PM electronic punching

GENERAL INFO:
Ungdomens 10mila use anonymous SI-card. The SI-card numbers for each runner must not be included in the entry form for the team. All runners must carry a SI-card to check in. At check in the number of the SI-card is paired with the runner and the SI card is cleared. The code on the number bib is used for pairing the SI card with the runner. Please make sure to use correct bib for all runners. Number bibs must be in front of the shirt.
One SI card can only be used once in a team. An SI card can be used in HD12 and again in HD18 or D18. An SI card can not be used in both HD18 and D18.
Rented SI cards can be found in the Team envelope. Rented SI cards must be returned when the maps are handed out. The fee for lost SI card is 400 SEK.

CHECK IN AND CHECK OUT:
Check in and check out in the tent behind the finish.
Be there in time (especially important for first leg runners).
At check in the number of the SI-card is paired with the runner and the SI card is cleared. The code on the number bib is used for pairing the SI card with the runner.
Check for both light and sound when punshing a control in the forest. If there is no light or sound, use manual punching in the map.

EXCHANGE:
At exchange every runner have to:
1. Punch at the finish line.
2. Leave the map to the organizers (also manual punched maps)
3. Pick up the map for the next runner. Check your number and be focused to take correct number. Teams that take wrong map will be disqualified.
4. Give the map to the next runner in your team.
5. Go to check out.
6. Keep your SI card after check out.

FINISH:
1. The last leg has its own lane in the arena. Finish is at the finish line. Referee will judge and punching is some meters behind the finish line.
2. Go to check out. The organizers can take the SI card from the runners in order to speed up the procedure.

RESULTS:
At the arena. All leg results and results for different forkings later on www.u10mila.se