



PM

Electronic punching system

General info

Ungdomens 10mila use anonymous SI-card. The SI-card numbers for each runner has not to be included in the entry form for each team. All runners has to carry a SI-card to check in. At check in the number of the SI-card is emptied and paired with the team, leg and runner who are on the bib number. Please make sure to use correct bib for all runners. Number bibs must be in front of the shirt.

Check in and check out

Check in and check out in the tent close to the changeover area. Be there in time (especially important for first leg runners). At check in the SI-card is cleared and the number of the SI-card is paired with the team, leg and runner. This must be done by every runner.. If this is not done the team is disqualified.. The code on the number bib is used for pairing the SI-card with the runner.

Check for both light and sound when punching a control. Every control has two punching units. If one of them is out of order, please use the other one!

Change over

At change over every runner must do this:

1. Punch at the finish line.
2. Leave the map to the organizers.
3. Pick up the map for the next runner. Check your number and be focused to take correct number. Teams who take wrong map will be disqualified.
4. Give the map to the next runner in your team.
5. Go to check out and read out the SI-card. If faulty punching is indicated please follow the organizers instructions.
6. Keep your SI-card after check out.

Finish

1. The last leg has its own lane in the arena. Finish is at finish line. Referee will judge who crosses the line first.
2. After crossing the finish line proceed app. 5 m where punching is done.
3. Go to check out and read out the SI-card. On the last leg the organizers can take the SI-card from the runner and do the punching in order to speed up the procedure.

Results

Final results are presented at the arena. All leg results will be presented later on www.u10mila.se. There is also free live webb.tv in www.u10mila.se.