



DEVON ORIENTEERING PLANNER'S SI GUIDANCE

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2. KIT NEEDED

Quantities checked 2021-06-22.

Collect the following kit from the club SPORTident Coordinator – Martin Yeo as of 2021-07-19.

1. Metal case of Si stations:

60	Normal Si stations, numbered 31-90 (10 extra also available)
2	Blue Si-Master stations
2	CLEAR Si stations
2	CHECK Si stations
2	START Si stations
2	FINISH Si stations
1	Purple SERVICE OFF Si-card
1	Purple CLEAR BACKUP Si-card
1	Coupling stick
1	Cable tie cutter
	Cable ties

2. 68 fibreglass stakes with Si station slots, bagged.

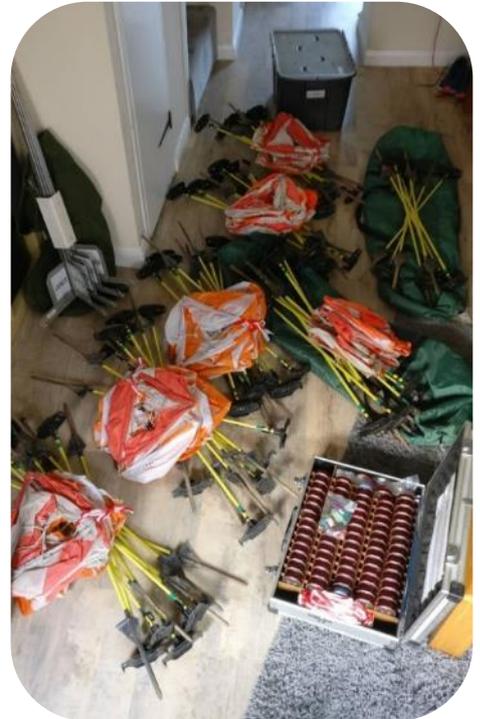
3. 60 orienteering kites, boxed.
(60 extra also available).

4. Aluminium stakes, bagged:

1	Labelled 'START'
2	Labelled 'FINISH'
2	Labelled 'CLEAR'

5. Optional: happy/sad faces for re-assuring/alerting young competitors who are on the correct/wrong route.

6. Optional: gripples and cables for security and hard standing areas.



3. SI STATION PREPARATION

3.1 STATION SYNCHRONISATION

Confirm that the Si Coordinator has completed the **essential** station synchronisation steps in **section 7**. If not: complete the steps yourself.

3.2 SIAC-ENABLED EVENTS

A station needs to be Active before it is ready for contactless (SIAC) punching. So for an event that is advertised as SIAC-enabled, each station must be Activated on the morning of the competition.

- A station is on Standby when its screen (on top OR underneath) is blank.
A station is Active when its screen is displaying **anything**.
- Stations can be activated by punching with any standard Si-card.
- Remember that Si-cards have a maximum capacity, so you may need to Clear or use a second Si-card if you are Activating >30 stations at once.
- (Step **7.2** also switches stations from Standby to Active).

4. STAKE/KITE GUIDANCE

4.1 HARD GROUND

Please **do not** use mallets on the stakes. The fibreglass stakes have foot brackets, and so far these have been enough to get the stakes in the ground. If you expect to have trouble with the Start/Finish/Clear aluminium stakes: get in touch with the club Si Coordinator and we will get the insertion tool from club storage.

4.2 HANGING KITES

Each kite has a cord with a loop, which is hung over the hook built into the fibreglass stake. Pass the stake **through the middle of the kite**, to stop the kite blowing in the wind.

4.3 GRIPPLES

If stakes are not possible for a site (e.g. hard standing), the station and kite can instead be hung using a cable passed through one of the station screw holes, with the cable secured using a Gripple.

4.4 SECURITY

In areas of high footfall (e.g. urban): please add a level of security by attaching the station to its stake/site using a cable tie or a gripple.

5. AFTER THE COMPETITION

To save battery, please switch the stations back from Active to Standby while packing them away.

- A station is on Standby when its screen (on top OR underneath) is blank.
A station is Active when its screen is displaying **anything**.
- Turn the station off by punching with the **purple 'SERVICE OFF' Si-card**.

6. KIT HANDOVER

Return the kit to the club Si Coordinator wherever possible.

If returning the kit is problematic, you could instead arrange to pass on to the Planner of the next event. If you do this, it is important that you **send a picture like the one below to the club Si Coordinator**. This helps the club keep aware of our amount of kit, given the inevitable loss and damage over the years.



7. SI STATION PREP – SI COORDINATOR

Before the event, the Si stations need to have their clocks synchronised and their memory cleared. This is **simple** and will take **10-15mins**. Do it as **close as possible to the event**, to maximise clock synchrony.

7.1 ACTIVATE THE MASTER STATION

Punch the Si-Master station with the purple 'SERVICE OFF' Si-card repeatedly (3 times if previously switched off) until the screen displays 'EXT MA'.



7.2 COUPLE WITH EVERY STATION

Use the Coupling Stick to connect the Si-Master station to **every** other station in turn.

1. Insert the stick through the Si-Master station.



2. Insert the bottom half of the stick into the other station.



3. The Si-Master station beeps and flashes after a few seconds to show the process is complete.



The stations are now ready to be punched by competitors.

7.3 SWITCH EACH STATION BACK TO STANDBY

You can skip this step if you are already on the day of competition.

Each station will currently be Active. To save battery: punch each station with the **purple 'SERVICE OFF' dibber** to switch it back to Standby.

A station is on Standby when its screen (on top OR underneath) is blank.

A station is Active when its screen is displaying **anything**.