

SPORTident Basics - Cards

An SI-card contains a tiny electronic chip which can store certain information and which can react with SI units. They do not contain a battery^a. Each SI-card has a unique, permanent number.

There are various models of SIcard in use which differ in the information they can store and the speed of the interaction with the units.

All types of cards work with the most up-to-date units although the oldest types of units or newer ones with out-of-date software do not work with the latest models of SI-cards. This is not a problem in Scotland where all known units work with all types of cards.

Cards can store the control number and the time of punching for a number of controls. There are special spaces for storing the time of punching the unit at the start line and at the finish line. Apart from the oldest type of cards they can also store the name and other details of the owner of the card.

The number of controls which can be stored are as follows

Type	Range of numbers	No of controls		Note
5	1-499,999	30 ^b		Most of the SOA hire cards are this type. Slowest.
6	500,000-999,999	64		Most elites have this type.
8	2,000,000-2,999,999	30		Faster than type 5 and 6. Most club hire stock is type 5 or 8.
9	1,000,000-1,999,999	50		
10	7,000,000-7,999,999	128		Very fast.
11	9,000,000-9,999,999	128		Very fast and flashes to give confirmation of punching.
p	4,000,000-4,999,999	20		Flat, about half the size of a credit card. Put on top of hole in unit to punch. Rare in orienteering.

There is more detail about the different types of card at <https://www.sportident.co.uk/equipment/shop/category.php?id=1>

^a The latest, and most expensive, SI-cards flash when punching and do have a battery.

^b In fact there are another 6 spaces which store the control number but not the time