

Electronic Punching

the Controller's Input

Decisions

- Punching start or timed start?
- Punching finish or timed finish?
- Back-up pin punch or not?
- Mount boxes on stakes or place them on the ground?

Setting Up

- are they working?
- do their batteries have enough charge left?
- synchronise their clocks
- check that they are set to the correct function
[clear, check, start, finish or control with the correct code]
- clear their back-up memory

On the Area

- If the code is on the stake, then the controller can just check that
- All control sites need visiting on the day by someone
 - check that they are still there
 - install the box and switch it on

Implications for Safety

- Use the 'check' box to record who has started
- Start box is a back-up of this, but some competitors forget to punch it
- Start, finish and clear boxes must have their back-up memory cleared before the event
- The start officials must be made aware of the importance of checking all competitors
- Check and start boxes must go to download immediately the start closes

- Initial check for competitors yet to finish comes from download
- Install a spare finish box towards the end of the event. The other finish boxes can then be taken to download to check for competitors listed as 'missing' who finished but didn't come to download.
- Use of two boxes either side of a road crossing

Implications for Fairness

- If a box fails in mid-event, assume everyone went to it
- If a control is in the wrong place, you could subtract that leg from everyone's times. Better not to, though.
- If a competitor has 'dibbed' too rapidly, disqualify them – don't agree to check the box!