

# BMBO Training Manual for Sportident Autodownload

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## **Quick Event Start**

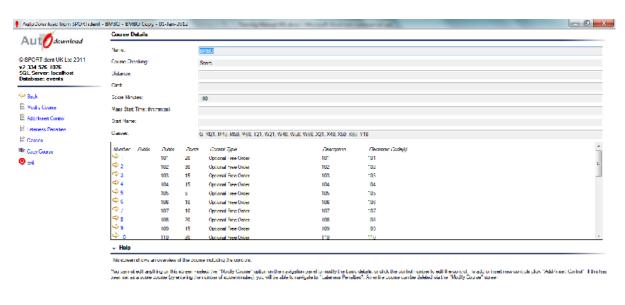
Click on BMBO Copy

Copy Event

Rename the event to your own name and date then click copy and OK

Click Back and you will be in the new copy of the event.

Click on courses and then the name of our new course



Modify Course - Change time and name of course

Add / Insert Control – add new control

Lateness Penalties – amend the penalties (should be set to standard BMBO penalties)

Classes – amend the classes (again should be set to standard BMBO Classes)

To amend the checkpoint values and descriptions click on the number you want to check

Entries

From Event Overview Page click on Entries

This provides a list of different ways of entering competitors

Get Results

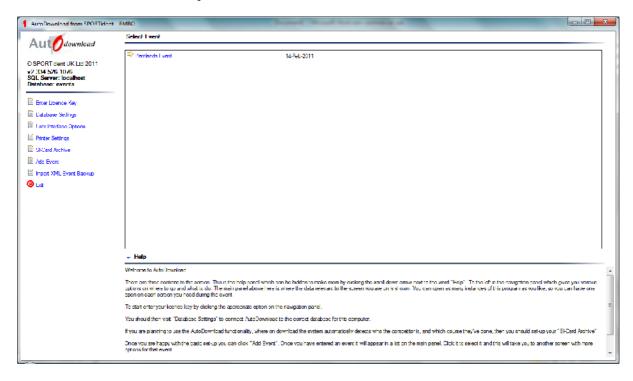
Click downloads and then choose "Automatic, Maunal on Error"

## **Get Started**

Click on the autodownload icon on the desktop

Alternatively goto Start -> All Programmes -> Sportident -> autodownload

A screen like below should be presented.

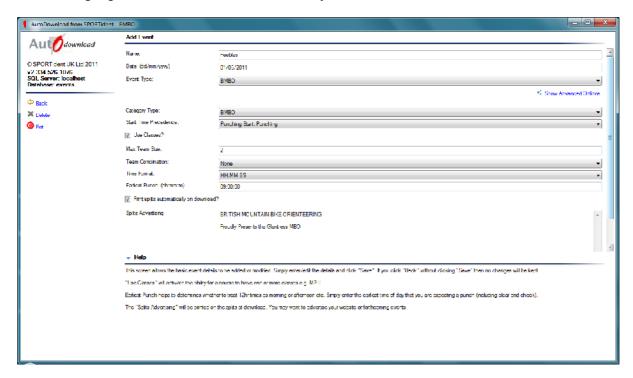


Click on "Add Entry"

The following screen is presented.

Event Type: Click on BMBO

All areas highlighted in white can be added to with your own event details



#### Start Time Procedure

This is made up of the following

- Punch Start: Punching

- Mass Start Punching.Mass

- Lazy timed start: Punching allocated

- Strict Time Start: Allocated, punching

Normally choose Punch Start: Punching

#### Team combination

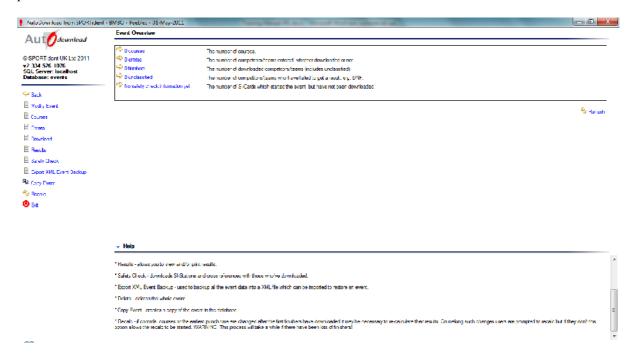
- None
- Lazy (allow one to punch)
- Strict (insist all punch within 1 minute)
- Strict (insist all punch within 5 minute)
- Strict (insist all punch within 15 minute)

Depends on how strict you want to be, recommend Strict, 15 minutes if all users have dibbers, otherwise Lazy.

### Once you've updated, scroll down and click SAVE at the bottom right

## **Amend Entry**

You will be brought back to the entry page, click on your new event and the following screen will be presented



This screen gives some event statistics in the main view.

There are a range of options on the navigation panel:

- \* Modify Event allows you to change the basic details you previously entered under "Add Event".
- \* Courses add and modify courses.
- \* Entries view/add/modify/import/export entries, finishers and start times.
- \* Download download SPORTident cards and stations.
- \* Results allows you to view and/or print results.
- \* Safety Check downloads SI-Stations and cross references with those who've downloaded.
- \* Export XML Event Backup used to backup all the event data into a XML file which can be imported to restore an event.
- \* Delete deletes the whole event.
- \* Copy Event creates a copy of the event in the database.

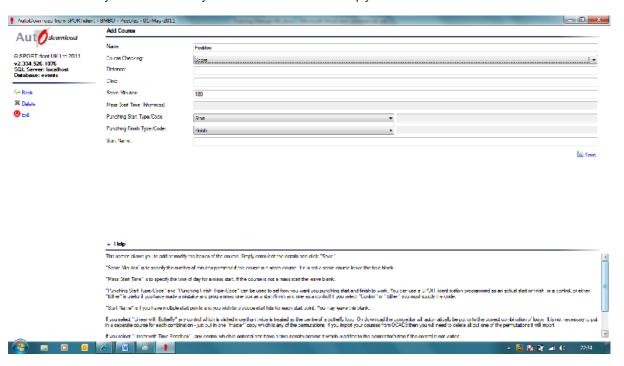
\* Recalc - if controls, courses or the earliest punch time are changed after the first finishers have downloaded it may be necessary to re-calculate their results. On making such changes users are prompted to recalc but if they don't this option allows the recalc to be started. WARNING: This process will take a while if there have been lots of finishers!

## **Modify Event**

This allows you to modify the basic details you set up when you added the original event. You shouldn't have to do anything here once it's setup

#### Courses

This screen allows you to add or modify the basics of the course. Simply enter/edit the details and click "Save".



#### All you should need to do here is fill in Name and Score Minutes and then click save.

"Score Minutes" is to specify the number of minutes permitted if the course is a score course. If it is not a score course leave this field blank.

"Mass Start Time" is to specify the time of day for a mass start. If the course is not a mass start the leave blank.

"Punching Start Type/Code" and "Punching Finish Type/Code" can be used to set how you want you punching start and finish to work. You can use a SPORTident station programmed as an actual start or finish, or a control, or either. "Either" is useful if you have made a mistake and programmed one box as a start/finish and one as a control! If you select "Control" or "Either" you must supply the code.

"Start Name" is if you have multiple start points and you wish to produce start lists for each start point. You may leave this blank.

If you select "Linear with Butterfly" any control which is visited more than twice is treated as the centre of a butterfly loop. On download the competitor will automatically be put onto the correct combination of loops. It is not necessary to put in a separate course for each combination - just put in one "master" copy which is any of the permutations. If you import your courses from OCAD9 then you will need to delete all but one of the permutations it will import.

If you select "Linear with Time Penalties" - any control which is optional can have a time penalty against it which is added to the competitor's time if the control is not visited.

If you select "Linear Figure of Eight" - similar to a butterfly looped course except the central controls are in sequential pairs. On download the competitor will automatically be put onto the correct combination of loops. It is not necessary to put in a separate course for each combination - just put in one "master" copy which is any of the permutations. If you import your courses from OCAD9 then you will need to delete all but one of the permutations it will import.

#### Add/ Insert Control

Key thing here is to ensure that all your points are correct

Enter/edit the details of this control and click "Save" when done. You can also delete using the action.

If SI-Card 5 or T-cards are being used for the event the Electronic Code must be less than 256 otherwise it must be less than 512.

If you want to insert a control or reorder one you have already entered simply change the "Number" field and you will be prompted as to what to do when you save.

The "Published Code" is the checkpoint code, it can be numeric or alphanumeric e.g. 101 or AB. This is printed on the splits sprint rather than the electronic code.

"Description" is optional, 50 characters e.g. Road crossing. The control master description can be overwritten for a course.

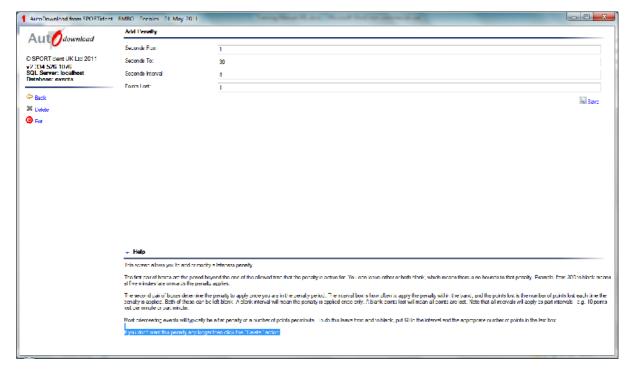
The "Published Number" is normally the same as the "Number" but is optional. You may have road crossing controls which don't have control numbers. The published number is the sequence number that appears on a splits printout. Published codes are not used for score courses as controls can be visited in any sequence by the competitor.

The "Electronic Code" fields contain the SPORTident station numbers. Up to five electronic codes can be defined so if a unit fails mid way through a race you can replace it with another which will also be valid. Changing electronic codes updates the publish control code on all courses where the control is used.

#### **Penalties**

This screen allows you to add or modify a lateness penalty.

Easiest thing to do is on the previous screen is to "Add standard penalties" and then amend these as per below if required



The first pair of boxes are the period beyond the end of the allowed time that the penalty is active for. You can leave either or both blank, which means there is no bounds to that penalty. Example: from 300 to blank means at five minutes late onwards the penalty applies.

The second pair of boxes determine the penalty to apply once you are in the penalty period. The interval box is how often to apply the penalty within the band, and the points lost is the number of points lost each time the penalty is applied. Both of these can be left blank. A blank interval will mean the penalty is applied once only. A blank points lost will mean all points are lost. Note that all intervals will apply as part intervals - e.g. 10 points lost per minute or part minute.

Most orienteering events will typically be a flat penalty of a number of points per minute. To do this leave from and to blank, put 60 in the interval and the appropriate number of points in the last box.

If you don't want this penalty any longer then click the "Delete" action.

#### **Course Notes**

This is a handy utility to print out the course notes so you can double check on it. Click on it and then print to the printer.

You should now have the course sorted, onto setting up the competitors

#### **Add Entries**

This screen allows you to locate a competitor, either as an entry or as a finisher.

Simply enter whichever of the selection fields you have, or leave everything blank for all competitors, and click "Search". When the results list is displayed you can click on the SI-Card number to view that competitor's entry/result.

Note that the name search works on a part name. E.g. if you type in "Richard" you will get Richard Smith and Robert Richards; similarly type in the letter "a" and you will get anyone with that letter in their name. The searches are not case sensitve.

You can also "Print Entries" or see a "SI-Card Breakdown" which tells you how many people had their own cards and how many had hire cards from which source.

"Print Hire Cards" prints a list of who has a hire card allocated to their entry (for handing them out on the day), or those that currently have blank card number and need a hire card allocating.

#### ADD ENTRY

- This allows you to enter or modify people manually

#### ADD ENTRY BY PUNCH

- Simply insert the SiCard and the number will be returned to the entry screen.
- The master station must be in ReadSiCards mode.

#### IMPORT / EXPORT ENTRIES

Select Import/Export type based on the format of the entry data.

- XML
- CSV entries uses the AutoDownload csv file format.
- OE Entries used to import data in the OE200x format. No export option available.

If you are using other online tools or manually recording people by database, the CSV file is probably the easiest option to load people into the system

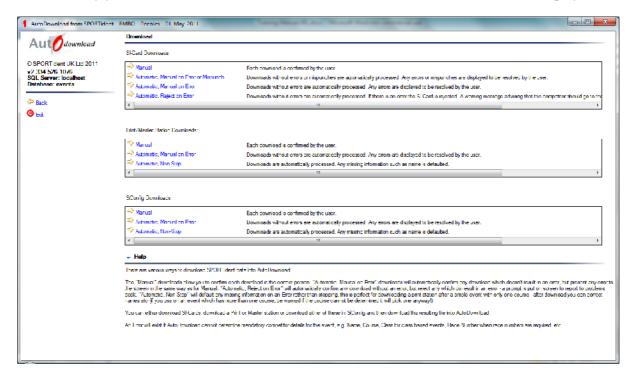
#### **BMBO MEMBERSHIP CHECK**

This screen matches up entries for the event with BMBO membership details stored in the SI-Card Archive. To load the archive from BMBO go back to the front screen in AutoDownload and select SI-Card Archive. In here you will find an option to load the BMBO archive.

If the event allows pairs the individuals names should be seperated by a "/".

### **Downloads**

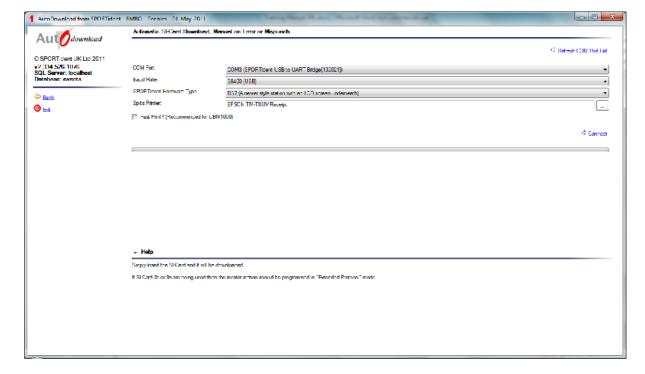
To set the way you download the dibbers, click on downloads. The below screen will be displayed.



Choose SI Cards Downloads and then Automatic, Manual on Error or mispunch

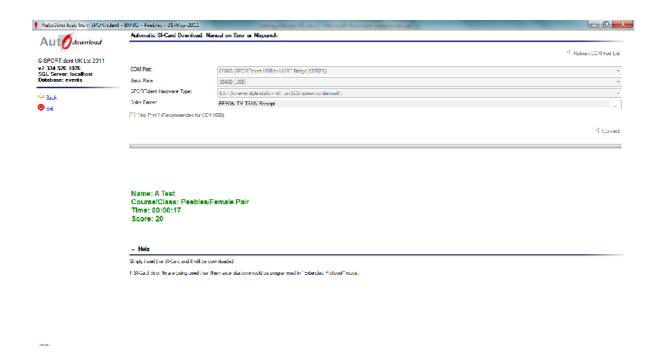
Ensure the master station is attached to the USB port on the left or back of the laptop.

The below should appear. Click on connect and the drop down menus will grey out.

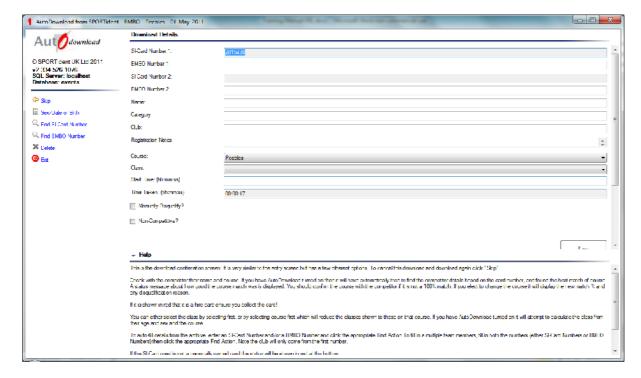


Next insert a dibber and a "beep" should be heard.

If the dibber has been setup at the start with name and course, a similar screen to the one below screen will be shown:

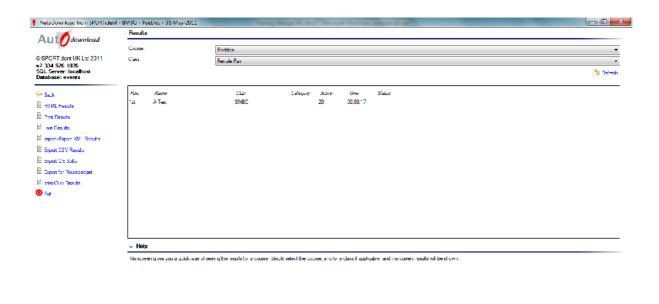


If the SI Card was not setup, the below screen will be shown. You can then enter name, club, course, class etc. Remember to Click Save before the next dibber is downloaded.



## **Results**

To collect the results go back to the entry screen and click on result. The below screen will be shown Using the drop down lists for course and class you will be able to filter on these.



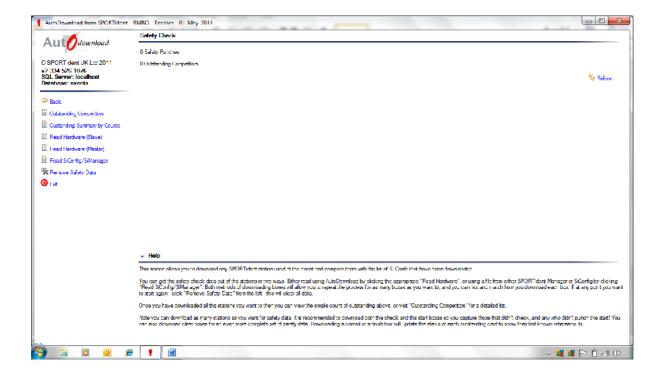
On the left hand side you have the ability to export to

- HTML for the web
- Print results paper results
- Live results this can be used to display on the screen
- Import/ Export XML for web or MS Excel
- Export CSV
- Export OE Splits This will create a single CSV file for the whole event. This can be used wherever you need to upload a results or splits file when IOF format isn't supported. A good example is SplitsBrowser where at the time of writing IOF XML is not supported.
- Export to route gadget a cool little device that allows you to see where everyone went
- Interclub results to compare if there are a number of clubs

## **Safety Check**

This allows you to do a check to ensure all the users are back in.

Outstanding competitors is the best one to choose.



## **Frequently Asked Questions**

## I don't have any classes in my event

Go to Modify Event and Tick "Uses Classes"

## How do I amend / update the classes

Click on Courses and then Classes. You can either add an additional class or modify any of the ones there already.

