Considerations for planning with SIAC controls

This is intended to complement the SIAC Users Notes document (‘**Some notes for SIAC Users’)** attached to the LOC events with a few points the planner should consider, and to make sure they know about the basic operation of the controls in both contactless and non-contactless (SIAC) modes and the differences in SIAC mode. There is, therefore, some repetition between the documents.

Note that for Sportident controls the terminology ‘controls programmed for contactless punching’ used below really ‘controls for mixed (contactless and normal) punching since it involves enabling an addition mode.

The SIAC Dibbers

A SIAC dibber behaves in exactly the same way as a Type 10/11 dibber with similar physical punching speed unless a CHECK is used in the start process, in which case the contactless part of the dibber becomes live when the CHECK controls is punched.

The SIAC dibbers provide feedback that they have registered in the form of a beeping sound and a flashing tip at a control in both punching and contactless modes.

Interaction between the dibber and the control

In contactless punching mode the SIAC does not register on the control, only the control information on the dibber, therefore reading a control after the event **would not** provide any evidence that a runner using contactless punching had visited that control.

The course controls

Course controls will not work in a contactless mode until they have been physically punched (normal mode) after which the control remains active for the programmed on-time (normally set to 2 hours). The on-time will restart each time it is punched.

When the course controls are programmed to work in a contactless mode and have been punched (as above), a SIAC dibber taken within the range (about 50cm) of a control should register and the end of the dibber will beep audibly and flash for a couple of seconds when a connection has been made.

Start, check and clear controls

As at any event the START, CHECK and CLEAR controls should be returned to the download team when the start closes to help with the safety information.

At all our events the START controls will be programmed in non-contactless punching mode to allow us to read them when the start is closed to help to identify missing runners.

Finish controls

The FINISH control will be programmed for normal punching and **it will not respond in contactless mode**, this is done so that in the event of a missing runner we can check who has been through the finish. The FINISH control also switches off the SIAC contactless functionality to avoid battery wastage.

SIAC-OFF control – information only

if a runner does not punch the finish control they should punch the SIAC-OFF control at download to switch off the SIAC functionality to avoid battery wastage. This operation is not part of the responsibility of the planner or organiser.

Planning considerations with controls for mixed (contactless and normal) mode punching

Since the controls transmit in 'beacon' mode and the SIAC dibbers when live as 'receivers' multiple runners can simultaneously record their visit to a control if they are using contactless mode, this might reduce the need for multiple controls at some sites depending on loading based on the number of runners using normal punching.

A control placed on the other side of an obstacle such as a fence can potentially be punched from either side on the obstacle, depending on the width of that obstacle.