

Contactless Punching with SPORTident Air+

Some notes

- You should also read SPORTident's [Information for Athletes](#)^a
- Range is between 30 & 40 cm around the unit and a little more above it.
 - This is not very far and if you run past with your card on the wrong side of your body it might be too far away.
 - Touching a unit or swiping very close are the safest procedures.
Do NOT hit the unit. This can damage the electronics in the unit or the card.
- If you think your card has not flashed and beeped, don't wave it around for a longer time. Instead punch in the normal manner.
- Cards have to be switched on and this is normally done by punching a Check unit. When they are on, a faint green LED in the tip of the card flashes every four seconds.
- Although the number of bright red flashes and beeps can be adjusted, the default of 4 flashes programmed into the cards is good practice.
- The voltage in each card can be checked early in the prestart procedure where spare cards should be available.
- The unit will not bleep or flash. There is nothing stored in the unit (unless there has been a direct punch) so under the current rules there is nothing on which to base an appeal.
- The units at the finish may work in a slightly different way and detect when the signal is strongest rather than when the card first detects a signal. There will be units on each side of the finish forming a virtual line and the card only beeps/flashes once.
- The finish may be a normal direct punched unit, a contactless unit similar to all others or a pair of units forming a virtual line. The event details will say which is in use.
- The cards don't have a hole for a string/elastic, but the slot for the fingerloop can be used (recommended).
- You may be checking the card for a flash rather than your normal procedure of checking the unit for a beep/flash and subconsciously reading the control number. Make sure you do check the number.
- Differences since 2014
 - Cards are brighter and louder
 - Units have smaller range.
 - Units for contactless are the same units as used for direct punching. In 2014 there were red units without a hole for direct punching. These are no longer available.
- When there are two units at a control, for example on a trestle, they may interfere with each other and there may be a dead area between them^b. As above, touching one of the units is recommended.

^a www.sportident.com/images/PDF/6_si_information_technical/2_SI_system_AIRplus/sportident_airplus_information_for_athletes.pdf

^b Only if you were to pass the card over the middle of the trestle at right angles to the trestle. This is unlikely to happen