



# Touch-Free Information for 'O' Events

## The new emiTag

The emiTag should either be strapped around the wrist as shown on this picture, or around the hand with strap going between thumb & forefinger, and etag on top of the hand so you can see it when punching. Alternatively you can wrap it around the two middle fingers instead and use it as a dibber.



High speed punching is performed by passing the emiTag over the control between 30 to 75 cm from the control unit. The LED light in the emiTag will start flashing as soon as it gets within range of the control, and keeps flashing for 5 seconds after the punch. You can punch another control within 2 secs, but be aware it will still be flashing from the previous control punch.

**NOTE:** It is important to see the flashing, this is feedback telling you that the punch has been performed correctly, however, as long as you get within 30cms you can be sure it will register!



Touch-Free PRO controls will normally be placed horizontally. The control code number is then visible on top. However for some urban events you may find the control securely tied vertically to an object such as a lamppost or fence for added security. It is not necessary to touch the the control unit. Touch Free means what it says "touch free"!



**Touch-Free PRO** units will be placed near registration as demos. Competitors are encouraged to practise their touch free techniques with these controls



**AT THE START** - A Start unit will be used to clear the emiTags at -3 to check that the emiTag is working. At -1 competitors step into the -1 box and wait for their start time, as you leave the -1 box to cross the start line the competitor needs to pass their etag over a start unit again so your race time starts and then pick up their map. If you fail to start your card in this way, then your race time will be taken from the -3 start control punch.

**NOTE:** Do not come back anywhere near the start before you have downloaded, to collect kit or speak to anyone, as your etag may be wiped clean if you go near a start control again. Also take care when on the course not to run near the start controls as a route choice.

**AT THE FINISH** A finish control unit is available, punch as normal on the finish control and then move at least 1m away immediately so you don't register a second finish punch. If you stay near the finish control it may register another read which will then lengthen your race time.

All controls have pin punches for use in the unlikely event that your emiTag does not flash, just punch your map and then inform the download team before you download



