

SPORTident Basics

The basic SPORTident system has not changed much since its introduction in the 1990s.

The runner carries a tiny electronic chip. This is usually held in the tip of a plastic **SI-card**, colloquially called a dibber. The chip has spaces to store information before and during an event.



At each control there is a **unit** (station or block). This has a memory, a clock, processor beeper, red LED and display. Each unit can be prepared to perform one of a number of tasks.

The SI-card is put in the hole in a unit in a process known as **punching** or **dibbing**. Although there is no electrical connection between the card and the unit there is an exchange of information. The number of the unit and the time on its clock are stored in the SI-card and the number of the SI-card and the time of the punch are stored in the unit. Once the exchange is complete, the unit beeps and flashes.



After punching in a unit on the finish line, the SIcard is put into a different type of unit, a **master station**, which is connected by wire to either a laptop or directly to a printer. This process is known as **downloading** and the data in the SIcard is available to produce results. There are various different suppliers of software which helps produce the results.