

BENDIGO SPORTIDENT INFORMATION FOR COURSE SETTERS

CONTROL STATIONS

- Control station numbers are **51 to 85** plus **START** and **FINISH**.
- You do not need to turn the control stations on. They turn on automatically with the first SI stick insertion, and turn off automatically after 30 mins.
- **START** and **FINISH** stations turn off after 5 mins.



- The blue **CLEAR** station clears all data from competitors SI Sticks.
- It also has the function **SI MASTER** and can synchronise the time for all stations (see below).
- Before starting, all competitors need to clear out any old data on their SI Sticks from a previous event.
- Insert the Stick into the **CLEAR** station and hold it there for a few seconds until it beeps and flashes.
- If a competitor does not clear their SI Stick, there will be no audible signal from the **start station**.



- There are 35 **CONTROL STATIONS** plus **START**, **FINISH** and **CLEAR**. Total 38 stations and they fit exactly into the blue case. If there is any space – you are missing a control!

CONTROL STANDS

- There are 40 control stands with ample locks and cables to secure. There is also a control stand each for the **START**, **FINISH** and **MASTER** controls.
- Stands and control boxes can be secured by threading the cable through the hole in the control box when in place on the stand, and locking to a tree. You can also hang a control box around a tree and secure similarly.

PROCEDURE FOR HIRING SI STICKS

- SI sticks are available for hiring at **\$5** each.
- Place 10 sticks in the supplied bum bag and keep them with you (put the silver box with all the hire sticks away out of sight).
- Before hiring a stick, ensure the competitor has completed a **YELLOW** finish stub. The yellow finish stub is printed with a reminder to the competitor to return the hire stick. It also highlights how many are still in use to collect.
- If a club member purchases a SI stick, please give them a free hire stick for that day and leave their name and \$55 in the envelope provided. Please let Colin know and the following week there will be a new stick ready for them with their name initialised onto it.



PRINTER AND DOWNLOAD STATION

- The **DOWNLOAD** station is an evaluation unit to read, save and evaluate data stored on the SI sticks.
- It turns on automatically when a stick is inserted and sends data to the results **PRINTER** which immediately prints a results slip.
- The **PRINTER** will print 300 results slips on a single charge.
- **Event organisers should charge the printer before each event using the supplied converter.**
- Charge until the green light stays on continuously. This should take less than an hour if it is done regularly.

PURPLE MASTER KEYS



- **SERVICE/OFF KEY:** Turns all stations on and off for servicing.
- **START KEY:** Inserted into the download station to set a common start time for a mass start event. Competitors do not use the START control but still must CLEAR. Note, if you are allowing late starters, they can use the start control to override the mass start time. (The start time will be whatever is recorded on their SI stick. If no time is recorded it will default to the mass start time.)
- **CLEAR BACKUP:** Inserted into the download station to clear all previous data. Also clears mass start time.
- **Event organisers should clear the download station before every event.**
- **PRINT RESULTS:** The download station ranks all SI sticks read in according to their total running time. Sorting into different courses is done automatically based on the evaluation of the first 6 punches on the SI stick.

SYNCHRONISING TIMES:

- It is important that the **SI MASTER**, **START**, **FINISH**, and **DOWNLOAD** stations all have the same time. Also the last control box should be synchronised with these if it is closer than one minute from the finish box. Normally they will already be in sync. but **you can ensure by synchronising yourself – it's quick and easy.**
- Use the purple master key labelled **SERVICE/OFF** and insert twice into the **SI MASTER** station. The display will read **TIME MA.**
- Note:
 - First insertion turns it on and display reads **CLEAR**
 - Second places it into time master mode and reads **TIME MA.**
 - Third insertion places in extended time master mode which clears all data from the control station as well as writing the time. Display reads **EXT MA.**
 - Fourth insertion turns the master station off.
- You can read the time in the LED display (as well as station number etc). You can also read and compare the time in the LED display in the bottom of the **CONTROL STATIONS**, using the **SERVICE/OFF** key inserted once (inserting twice turns control stations off).
- Use the coupling stick as below and you will hear a beep as the Master time is written to the station time.

