



PM

Electronic punching system

29th Ungdomens 10-mila
31 July – 1 August 2009



GENERAL:

You do not need to inform us about the SI-card number, just be sure to bring the SI-card to the start and changeover entry tent.

The SI-card is connected to the team and leg at passage into the start and changeover. This information is read from the chest number. **NOTE!** Wear the chest number well displayed. The SI-card can be reused in the team.

Hired SI-cards are to be found in the team folder, 4 SI-cards for each team. These are to be reused within the team. Be sure that each runner brings a SI-card to the start/changeover area.

Hired SI-cards should be returned at the map return delivery, at the end of the competition or latest 12.00 on Saturday. Cost for non returned SI-cards: 400 SEK each.

NOTE! SI-card must be of version 5. You cannot use the SI-cards version 6 or 9.

IN-/ OUT PASSAGE:

All passage in to and out from the start and changeover **MUST BE** through the tent at the changeover fold.

Take your time to avoid queue. Especially first leg runners.

At entrance, the SI-card will be cleared and assigned with the team number.

EVERYONE must do this. Runners who disregard this will be disqualified.

At punching, you should receive both sound- and light signal. Otherwise, make an ordinary punch in the reserve square marked 1, 2 and 3 at the front of the map.

CHANGEOVER:

At changeover, everyone must:

1. **Punch at finish.** Optional unit could be used.
2. Leave your map to the crew.
3. Get next team-members map. **NOTE! MAKE SURE TO TAKE THE CORRECT MAP! WRONG MAP WILL DISQUALIFY YOUR TEAM!**
4. Hand over the map to the next team member.
5. Passage out shall be done through the tent at the changeover fold. The crew will read the SI-card. **Runners who disregard this will be disqualified.** At any problem, please follow the crew's directions.
6. Keep the SI-card.

FINISH:

At finish, everyone must:

1. For last leg runners, there is a special finish fold. The order of the runners crossing the finish line decides the place.
2. After finish, continue 5 meters and do the finish punch.
3. Passage out should be done through the barrack/tent at the changeover fold. The crew will read the SI-card. At any problem, please follow the crew's instruction. If the finish runner doesn't follow the crew's instructions the crew will take the SI-card. The team will get it back later at the competition center.

RESULTS:

After the competition all results, including the SI-card times, will be published on the web page www.u10mila.se.