

Using Check Stations to check for DNS

Traditionally reliance has always been on the start team checking off the entry list. However in a large event checking off each DNS can be quite tedious and time consuming. Using the check stations is a much more reliable and speedy way of doing things at all **pre-entry events**.

- Ensure that before the start of the day's competition that all the **clear units have been cleared**. Failure to do this will mean data from the previous day will be present and make the rest of the process invalid.
 - Ensure that the start team have everything set up at the pre-start to ensure all competitors use the clear and check. Entry to pre start through a narrow funnel containing clear & check units would be ideal.
1. As soon as the last pre-entry runner has left the check units are sent to the finish tent.
 2. Do a backup before step 3
 3. Connect Check Station to Master Station
 4. **Competition day>Evaluate SI Stations>Read SI Stations.**
 5. On new screen(Read SI Station) select MASTER & click READ. Reading the data can be quite slow so be patient at this point .
 6. When reading complete click **Save**.
 7. Repeat steps 3 to 6 for any other check stations.
 8. Close Read SI Stations – Punches screen
 9. **Actions> Not Started runners> Click Check Stations> OK** . — 'Find Runners who did not start' screen appears. Click YES to continue
 10. Print resulting report for reference

There is also an option to reverse this process. Actions > Reinstate not started runners. **Note:** Where any runner as tagged as DNS in this way and subsequently runs the DNS is overwritten once download occurs.