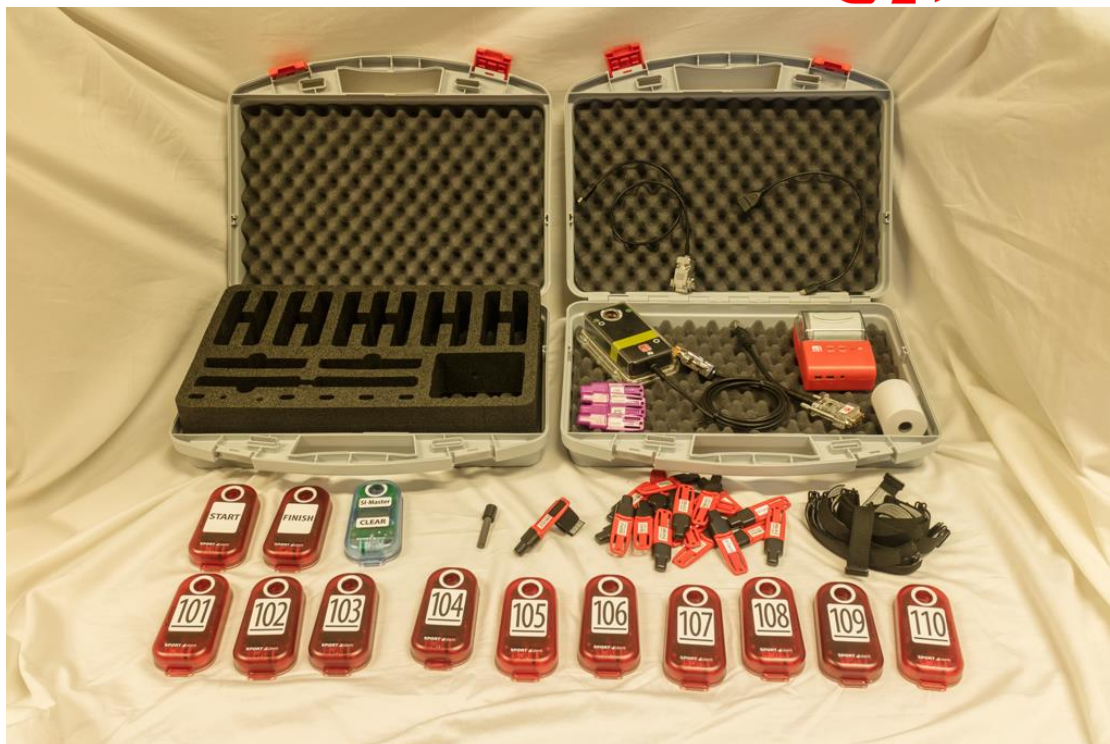# Organising a Small Orienteering Activity with a SPORTident Training/Printer Set

These instructions explain how to run a small orienteering event using a SPORTident Training Set. You will also find them helpful if you are organising any other activity with a Training Set. There is a crib sheet on the final page of this document if you only need a refresher.

Before the event

Decide on the format of the event. The two typical options are:

- **LINEAR EVENT -** Participants have to visit the controls in a set sequence. The winner is the one with the fastest time for all the controls in the correct order. Only those who visit all the controls in the correct order get a valid time.
- **SCORE EVENT -** Participants have to visit as many controls as they can in any order, usually in a set time period. Any late finishers get a penalty based on how late they are. The winner is the one with the most controls (or points) after adjusting any penalty.

There are numerous possible variations around these two themes, such as a linear event with extra optional controls, or additional rules about the order such as all the odd numbered controls followed by the even ones, or different points values for score controls with easier ones scoring lower.

The Training Set does not validate that participants have completed the correct course or work out points or penalties. This needs to be done manually. For more complex events you might wish to purchase a licence to use our SiTiming software and details are available at the end of this document.

Pre-Event Preparation

Set up the SPORTident equipment as follows:

- **Clear the SI-Cards (dibbers) -** Dip each SI-Card in the top side of the blue **SI-Master CLEAR** station until the station beeps and flashes. One beep/flash is sufficient! If an SI-Card is not cleared, it will not work in the **START** station. If a **START** station is not being used (e.g. for mass starts at score events) you will not be warned if an SI-Card has not been cleared. It is very important to clear SI-Cards.
- **Synchronise the Clocks in All Stations –** See full details later in the document.
- **Clear Backup Memory in Printoutstation** – Dip the purple key marked **CLEAR BACKUP** in the Printout Station (right image).

- **Charge The Printer -** The trickle charger takes a few hours to fully charge the printer battery. When fully charged, the LED on the printer changes colour from red to blue. The printer can be used while being charged (but not if the battery is completely flat when you start charging) and you will need a power source.

On the Day

Each participant is given an SI-Card. They complete the course and after they punch the **FINISH** station they are directed to the Download which ideally is located a few metres beyond the finish. It is best to download SI-Cards in a waterproof structure with a table and power (if required). There needs to be enough space for finishers to get in and out and a queuing system is better than a scrum! Connect the printer to the Printout Station (black box with gold stripe). The printer will typically print participant results for **5 hours** on one charge. Switch on the printer by pressing the circular power button until you see 3 blue LEDs. When you have finished using the printer, switch it off by pressing the power button until the blue LEDs stop displaying. **If you forget to switch off the printer, the battery will completely drain** and the printer will need a significantly longer charge.

Participants don't need to stay in order and there is no time constraint, but it is best to download SI-Cards straight away to avoid forgetting and losing them. The finisher puts the SI-Card in the Printout Station until it beeps and the result is printed.

The format for each download is as follows:

- The date and time of download
- The SI Card number
- The start punch time
- A line for every control visited; the order, box code, clock time, split time and cumulative race time
- The finish clock time, split for last leg and final time

```
SPORTident
Event Timing Solutions

2015-05-07  16:34:16
4713394 SPORTident UK Lt
SI-Card:  4713394
Start    16:31:56
  1  102 16:32:27    0:31   0:31
  2  105 16:32:45    0:18   0:49
  3  101 16:33:05    0:20   1:09
  4  103 16:33:24    0:19   1:28
Finish
         16:33:55    0:31   1:59


For Sales, Service and Support visit:
www.sportident.co.uk
```

If you need to recycle an SI-Card because you have more participants than SI-Cards, make sure that you clear it (using the **CLEAR** station) after you have downloaded it and before the next person uses it.

Validation

For a linear event, the system does not check the order that controls are visited, so this must be done manually. It may be helpful to deploy the control stations in numerical order, although this is poor practice for adult events (as they should depend on navigation rather than numerical clues).

For a score event you need to count how many different controls they have visited. Note that if they punch the same one twice it may show up twice, but should not be counted, so it needs a careful check.

Mass Start

If you would like all participants to start at the same time use the special purple **START** key. Place this in the Printout Station at the moment everyone starts, rather than asking each participant to dib in the **START** station. If you have a late starter they can use the **START** Station and the system will use that time instead of the mass start time.

Printing Simple Results

When an SI-Card is downloaded, the timing data is also stored in the Printout Station. Simple results can be printed at the end of the event by dipping the purple **PRINT RESULTS** key in the Printout Station while it is connected to the printer. The results will be sorted based on evaluation of the first **six** punches on the SI-Cards. Please note, that the Schools/Training Set does not validate the course run and the printout ranks the participants according to their total running time. This will not work for score events. **If you have not cleared the Printout Station before the event, the results will include people from previous events!**

Other Useful Notes

Keep the **CLEAR** station out of reach of participants so they don't delete the data on their SI-Card before download.

Periodic Maintenance

Synchronising the time

The clocks within each of the stations can drift a bit and need to be synchronised every month. To do this, lay out all the stations and the Printout Station. Take the blue **SI-Master/CLEAR** station and the purple **SERVICE/OFF** key. The blue **SI-Master/CLEAR** box has five modes: Standby, Service, Time Master, Extended Master and Standard Master. From the **STANDBY** state (when the LCD screen in the box is blank), using the Service/Off key in succession will change the mode in sequence.

1. The first time you dip the **SERVICE/OFF** key will set the **SI-Master/CLEAR** station to **SERVICE mode**. The LCD says **CLR** before scrolling through some system codes. In this mode the station can be used programmed.
2. The second use will switch it to **Time Master mode**. The LCD screen displays **TIME MA** before scrolling to show the clock time. In this mode any control that is coupled with the **SI-Master/CLEAR** will have its clock synchronised with the time in the **SI-Master/CLEAR**.
3. The third use will switch it to **Extended Master mode**. The LCD screen displays **EXT MA** before scrolling. In this mode clock in a coupled control is synchronised as above but the backup memory is also cleared and the Active Time set the same as the SI-Master. If the station being synchronised is a beacon, the Active Time is set to 12 hours.
4. The fourth use will switch it to **Standard Master mode** with the LCD screen displaying **STD MA**. This will synchronise the clock, clear the backup memory and also restore the standard default configuration in the coupled station (assuming one has been set up in advance using SPORTident Config+).
5. The fifth use will switch it to **STANDBY** again.

If you are not sure what default configuration has been saved in the stations you will want use either **TIME MA** or **EXT MA**. Choose whether to just sync the time (you can always clear the backup using the purple **CLEAR BACKUP** key) or sync the time and clear the backup. Set the blue SI-Master to the appropriate mode, then insert the black coupling stick into the cylindrical hole in the SI-Master with the thin part first so that it sticks out of the bottom of the station. Put the SI-Master station on top of the station to be synchronised so that the stick goes through the hole in the box below. The station should beep twice to show it has been synced. If it does not beep twice, repeat until it does. If it continually fails it is faulty. Also synchronise the time in the Printout Station and Master Station if you have them.

This might sound a bit complicated, but in practice it is pretty easy and only takes a few minutes.

Replacing the Printer Paper

If the paper runs out in the printer, open the printer by pulling the button in the centre of the printer towards you. There is an image in the paper compartment to show which way around the paper needs to go. If nothing prints out when the next person downloads it means the paper is around the wrong way.
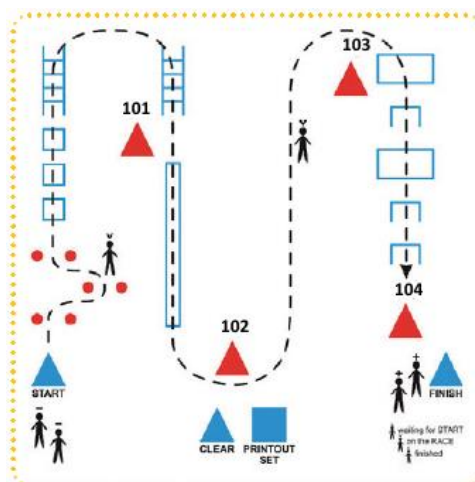
Other Activities

As well as traditional orienteering courses, your training set can be used for any number of different activities.

What about timing an **assault course**?

Or a **Butterfly Run** with four participants/teams starting a different loop at the same time? They complete all loops one by one and run clockwise trying to catch each other. What about having exercises on each loop – 10 push ups, 20 jumps, answer a question, etc.
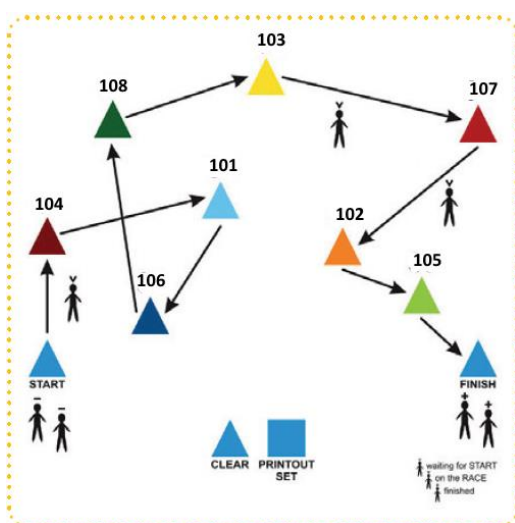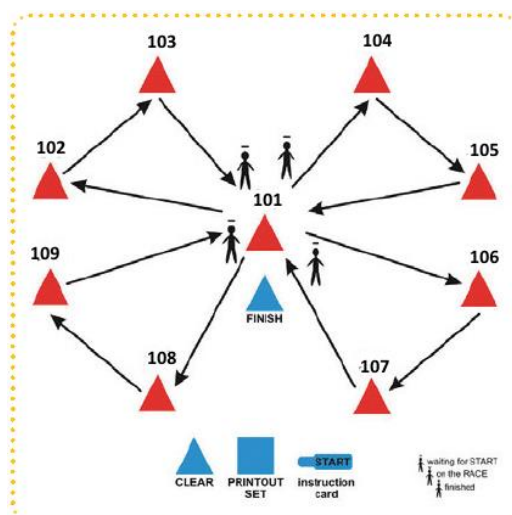
A **Rainbow Run** can be created by randomly placing control stations on the gym floor or outdoor area. Attach papers of different colours or with different numbers or letters on. Allow the participants to run round the course once to get to know the control locations and symbols.

Give the participants a sequence of colours / numbers / letters and they have to find visit them all in the correct order. Fastest wins.

Additional Equipment

Your Training Set can be easily extended by adding additional controls and SI-Cards. Other equipment such as stakes, mounting plates and orienteering flags can also be purchased.

Please visit www.sportident.co.uk/equipment/catalogue for further details.

SiTiming is a piece of software developed by SPORTident UK to manage events using this equipment and is used by the majority of orienteering clubs in Britain. When using SiTiming your Printout station is connected directly to a computer which means it becomes much more powerful than using the printer on its own:

- When participant downloads their SI-Card the course can be automatically validated
- Many different types of course can be created, including linear and score
- Results can be produced there and then - you can even display scrolling live results updated as soon as a participant downloads their SI-Card

SI-Timing can also be used to read all the timing data that has been stored in a Printout Station and the timing data can be used to create a set of results.

More details on SiTiming can be found at http://www.sportident.co.uk/software/sitiming

SPORTident Config+ allows you to re-program all your stations. You can also read all the timing data that has been stored in a Printout station and save it as a simple csv file which can then be opened in a spreadsheet package. This opens up a number of opportunities – an energetic maths lesson perhaps! SPORTident Config+ can be downloaded from
https://www.sportident.co.uk/support/downloads.php

Please see earlier in this document if you need more details of any steps in the process.

Before the Event

- Synchronise all the stations (including the Printout Station) with the SI-Master/CLEAR **once a month**
- Ensure the printer is charged overnight before the event (or power is available)
- Attach the Printout Station to the printer
- Clear the backup memory in the Printout Station using the purple **CLEAR BACKUP** key.
- Clear the SI-Cards by dipping them in the **CLEAR** station. You can either do this before the event or as part of the process when handing out the SI-Cards to participants.

At the Event

- Competitors dip their card in the **START** station to start their competition time – if the **START** station doesn't beep when the card is inserted then the SI-Card needs to be Cleared. If the event has a mass start, dip the purple **START** key into the Printout Station at the exact moment you shout "Start" (rather than everyone punching the Start station).
- Participants visit the controls on the course, dipping at each station. This records the station code and the time on the SI-Card
- They dip the **FINISH** station which ends their competition time
- Participants place their SI-Card in the Printout Station to download their results. The printer will immediately produce a splits print displaying overall run-time and the time taken between each control visited.
- If you need to recycle SI-Cards at the event, remember to download the card and then **CLEAR** the card before it is used again.