

SPORTIDENT TIMING AND SCORING PROCEDURES

SI card preparation:

1. The SI card must be 'cleared' of all previous data. This is done using the 'CLEAR' unit located in front of the Hash House tent. Stick the red tip (or blue, or whatever color it is) of the SI card into the hole on the 'clear' unit. BE PATIENT, wait until the unit beeps and flashes. This indicates the card has been cleared
2. Then Check that the SI card has been properly cleared. Insert the SI card into the 'CHECK' unit. Your SI card has been properly cleared if the 'CHECK' unit beeps and flashes.

Control taking:

1. At each control point on the map there will be an SI unit on the string to the intention board. The units are labeled with the control number. Stick you SI card into the hole in the unit and wait for the unit to beep and flash.
2. If the unit fails to beep and flash- you've had the SI card in the unit for better than 10 seconds - You will need to copy the alphabetic code on the Intention sheet onto your map as the secondary confirmation strategy. If I forget to code the intention sheets...better be able to describe the area -- and I have a great memory for terrain detail!
3. Fill in the intention sheet at the checkpoint with your time of arrival, your team number, and the number of the checkpoint you intend to visit next
- 4.

Hash House Procedure:

1. If and when you return to the hash house during the event, you are required to check in at the Hash house tent and punch the 'CHECK IN' unit. You will leave your SI card with the duty watch person until you head back out on the course.
2. When you are ready to resume your course, pick up your SI card from the duty watch person and punch the 'CHECK OUT' unit
3. You can return to the hash house as many times as you like.

Finishing:

1. When your team returns to the hash house for the final time, you will punch the 'FINISH' unit. It will be located in front of the hash house tent. You can finish at any time, but once you have punched the 'FINISH', you cannot go back out on the course.
2. Follow the arrows to the download area to 'download' your SI card. You will be instructed to insert your SI card into the 'DOWNLOAD' unit. You will then receive a printout of your teams splits, elapsed time, and total points.
3. If you have rented your teams SI card/cards, you will be asked to return it/them at this time

Team point's verification:

1. Check your teams total points and elapsed time. Compare your printout with your map and list of controls taken. You will have until 11:45 to register any discrepancies regarding your points and overall time.