

# ARDF event finish line operating procedure

## Overview

This document outlines the Set up and operation of the finish line for both the VHF event (day 1 and HF event (day 2) for the 2011 region II ARDF championships.

### *Credits*

*Unless noted photos and graphics are by WB8WFK*

## Chapter 1

# Finish line operating procedure

NOTE in the event of an electrical storm on Saturday the bus can be used as a shelter for any competitors that has arrived in the finish line. The bus is located nearby. Also for the Saturday event a porta-potty is located near the bus parking area. The Sunday event has covered shelters that can be used in the event of a storm and restroom facilities.

### Minimum required staff

3 persons

### Responsibilities for staff at this station are:

#### Person 1

This person is located at finish line and records bib numbers and time as each runner arrives at finish line as backup to SI equipment.

#### Person 2

This person operates the SI download station and FJWW score keeping software.

#### Person 3

This person is a communicator that communicates with the event net control station and also aids finish line staff (person 1 or 2).

### Operating procedure for finish line is as follows.

**Step 1** setup finish line per below figures depending on event day (day 1 VHF event or day 2HF event).

This includes:

1. the homing beacon at entrance corridor MO SI station and control flag
2. the taped entrance corridor
3. Finish line SI station and feather banner
4. Atomic clock at finish line as backup to SI
5. Scorekeeping station

- a. SI download station
  - b. Scorekeeping computer
  - c. Printer
  - d. Wireless router
  - e. FJWW results display computer
6. Source of AC power
  7. Canapé (Saturday event) to protect IS score keeping station. Sunday event has a covered shelter.
  8. Communications net equipment
  9. Taped area for runner personal items transported from start area. Place near the download station.

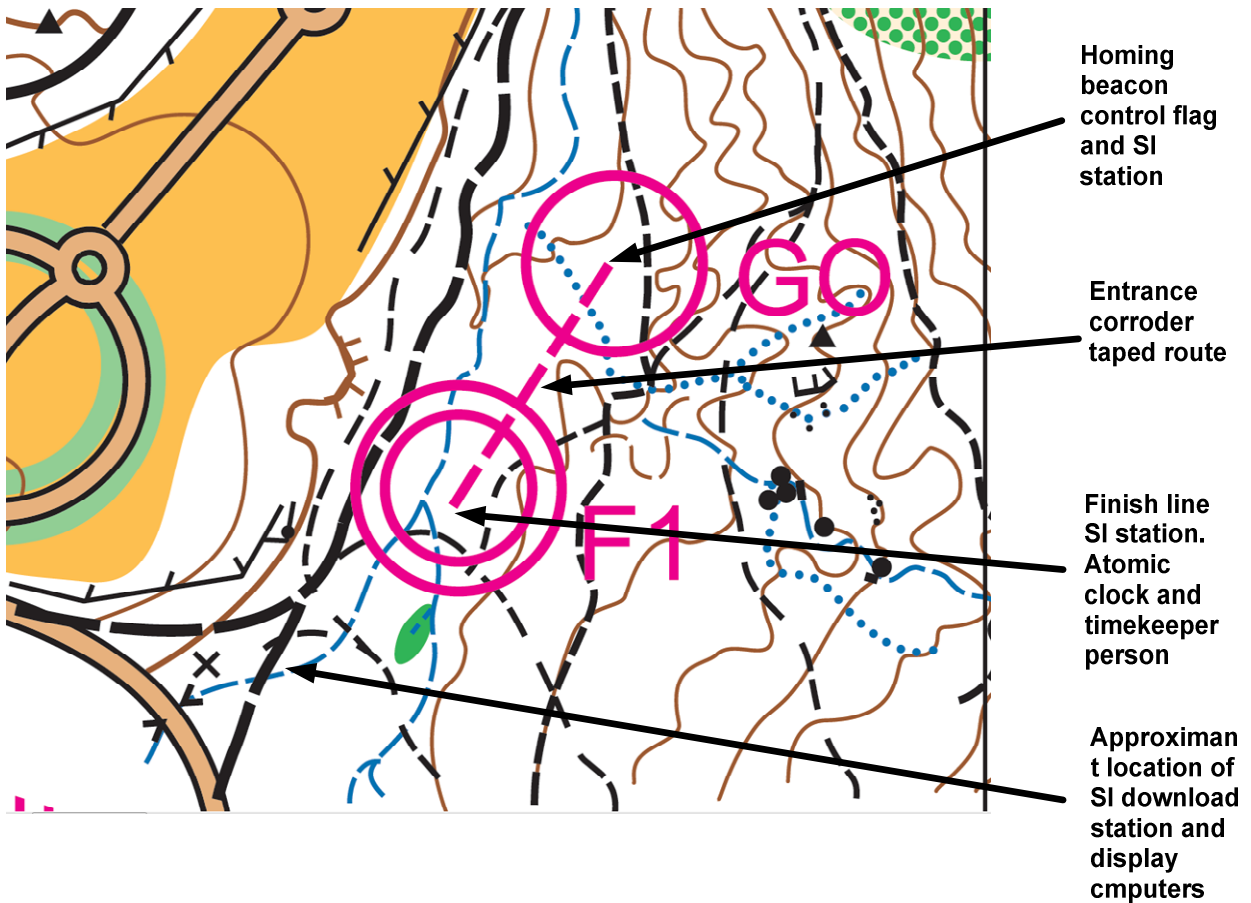


Figure 1 Day one meet finish area Los Alamos

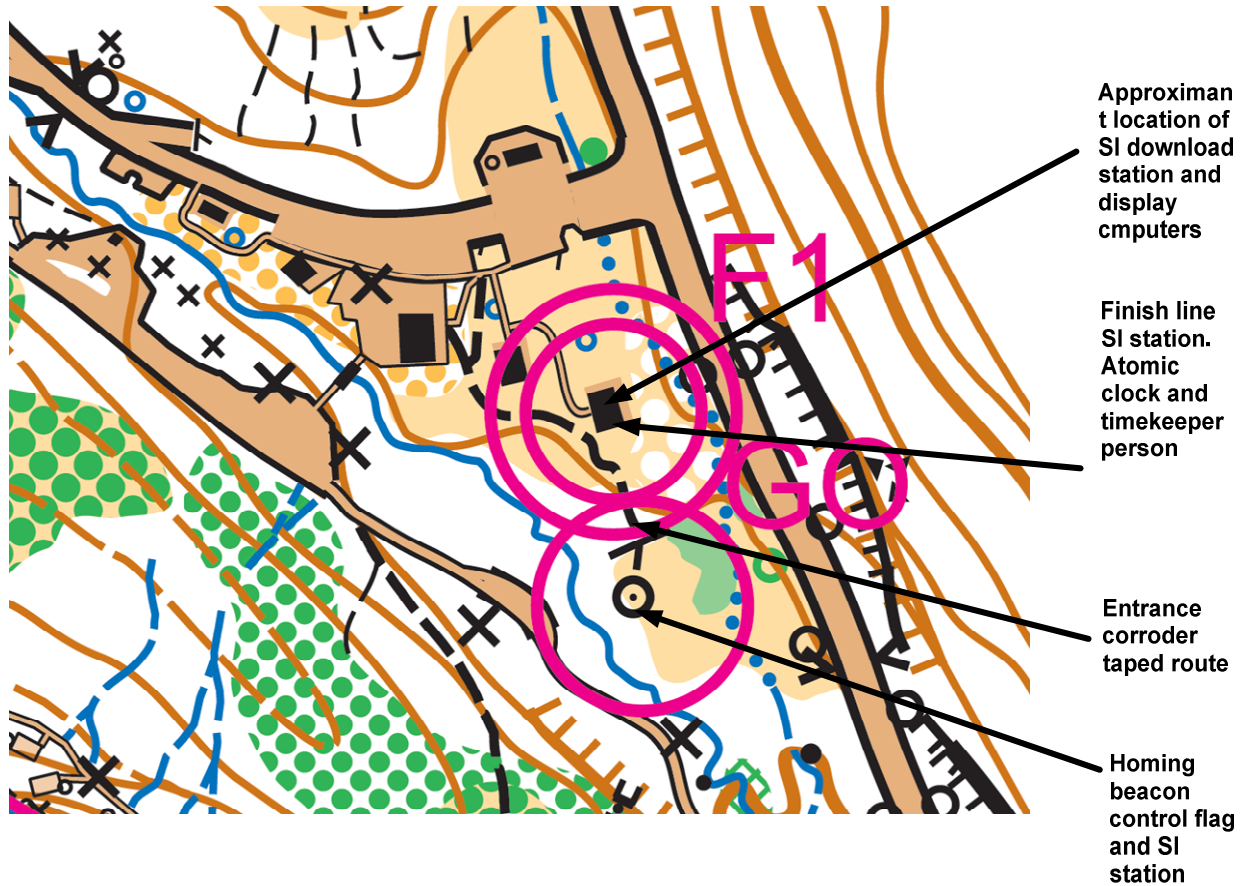


Figure 2 Day 2 finish area (Doc Long)

**Step 2** begin meet operations, Start score keeping software and conduct meet operations

1. As runners cross the finish line the backup timekeeper person records bib number, atomic clock time and makes sure they punched the finish SI station.
2. The Runner is then sent to the SI download station for SI stick download
3. At the SI download station the SI stick is downloaded and finish ticket is printed. If this is the Sunday event any loaner SI sticks are retrieved at this time.
4. Runner is then sent to the area that has the bags with personal items that were transported from the start line.

**Step 3** post meet operations

1. Take down and pack start line equipment
2. Before shutting down score keeping station Generate and print day's meet results. Also request scorekeeping software to auto generate website HTML results files and backup all data on pin drive.

# Appendix

## How to start FJWW-ARDF on meet day for Albuquerque ARDF meets

When starting on a laptop we are using a SI stick as a license key. Enter this license code into the license code box. (Note: the check Box for SI stick license option must be checked).

**Fjww25157-41576-28904-52830-15013-25343**

There is also a text file named "this-file-has-license-keys-and-license-stick-info.txt" saved on the laptop desktop that has the above license code that can be cut-and pasted into the FJWW GUI start up dialog box at start up to prevent typo errors.

**After first use on a computer FJWW remembers the above license code. Additional startups don't require entering the code.**

When FJWW asks, insert the license key SI stick into the download station. This is the SI stick that is attached to the download station with a string. **Never allow anyone to remove the stick from the string and loan to a runner; it's required to start the FJWW software.**

It will take several seconds (about 30 seconds) and the station will beep for a long time. This is annoying but normal.

When FJWW starts, remove the license stick from the download station and place next to the station as it will be needed later if a software restart needs to be done.

After FJWW starts; on the file menu pick; select the TLN contest file read option and load the meet file from the meet folder for the current year month.

**Note (in FJWW date formats are European Day, Month, Year)**

After the meet file is loaded, on the interface menu, enable the SI interface to download stick data. We are using RS232 com ports with our BSF7 RS232 stations. It is recommended to start SI config before FJWW to test the comport and get the current assigned com port number for the USB serial adapter.

Sometimes the USB adapter shows up with a different com port number after the PC boot up process. Most of the time it gets COM 5 assigned. Make sure you close SI config before starting FJWW.

After each stick is registered click the save TLN file disk icon.  
When all runners are in, do the generate results process.