



A Punch



Punch registering in Tag

The NavLight system has two main components; the Punches and the Tags. The Punches are powered by one AA battery and hang from a cord at each checkpoint. The Tags are unpowered and are worn on the wrist by the competitors. They are attached with a security band.

When you visit a checkpoint you record your visit by inserting the Punch into the Tag; a process which typically takes half a second. A red light flashes regularly to indicate that your visit has been recorded.

Apart from the Checkpoint Punches, there are some special-purpose punches which you *MUST* be aware of. They look the same as normal Punches but have been allocated a special Status.

- Use a BRIEF Punch before the event start.
- Use a FINISH Punch whenever you return to the Administration area.
- Use a DEPART Punch if you have returned and go out again.

After using the FINISH Punch at the end of the event, immediately RETURN YOUR TAG for scoring. Wait for your printout as your Tag is read, and look at your results. If there is anything you disagree with, see the event organiser, NOT the person reading the Tags! The organiser will decide on any adjustments, will write the request on your printout, and return it to the person doing the scoring.

Your printout will look something like this: (Start time was 6:40:00 PM.)

Team No.	62	Tag ID =	ACBA	Tags=	0017
Line #	PunchID	Value	Time Punched	Split Time.	
1	66		21/12/2005 6:35:41 PM		BRIEFING. Score reset.
2	26	20	21/12/2005 6:44:43 PM	0:04:43	
3	21	20	21/12/2005 6:58:12 PM	0:13:29	
4	30	30	21/12/2005 7:01:18 PM	0:03:06	
5	48	40	21/12/2005 7:06:30 PM	0:05:12	
6	37	30	21/12/2005 7:17:30 PM	0:11:00	
7	53	50	21/12/2005 7:27:21 PM	0:09:51	
8	38	30	21/12/2005 7:33:51 PM	0:06:30	
9	38		21/12/2005 7:33:52 PM	0:00:00	Punched on Line 8
10	41	40	21/12/2005 7:44:20 PM	0:10:28	
11	60	60	21/12/2005 7:56:10 PM	0:11:50	
12	55	50	21/12/2005 8:02:56 PM	0:06:46	
13	44	40	10/12/2004 1:05:20 PM		Before Event Start.
14	61	60	21/12/2005 8:50:26 PM	0:47:30	
15	28	20	21/12/2005 8:59:33 PM	0:09:07	

16	64	21/12/2005 9:42:46 PM	0:43:13	FINISH TIME.
17	65	21/12/2005 9:42:52 PM	0:00:06	FINISH TIME Ignored.

END

Recognised finish time 21/12/2005 9:42:46 PM
Time on course 3:02:46

490 Points Scored.
30 Late Penalty.
Nil Manual adjustment.

FINAL SCORE = 460

Note that on line 13, the recorded time was a year early! This happens if the battery has been momentarily disconnected in the Punch sometime before you got to it. Although the time is wrong, you still get the points.

The function of special-purpose Punches is described in more detail below.

TEST Punch. This is available at Registration for you to try your Tag on, to see how the system works. It has no effect on your score. If the red light flashes even once, it has worked.

BRIEF Punch. One or more BRIEF Punches will be available shortly before the event start. You will usually find the BRIEF Punch as you enter the Briefing area; hence the name. Officials may inspect your Tag to ensure it is properly fastened on your wrist. **It is important** that each Tag is registered on one of these Punches BEFORE you start the event, so if you can't find one, ask someone.

If you don't use one of these Punches you run the risk of not being credited with your first few checkpoints, and you may have to beg for special consideration after the finish.

FINISH Punch. Several of these will be available at the finish line. ALL team members with Tags MUST use one as you finish, as it records your finish time. For a team, the finish time is taken as the time of the last Tag to finish.

If you return during the event, you should still use a Finish Punch. It doesn't matter if you subsequently go out for more checkpoints, as long as you use a FINISH Punch again when you return. Earlier Finish times will be ignored.

DEPART Punch. If you visit the administration area during an event, and use a FINISH Punch when you arrive, you should use a DEPART Punch when you leave again. This is not vital for a normal Rogaine but is essential for a duration-limited event such as a 15-in-23 hour event, so it's a good habit to get into.

Fitting the wristbands.

The wristbands are made from a rugged vinyl material and can not be removed from the wrist without breaking them. Wear them quite loosely; you should be able to fit two fingers comfortably between the band and your wrist. Over a 24-hour period, a tight strap will cause irritation.

Thread the band through your Tag, wrap it around your wrist, then close the clasp through one of the holes in the strap. There is a loose end which you can pull off carefully.



WHAT IF SOMETHING GOES WRONG:

PUNCH FAILURE:

If you encounter a Punch which fails to operate, write down its internal 3-letter Code as evidence that you have visited the checkpoint. This 3-letter code is visible through the transparent plastic cover.

There is a possibility that the punch has temporarily lost its power. If so, you may have to wait for up to three seconds for a response.

TAG FAILURE:

Again, you can only record the internal 3-letter Code inside each Punch you visit. If you are in a team with more than one Tag, you can rely on the other Tags to record your visit, but tell the boss when you finish.