

How to prepare and use the SI kit

In the kit you have been given should be the following items (except (6) - a normal dibber):



- 1 BSF6 (old) unit – back view
- 2 BSF6/BSF7 unit – front view
- 3 BSF7 (new) unit – back view
- 4 Magnet
- 5 Off Dibber
- 6 Normal Dibber
- 7 Induction Rod
- 8 TimeMaster Unit



Preparing for, and actually, synchronising

Several days before the event all the units, including the start and finish etc and even the controls that you do not intend to use, need to have their internal clocks synchronised. To do this:

1) Turn on all the old (BSF6) units with a magnet. This is achieved by passing the magnet over the area marked by a blue arrow and circle (2 on the above photo - note that the arrow and circle are not actually printed on the unit itself). The control should beep four times. If it beeps many more (16) times this means that the battery is getting low, the unit should work for that event but will need to be changed afterwards. If you have the option of using a spare unit do so.

2) Turn on all the new (BSF7) units, this is done simply by inserting a normal dibber into the usual hole. When the unit is on the LCD display seen from beneath will be displaying numbers.

3) Turn the Time Master control on with the magnet. It will beep three times then start flashing – wait until it beeps twice again and stops flashing (about 1 minute).

4) Insert the induction rod into the first unit to be synchronised, as shown above, and then place the TimeMaster unit on top as shown. Wait until the Time Master flashes and beeps three times (should take approx 5 seconds). This procedure has now synchronised the clock in the unit with that of the Time Master. Repeat this procedure for all the units, especially the start and finish units (and including the backups). If the Time Master beeps an additional five times don't panic – this can be ignored!

5) Once activated the units are turned off by inserting the purple “off” dibber, the unit will beep twice.

On the morning of the event all you need to do now is turn on each control with either the magnet (BSF6) or a dibber (BSF7). The units are programmed to stay on for seven hours once activated, but will actually turn off seven hours after the last occasion on which the control unit was ‘dibbed’. Controls therefore need to be turned on on the morning of the event. Turning them off asap after collection will save battery life.

Using the SI units at the Event

Placing the Units in the Forest

All control sites, including start and finish, should contain at least a flag and a unit. The unit can be secured at the control site either by a numbered stake or hung via a string. Note though that the string method should only be used for SOGs and local training events. The club has a number of purpose designed strings with washers on one end to use for hanging units. The string should be threaded through from the back of the dibbing hole, the washer then serves to both hold the unit on the string and prevent people from trying to dib through the back of the unit. If using the string approach make sure that the number of the control is clearly indicated on the unit being used.

Special Arrangements at the Start and Finish

Because the start and finish units are the most important, the following procedure should be adopted. Using stakes mount one of the units labelled “START” or “FINISH” with a control flag at the appropriate location. At the base of the stake place one of the units labelled “START backup” or “Finish backup”. At larger events you may want to use two start and finish units, the same procedure should be applied to each.

Arranging the pre-Start

Place one or two CLEAR units on stake close to start box (keep backup with start official)
Have CHECK unit held by start official to manually check each competitor (backup with start official)

Competitors, especially those new to the sport, should be advised to dib at the start – it can be a bit confusing with so many units to dib. Should a competitor’s dibber not beep at the start try check station again. If it doesn’t beep here instruct competitor to clear again.

Turning off the units

The units should be turned off after collection (using the purple dibber) to conserve battery life. Some infrequently used controls may already have turned themselves off.

Faulty unit

Should a unit not turn on or synchronise successfully then it should be replaced with another. If you re-label another control with a different control code then all you need to do is tell Jaquie/Peter, or whoever is running the IT for your event, which control has been replaced with which. The same applies if a control doesn’t activate on the morning of the event. Your kit will contain a number of spare controls. Some BSF6 units will have no number on the front but are programmed with the number written in black on the back. Some other BSF7 units have no number on the back or front, these are all programmed as control 50. If a control fails mid-event, try and replace it with a spare if you can - one of the unlabelled BSF7 units are ideal as all you need to do is place them at the site, they do not even need turning on since the first competitor to dib will turn them on.