



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 so jump there if you only need a refresher.

Before the event

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

- a **'linear' event**, where participants start at timed intervals and have to find the control points in a set sequence. The winner is the one with the fastest time for all the controls in the correct order. Only those who get all the controls in the correct order get a valid time.
- a **'score' event**, in which participants start together and have to get 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 or the fastest if more than one has the same number.

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 like to consider using the AutoDownload software, see the end of this document for details.



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Preparation

You need to set up the SPORTident equipment as follows:

- **Clear the SI-Cards (dibbers).** Take the blue SI Master Clear station and put each dibber in once until it beeps and flashes. If dibbers are not cleared they will not register at the start. If no start box is used (e.g. for mass starts at score events) using un-cleared dibbers will mean the system will not work, so this is important.
- **Clear the stations.** Take the purple admin key marked 'Clear backup' and use it on all the control boxes (left image). Put it in until the control box beeps and flashes. Do this on all the numbered boxes, START, FINISH and CLEAR. Also do this for the Printout Station (right image). Note that dibbers always go in from the front/top of the control boxes and Printout Station, as displayed here – they will not work from the other side.
- **Charge the printer.** Put the printer on charge to charge the battery. The trickle charger takes about 15 hours for a full charge. When charging the LED on the printer flashes green/orange. The printer can be used when charging (though not when the battery is completely flat), but you will obviously need a power source.



On the Day

Decide where to download participants' times after they have run. A good site is near the finish, ideally with cover, a table, power if needed and enough space for finishers to get in and out. A queue system is better than a scrum! Connect the printer to the Printout Station (black box with gold stripe). The printer will typically print at least 150 participant results on one charge.

Participants are each given a dibber. They run round as per the agreed format and after they punch the finish station they come to the printout station. They don't have to stay in order and there is no time constraint, but it is best to download straight away to avoid forgetting and losing dibbers. The finisher puts the dibber in the printout station until it beeps and the printer produces the result – there is no need to switch the printout station or printer on, they will automatically start up when the first SI-Card is inserted. The format for each download is as follows:

- The date and time of download
- The SI Card (= dibber) 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



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If you need to recycle dibbers because you have more participants than SI-Cards, make sure that you clear it (using the Clear station) after you have downloaded the first runner 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 if needed. It can help to put the boxes out 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. 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.

Other Important Notes

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 box and the system will use that time instead of the mass start time.

Keep the clear box out of reach of participants so they don't wipe their result before download.

Simple Results

Simple results can be printed at the end of the event by using the purple admin key marked PRINT RESULTS. Place this in the printout station when it is connected to the printer. The results will be sorted based on the 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!



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Periodic Maintenance

Synchronising the time

The clocks within each of the boxes can drift a bit and need to be synchronised periodically (e.g every other month or if not been used for a while). To do this, lay out all the red boxes and the download station ready. Take the blue SI Master/Clear box and the purple Service/Off admin key. The blue SI Master/Clear box has five modes: off, Clear, Time Master, Extended Master and Standard Master. From the off 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 use (put it in until the box beeps/flashs) will wake it up and put it in **Clear mode**. The LCD says **CLR** before scrolling through some system codes. In this mode the box can be used to clear dibbers. Actually any dibber will do this, but only the purple Service/Off key will do the second or third steps.
2. The second use will switch it to **Time Master mode**. The LCD screen shows **TIMEMA** before scrolling to show the clock time. In this mode any coupled controls are synchronised to this time.
3. The third use will switch it to **Extended Master mode**. The LCD screen shows **EXT MA** before scrolling. In this mode any coupled controls are time synchronised just the same as TIMEMA mode, but the backup memory is also cleared.
4. The fourth use will switch it to **Standard Master mode** with the LCD displaying **STD MA**. This will synchronise the time 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 off again.

[**Note:** older stations may not have the forth 'Standard Master' mode.]

If you are not sure what default configuration has been saved in the stations you will want to stick to using either TIMEMA or EXT MA. Choose whether to just sync the time (you can always clear the backup using the purple Admin Clear Backup key) or sync the time and clear. Set the blue SI Master to the appropriate mode, then take the black coupling stick and put it through the hole with the thin part first so that it sticks out of the bottom of the unit. Pick up each red box and put the blue box on top so that the stick goes through the hole in the red box below. The box 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.



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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.



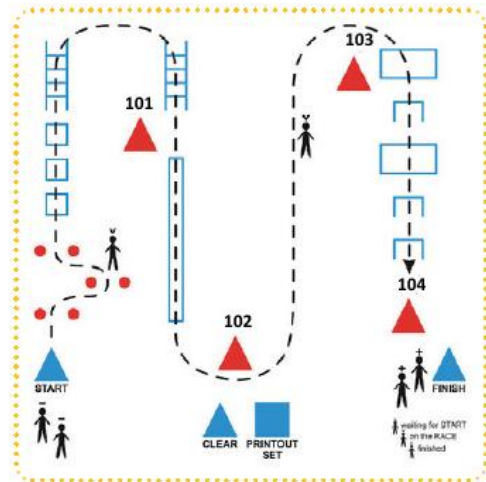
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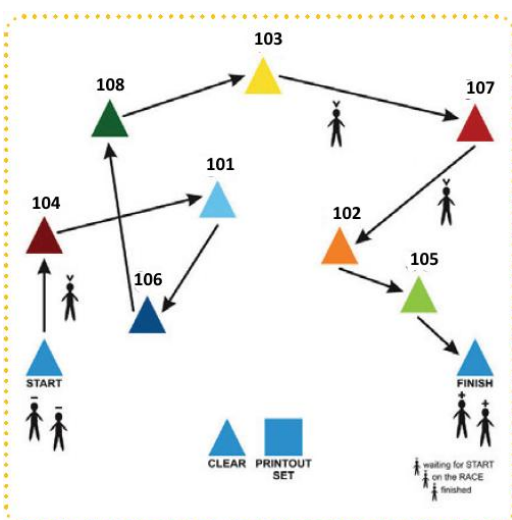
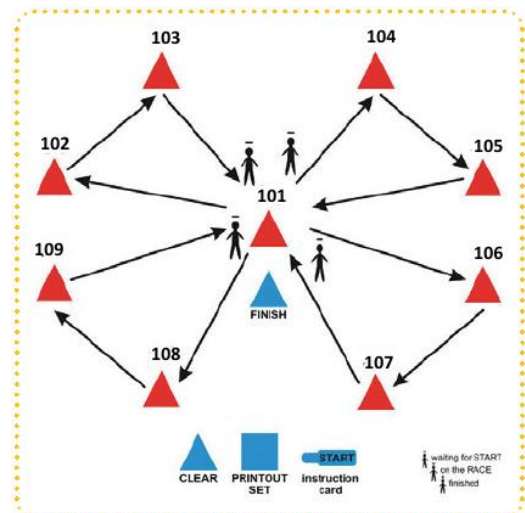
Other Activities

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.



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Additional Equipment

Your Training Set can be easily extended by adding further 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.



AutoDownload 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 AutoDownload 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 dibbers their course can be automatically checked
- Many different types of course can be created, including linear and score, and the controls can be given more meaningful names depending on the activity you are undertaking
- Results can be produced there and then - you can even display scrolling live results updated as soon as a participant downloads

More details on AutoDownload can be found at <http://www.sportident.co.uk/autodownload/>

SPORTident Config+ allows timing data from a Printout station to be downloaded 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 <http://www.sportident.co.uk/downloads/>



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Using SPORTident Training Set – Crib Sheet

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

Before the Event

- Ensure the printer is charged (or power available)
- Attach the printout station to the printer
- Clear the stations, including the printout station. This can either be done using the 'Clear Backup' purple key, or using the Time Master in EXT MA mode
- Clear the SI Cards (dibbers) by putting them in the Clear station. You can either do this before the event or as part of the process when handing out the dibbers to competitors

At the Event

- Competitors punch 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, put the Start purple key into the printout box at the exact moment you shout "Start" (rather than everyone punching the Start box).
- Participants visit the controls on the course, punching in at each station. This records the station code and the time on the SI-Card
- They punch the Finish box 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 Clear the card before it is used again.



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