operate scoreboard and shot clocks at the same time. • When using shot clocks and scoreboard horns as a system, they sound at the same time. 	<ul style="list-style-type: none"> • Control can operate scoreboard and shot clocks at the same time. • When using shot clocks and scoreboard horns as a system, they sound at the same time.
INDEPENDENT OPERATION	Control operates shot clocks as an independent system.	Control operates shot clocks as an independent system.	Control operates shot clocks as an independent system.

GUARANTEE: TO VIEW OR RECEIVE THE MOST RECENT COPY OF OUR GUARANTEE, PLEASE VISIT: NEVCO.COM/WARRANTY-LIMITATION/
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