



**ROYAL PIGEON RACING ASSOCIATION
ETS CLOCKSETTERS GUIDE**

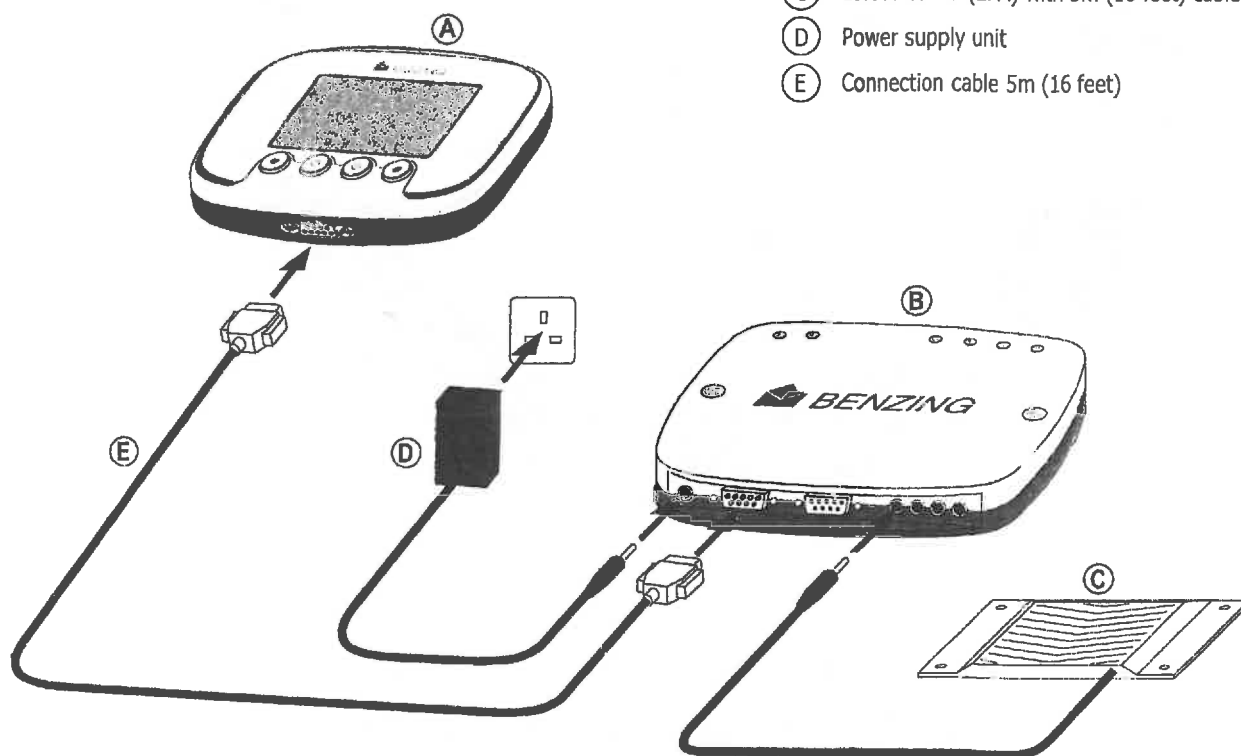
BENZING Express G2

3 Step Quick Start Guide

Step 1 Easy set-up of the BENZING Express G2 at the Loft

1. Connect the BENZING Express G2 (A) with the connection cable (E) to the BENZING Antenna Controller (B).
2. Connect the loft antenna EFA (C) to the BENZING Antenna Controller (B). Any of the four plugs can be used.
3. Plug-in the power supply unit (D) to the BENZING Antenna Controller (B).
4. Plug-in the power supply unit (D) to mains power.

- (A) BENZING Express G2 clock
- (B) BENZING Antenna Controller
- (C) Loft Antenna (EFA) with 3m (10 feet) cable
- (D) Power supply unit
- (E) Connection cable 5m (16 feet)



OPTIONS:

The following additional devices/parts are available to expand the BENZING Express G2 system:

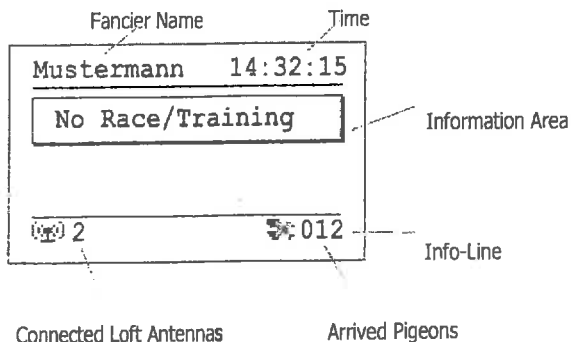
- Additional Loft Antennas EFA (C)
- Second Antenna Controller (B), to connect additional four loft antennas (C)
- Additional connection cables (E) between the BENZING Express G2 clock (A) and the BENZING Antenna Controller (B) of up to 100m (300 feet)
- Docking station BENZING Express G2 DOC, for up to 6 hours backup power and USB connector to the computer

BENZING Express G2

Step Quick Start Guide Cont.

Step 2 Operation and Main Menu

After connection to mains the display will show the BENZING-Logo with the installed software version. Then the clock checks all connected devices before switching into the main menu:



Fancier Name:

Here the fancier name will be shown (after first programming with the club software).

Time:

The running time is shown here. Pay attention that this time is always correct. The time is set at the Club or in the additional settings of the clock (see backside of the page).

Information Area:

This is the main area of the display. If a race or training is active the arrived pigeons will be shown here in a list. You can scroll through this list with the two middle buttons (See Step 3)

Connected Loft Antennas:

Here the total number of connected loft antennas is shown. The antennas will automatically be recognized when the BENZING Express G2 is connected to mains. A status light on the BENZING Antenna Controller shows the operation of the antennas.

Arrived Pigeons:

In case of an active race or training the total number of arrived pigeons will be shown here.

Step 3 Training and Race

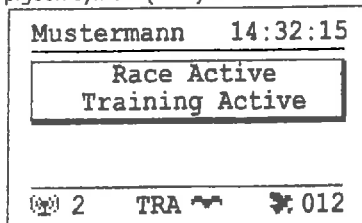
Starting a Training Flight



Press the green button for 3 seconds.

In the display the message **"Training Active"** appears and in the Info-Line **"TRA"** is shown.

Note: If a race is running the message **"Race Active"** and a pigeon symbol (🐦) is shown too.



Display of the Arrival Information in Training or Race:

The moment a pigeon gets scanned of an antenna the arrival time is shown in the information field on the top of the display.

List Index	Arrival Date and Time	Basketed Information (see right)
Mustermann	14:32:15	
004 13.12 14:31:22 1		
DE 1234 07 1234567-m		
003 1223222 14:29:51		
002 1223510 14:29:33		
2 TRA 🐦 012		

Information Field

Pigeon Details (see back page)

Arrival List

In the information field the last character of the first line shows if the pigeon is basketed for training or race.

"T" = Pigeon is basketed for the training flight

"1".."8" = Pigeon is basketed for the race with the indicated number.

All arrived pigeons are shown in the arrival list below the information field of the last arrived pigeon.



With the middle two buttons you can scroll through the arrival list. When a new pigeon arrives the list will be automatically scrolled back and the new pigeon will be displayed in the information field.



When pressing the red button once the list scrolls back to the last arrived pigeon

Stopping a Training



Press the red button for at least 3 seconds in order to end a running training flight.

BENZING Express G2

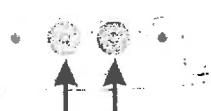
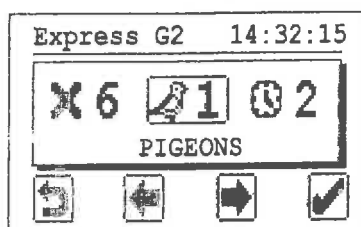
Additional Settings

The additional settings described on this page are not necessarily required for operation of the BENZING Express G2. However you can change certain settings in this menu.



In order to access the additional settings press the red and green button simultaneously for 3 seconds.

In the additional settings several menu items are selectable. These menu items are shown graphically in the menu bar.



With the middle buttons you can scroll through the menu bar.

The actual selected menu item is always shown in the middle of the screen and marked with a frame.

When you press the green button (hook) the selected menu item is opened. Generally the hook is used as "OK" key to confirm an input or a selection.

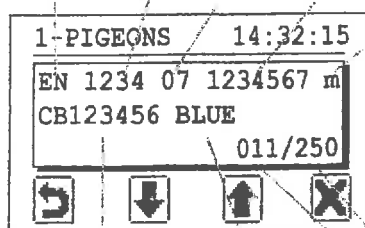
With the red button (return arrow) the additional settings are closed and the main menu is shown again. Generally the return arrow is used to cancel an input or selection and to leave a function or menu without saving any input made.

1. PIGEONS



The pigeons, which are coupled in the BENZING Express G2, are shown. Pigeons are coupled in a club using the club software.

Country Club Year Pigeon number Gender



Elec. ring number

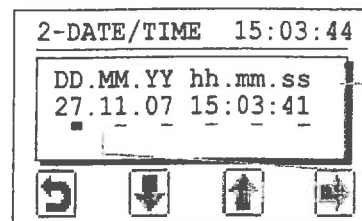
Colour

Total number of pigeons

Position of current pigeon

If no race is active the currently displayed pigeon can be deleted by pressing this button for 3 seconds.

2. DATE/TIME



DD = Day, MM = Month YY = Year
hh = Hour, mm = Minutes
ss = Seconds

Cursor Position

The current set date and time is shown on the display. The input cursor is set to the first place and that place is marked with a thicker underline.

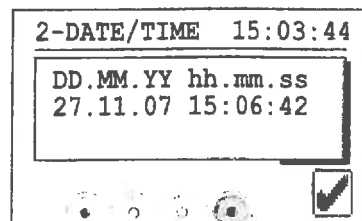


The number at the cursor position can be decreased/increased with the middle buttons.



The cursor can be moved one place to the right by pressing the green button.

After the cursor reached the last position (seconds) and the right button (arrow right) is pressed again the display changes to the following.



Now the changed date and time can be saved with the green button.

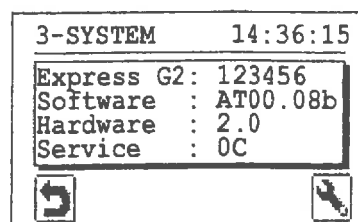


If the date and time shall not be changed the red button can be pressed at any time.

3. SYSTEM

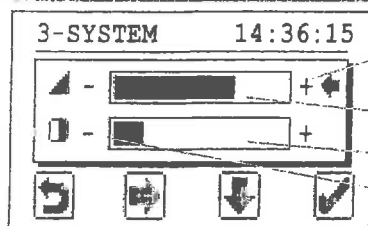


Here you can display Information about the BENZING Express G2.



BENZING Express G2

Additional Settings



Cursor
Beeper Volume Bar
Display Contrast Bar
Indicator

First use the "arrow down/up" button to move the cursor (arrow symbol) to the volume or contrast bar. With the "arrow right" button the volume or contrast can be increased step-by-step. If the indicator was at the max. position to the right it will start again from the left side.

Confirm the settings with the green button or abort the changes with the red button.

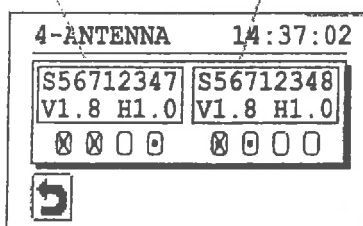
4. ANTENNA



In this menu an overview of the connected loft antennas is shown on the display.

Information about
Antenna Controller 1

Information about
Antenna Controller 2



Loft antennas
□ = Antenna connected
X = Antenna test OK

For the connected BENZING Antenna Controllers the serial number and software and hardware version is shown.

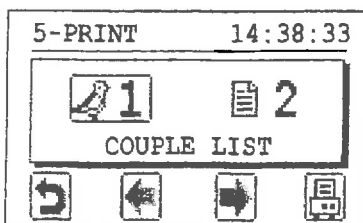
The four circles below the BENZING Antenna Controller information indicate the antennas connected to the Antenna Controllers. The connected antennas are marked with a dot in the corresponding circle.

To perform a ring or antenna test hold a BENZING Pro chip-ring over the loft antenna(s). If the ring was correctly recognized you hear a beep sound and the corresponding antenna is marked with an "X" sign.

5. PRINT



The coupled pigeons and the arrived pigeons can be printed.



In order to print the lists either a printer is connected to the BENZING Express G2, by using a BENZING clubPoint or a CPN, or the BENZING Express G2 is connected to a PC with the printing software installed.



With the middle buttons (arrows) you can select the list you want to print.



With the green button you can print the selected list.

Couple List: All coupled pigeons are printed.

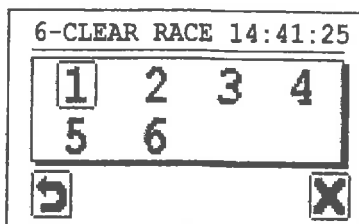
Arrival List: All pigeons, which arrived in your loft, are printed.

6. CLEAR RACE



After a pigeon race has been finished and evaluated at the club, the race must be cleared. Only after that the pigeons, which were assigned to that race, will be free again for basketing to another race.

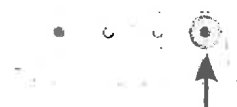
Note: If no race is active a corresponding message is shown when selecting this menu item and the additional settings menu is shown again.



Up to 8 races can be managed by the BENZING Express G2. All evaluated races are listed here.



Select the race which you want to clear. The selected race is marked with a frame around the race number.

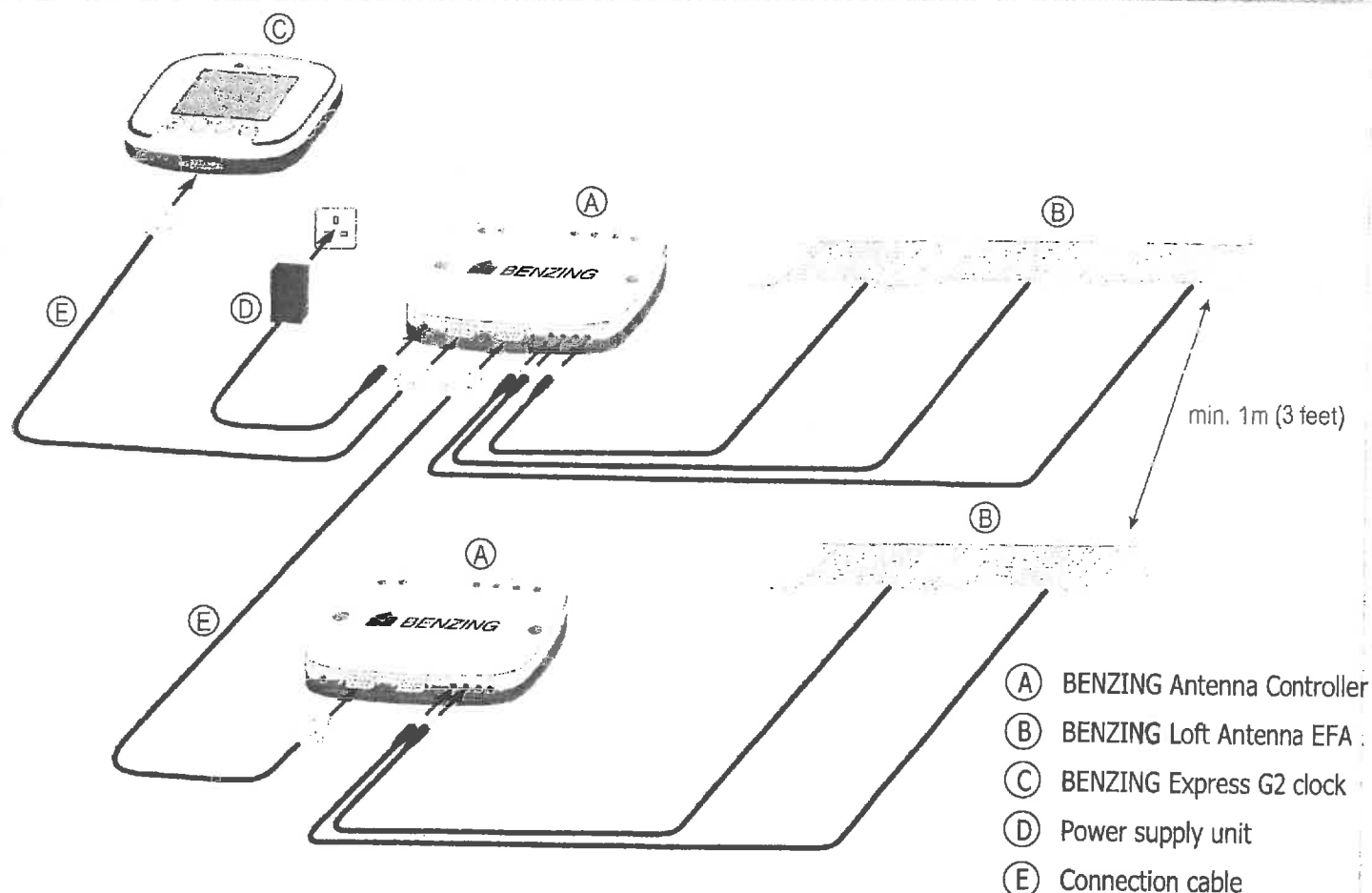


Press the green button "X" to clear the race.

A race can only be cleared after the race has been stopped and evaluated at the club.

BENZING Express G2 Antenna Controller Installation

Connection



Always connect the power supply at last!

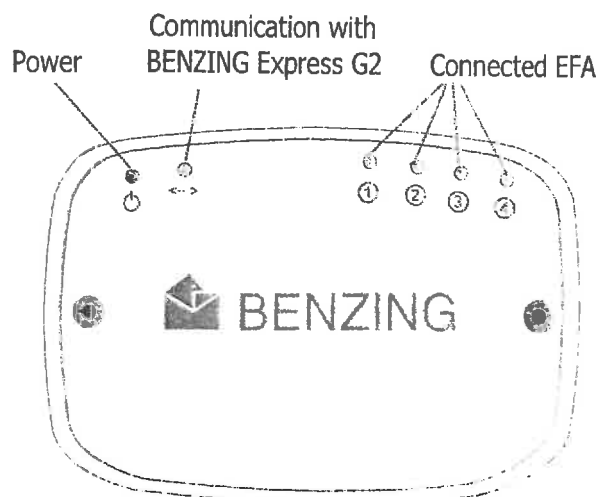
The distance between the EFA antennas of different BENZING Antenna Controllers must be min. 1m (3 feet)!

Operation

After connection to mains the BENZING Antenna Controller checks the connected EFA antennas. The connected BENZING Express G2 checks the antennas for pigeons rings and reads the ring information. The power for the BENZING Express G2 is supplied by the BENZING Antenna Controller.

The status information of the BENZING Antenna Controller is shown by lights on the top of the controller.

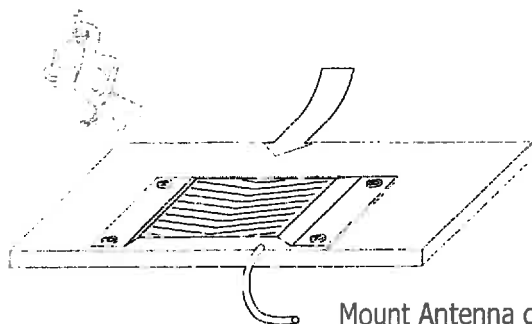
Status Information



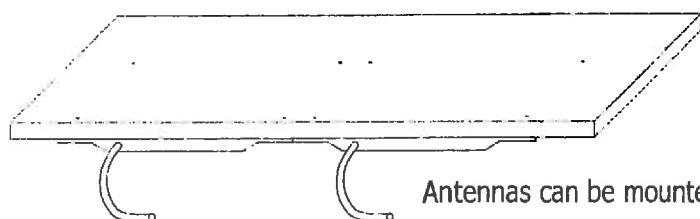
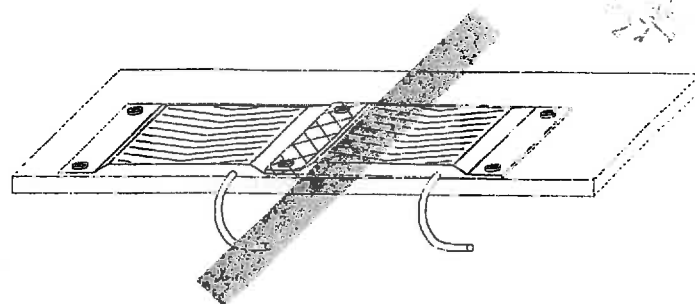
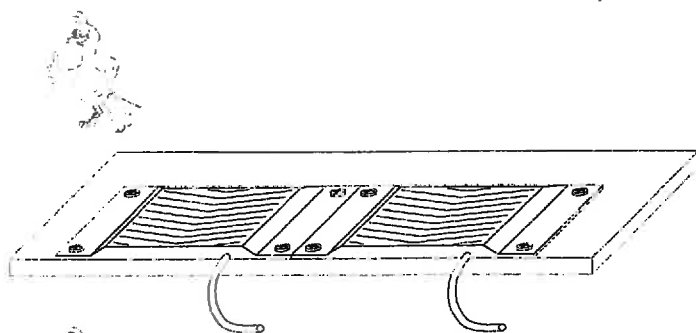
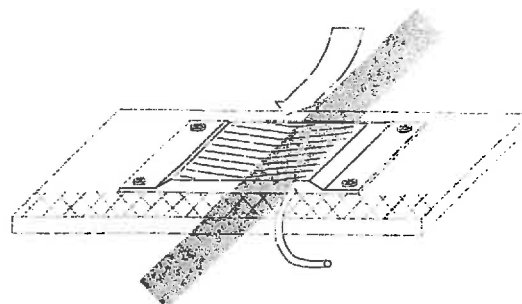
Benzing Express G2

Antenna Controller Installation

Mounting of EFA Antennas



Mount Antenna directly at the entrance.

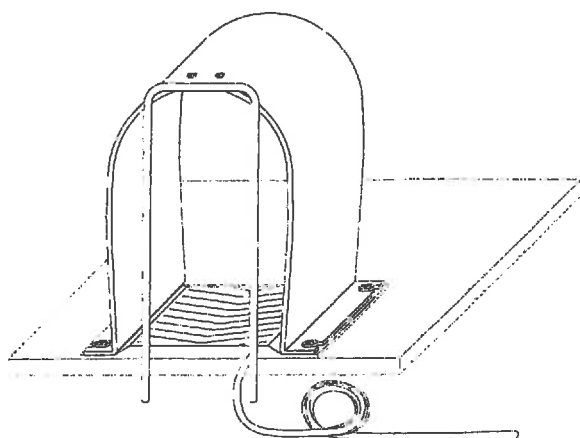


Antennas can be mounted on the bottom.



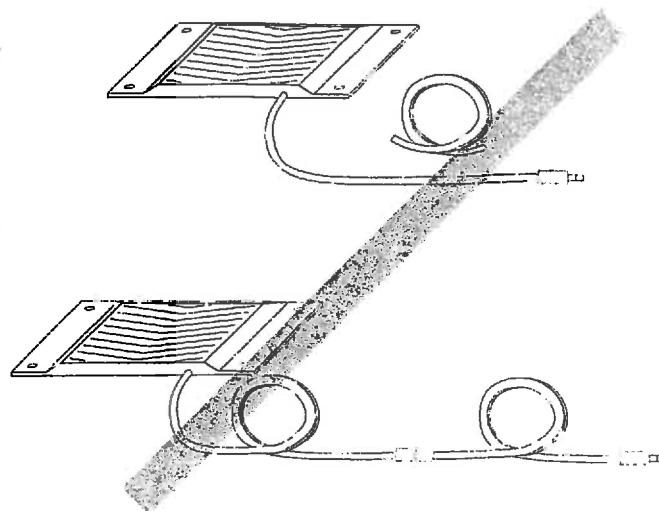
Don't mount the antennas on metal!

Tunnel



There is an optional tunnel available.

Antenna Cable

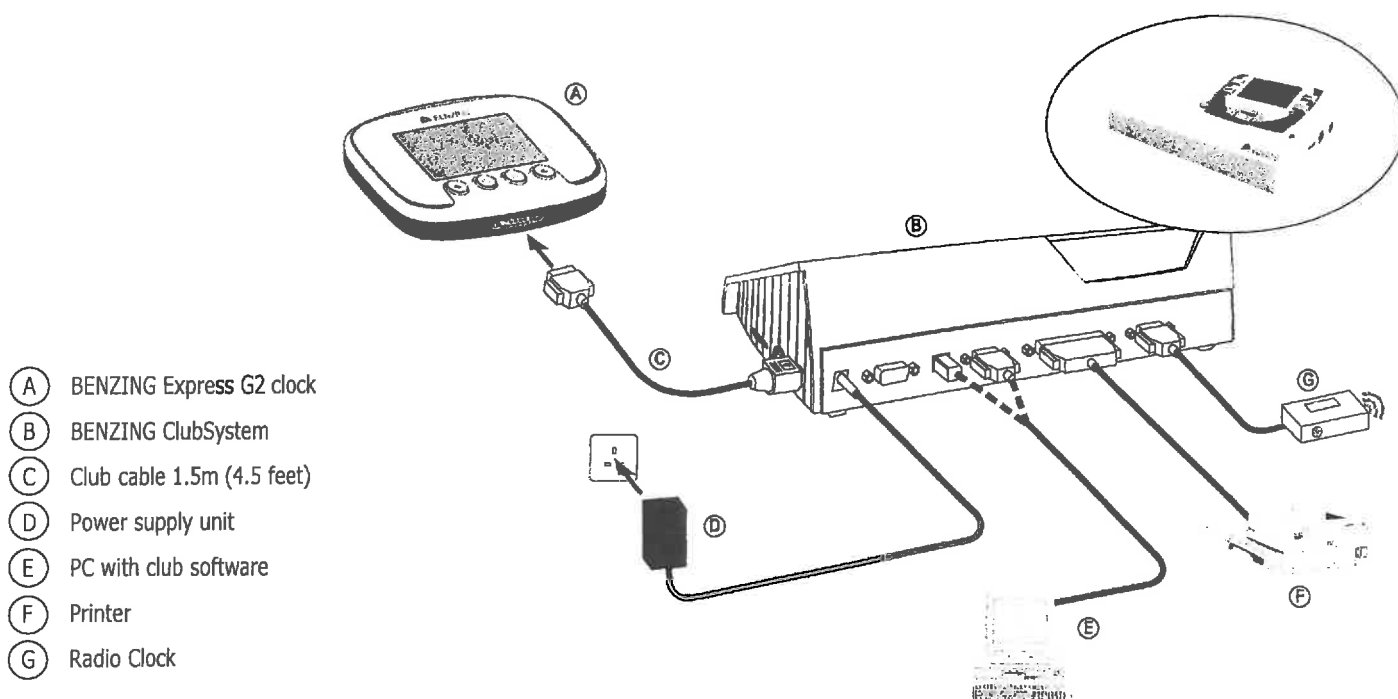


Don't lengthen or shorten the antenna cable!

BENZING Express G2 Club Mode

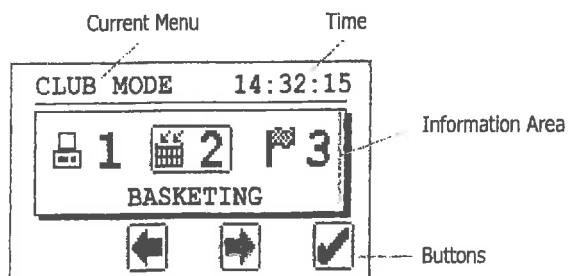
Connection of the BENZING Express G2 at the Club

1. Connect the BENZING Express G2 (A) with the connection cable (C) to the BENZING ClubSystem (B).
2. Plug-in the power supply unit (D) to the BENZING ClubSystem (B).
3. Plug-in the power supply unit (D) to mains power.



Start-Up

After connection to mains the display of the BENZING Express G2 shows the BENZING-Logo with the installed software version. With the connected BENZING ClubSystem the BENZING Express G2 switches into the club mode and shows the main menu:



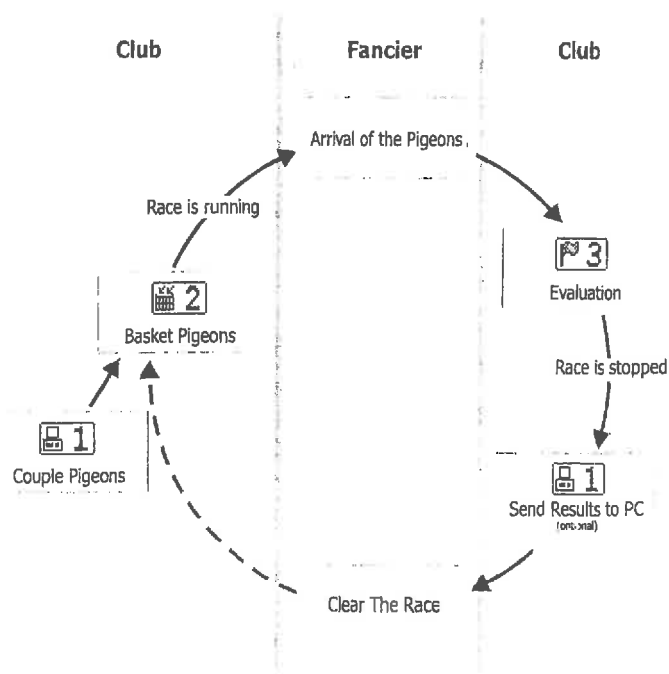
Current Menu: The display always shows the selected menu.

Time: The running time is shown here. Pay attention that this time is always correct.

Information Area: This is the main area of the display where all information for the user are shown.

Buttons: The functions of the 4 BENZING Express G2 buttons change depending on the current state or menu.

Sequence of Action for a Pigeon Race

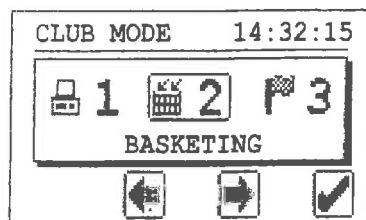


BENZING Express G2

Club Mode Cont.

Main Menu

In the main menu several menu items are selectable. These menu items are shown graphically in the menu bar.



With the middle buttons you can scroll through the menu bar.

The actual selected menu item is always shown in the middle of the screen and marked with a frame.

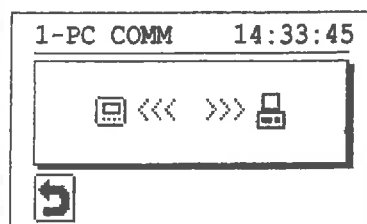
When you press the green button (hook) the selected menu item is opened. Generally the hook is used as "OK" key to confirm an input or a selection.

The red button (return arrow) is in general used to cancel an input or selection and to leave a function or menu without saving any input made.

1. PC COMM



With the first menu a communication to the PC can be established. When you press the green button (hook) the BENZING Express G2 is set into PC communication mode.

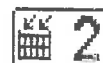


Now the club software can be used with the BENZING Express G2 to couple pigeons or send the race results to the PC.

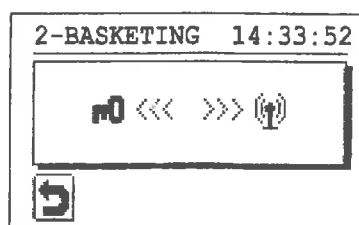


With the red button the PC communication mode can be stopped.

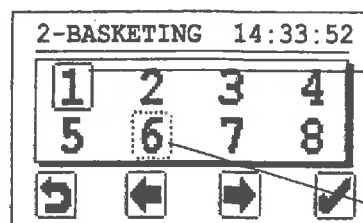
2. BASKETING



All pigeons, which shall start in a race, must first be basketed at the club for this race. When this menu item is selected the display shows the information to read the authorisation card.



Hold the authorisation card over the BENZING ClubSystem antenna. After correct authorisation the race numbers are shown on the display.



Cursor / Selected Race

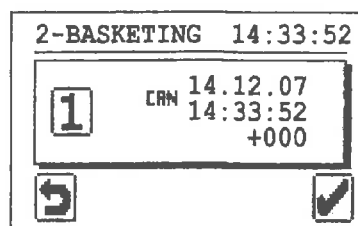
Evaluated Race

The selected race is marked with a full rectangle around a number of the race. A dotted rectangle around a race number means that pigeons are already basketed to this race or the race has been stopped and evaluated but was not yet cleared.



To basket a pigeon to a race select the race with the middle two cursor buttons. Confirm the selection with the green button.

On the display the date and time of the connected BENZING ClubSystem or a radio clock is shown.



Selected Race

Date and Time of the BENZING ClubSystem or radio clock

Time Deviation
This shows the difference of the BENZING Express G2 time to the read club time.

"CRM": Time of the connected BENZING ClubSystem

"GPS": Time synchronised by GPS or radio clock

If there is no race running at the time the time of the BENZING Express G2 is automatically synchronised with the shown club time. Else the time and deviation is only shown for information.



Confirm with the green button.

BENZING Express G2

Club Mode Cont.

Now hold the chip-ring for the pigeon, which shall be basketed, over the BENZING ClubSystem antenna. The pigeon is basketed to the race and the pigeon information is shown.

Country	Club	Year	Pigeon number	Gender
2-BASKETING 14:33:52				
DE	1234	07	1234567	m
17.12 14:34:12				
1	CRN	001		
Selected Race				

Pressing this button for 3 seconds stops the basketing for the selected race and starts the race. No more pigeons can be basketed after that. The basketing list is printed and then the main menu is shown again.

Pressing this button for 3 seconds also stops the basketing for the selected race and starts the race. No more pigeons can be basketed after that. The basketing list is **not** printed but only saved in the BENZING Express G2. The main menu is shown again.

Note: The basketing lists of the races are saved in the BENZING Express G2 and can also be printed in the menu "4. PRINT".

With this button the basketing will be ended but not stopped and the BENZING Express G2 switches back to the basketing screen. It is later possible to select the same race again for basketing more pigeons.

With this button pigeons can be re-registered. This means that registered pigeons in the BENZING Express G2 can be coupled to a new chip-ring. After pressing this button the authorisation card must be held over the BENZING ClubSystem antenna and after that the display shows all pigeons registered in the BENZING Express G2.

RE-REGISTER 14:33:58				
DE	CLB	07	0012334	m
CB223344A AB				
001/010				

Select the pigeon that shall be re-registered with the middle two buttons and confirm with the green button. The BENZING Express G2 now shows the information to hold the pigeon's chip-ring over the BENZING ClubSystem antenna. If the ring is detected the selected pigeon will be coupled to this ring.

3. EVALUATION



After a race is finished the evaluation list can be printed at the club for evaluation and to stop the race.

When selecting the evaluation menu the authorisation card must be held over the BENZING ClubSystem antenna. After that the display shows the races (race numbers) that can be evaluated, just like when basketing pigeons (see also point 2.).

3-EVALUATION 14:41:19				
1	2	3		

Select the race to evaluate with the middle buttons. The selected race is marked with a full rectangle around the race number.

Press the green button to confirm the selection.

Now the time of the connected BENZING ClubSystem or a connected radio clock is shown.

3-EVALUATION 14:41:22				
1	CRN	17.12.07	Date and Time of the BENZING ClubSystem or radio clock	
		14:41:23		
		+001	Time Deviation	

"CRN": Time of the connected BENZING ClubSystem

"001": Time synchronised by GPS or radio clock

Pressing this button for 3 seconds stops the race and sends the evaluation list to the connected printer at the club system.



Pressing this button for 3 seconds also stops the race. The evaluation list will **not** be printed but saved in the BENZING Express G2.



The evaluation lists of the races are saved in the BENZING Express G2 and can be printed in the menu "4. PRINT".

After a race is evaluated and stopped like described the race can be cleared (by the fancier or in the club). Only if a race is cleared the pigeons basketed to this race are free again for basketing to other races.

To send the race results to the PC use the menu "1. PC COMM".

BRICON

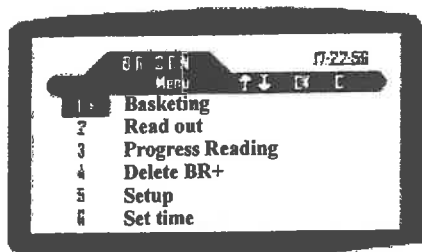
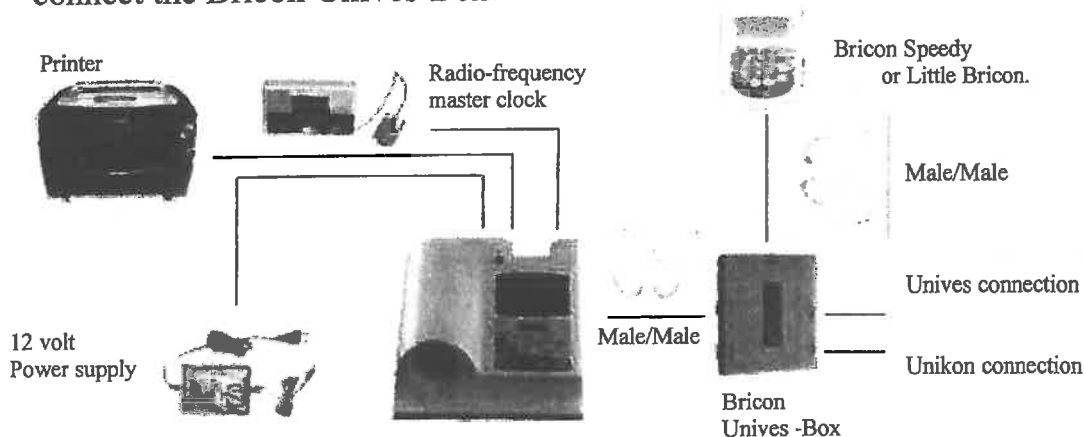
CLUB-MASTER

Quick Guide (version UK-03)

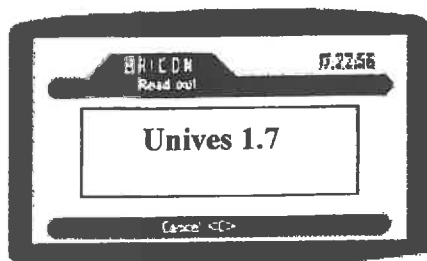
Read out of races

Prepare the Bricon Club-Master system ready for the read out :

1. Connect the radio-frequency master clock and the printer
2. Connect the power into the Bricon Club-Master (and Bricon Unives-box if necessary).
Some brands consume a lot of power when switching them on, therefore we recommend to connect the power to the Unives box if you also have non-Bricon clocks in the club.
3. The main menu appears on the display of the Bricon Club-Master.
4. Press option 6 in the menu 'Set time' and select 1 'Set time'
5. If you basket using any brand of ETS clock other than Bricon, you must also connect the Bricon Unives-Box.



Choose menu option 2 'Read out' and press <OK> to confirm.

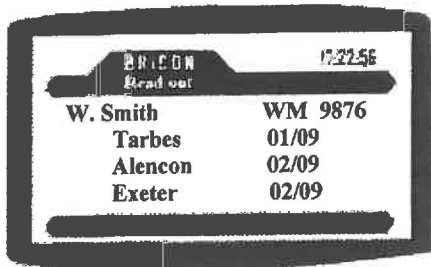


When 'Unives 1.7' appears on the display connect the ETS (clock).

If you connect a BRICON ETS clock, the Unives 1.7 screen will disappear and you can continue with the next step for a Bricon clock.

For all other brands of ETS clock, follow the instructions for that particular brand.

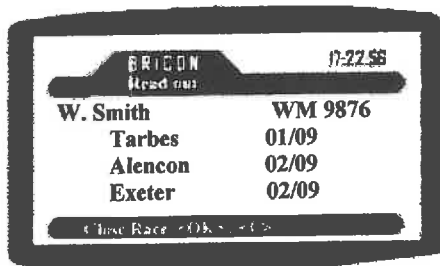
Procedure for read out with a BRICON ETS Clock



Choose the race to be read out using the “? ” and “? ” keys.

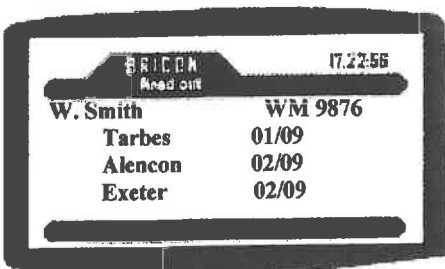
Press <OK> to confirm.

The clocking list will then be printed.



To close the race ... press <OK>
or to keep the race open ... press <C>.

If there is only one race active the
Bricon ETS clock will deactivate
immediately and can be disconnected.



If there is more than one race active, select
the race to be closed with “? ” and “? ”.

To close the selected race press <OK> or
press <C> to keep the race open.

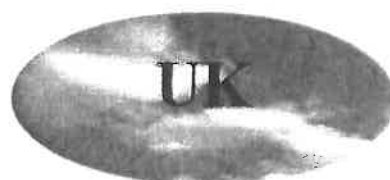
The Bricon ETS clock can then be
disconnected.

Mega System

Complete, easy and reliable

Instructions for the club programme

Version 1.5



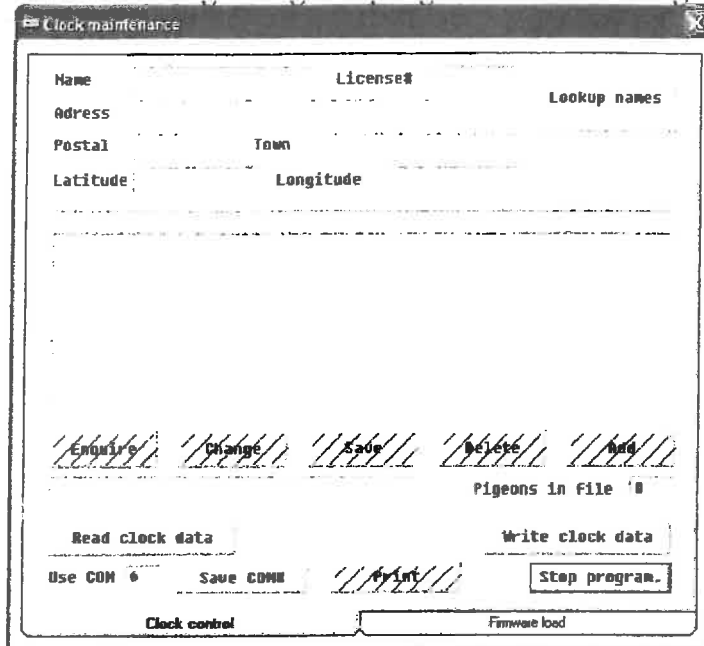
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Chapter 5: Sending data to the clock	Page 14
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Chapter 7: Ending the program	Page 15



Mega Club program

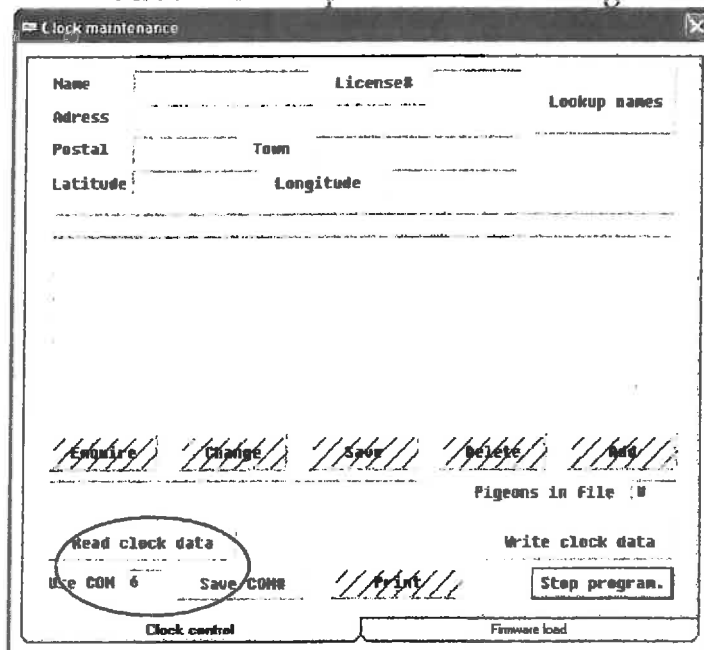
When starting using the program the following menu will appear:



The screenshot shows the 'Clock maintenance' window of the Mega Club program. It features a form with fields for Name, License#, Lookup names, Address, Postal, Town, Latitude, and Longitude. Below the form are five buttons: Enquire, Change, Save, Delete, and Add. A status bar at the bottom indicates 'Pigeons in File: 0'. At the bottom of the window, there are buttons for 'Read clock data', 'Write clock data', 'Use COM 6', 'Save COM#', 'Print', 'Stop program.', 'Clock control', and 'Firmware load'.

Chapter 1: Entering the settings

- The first step will be to set the settings
- Select the Comport which are using. Normally comport is 1 used.



This screenshot is identical to the one above, but the 'Read clock data' button is circled in red, indicating the first step in the settings process.

- After selecting your comport click on the SAVE COM# button to save the settings.

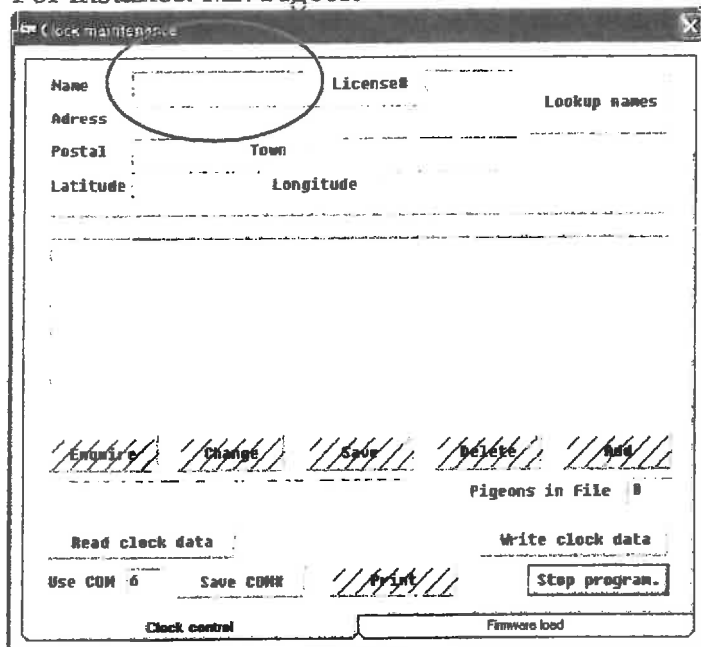


Chapter 2: Entering fancier data

2.1 Entering name

In this block you enter the name of the fancier. The entered name will be displayed on the clock of the fancier.

For instance: Mr. Pigeon



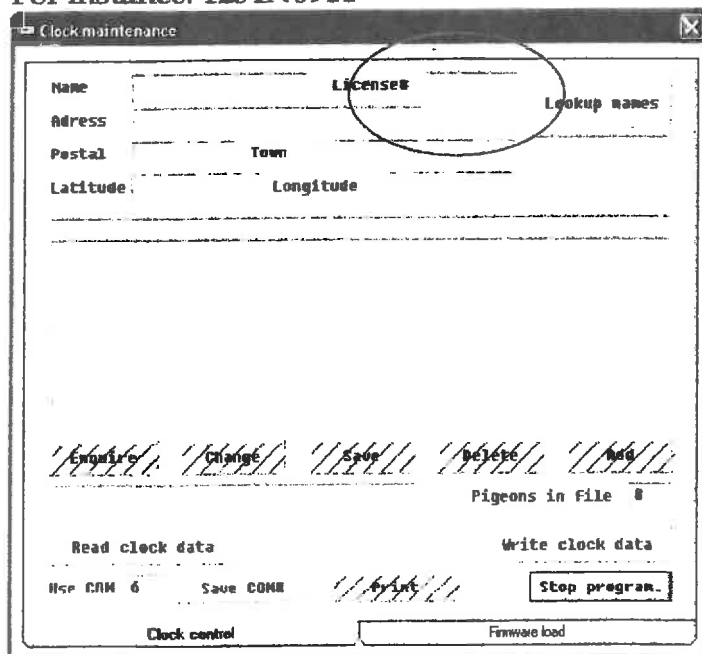
The screenshot shows a 'Clock maintenance' window with several input fields. The 'Name' field is circled. Below the input fields are buttons for 'Enquire', 'Change', 'Save', 'Delete', and 'Add'. At the bottom, there are buttons for 'Read clock data', 'Write clock data', 'Use COM 6', 'Save COM', 'Stop program', 'Clock control', and 'Firmware load'. The 'Pigeons in File' counter shows 0.

2.2 Entering license number

In this block you enter the fancier license number.

The entered license number can consist of numbers and letters. This allows you to enter a license number with a maximum of 9 characters.

For instance: 1234N0911



The screenshot shows the same 'Clock maintenance' window as before, but now the 'License' field is circled. The 'Name' field is empty. The 'Pigeons in File' counter still shows 0. The other buttons and fields remain the same.

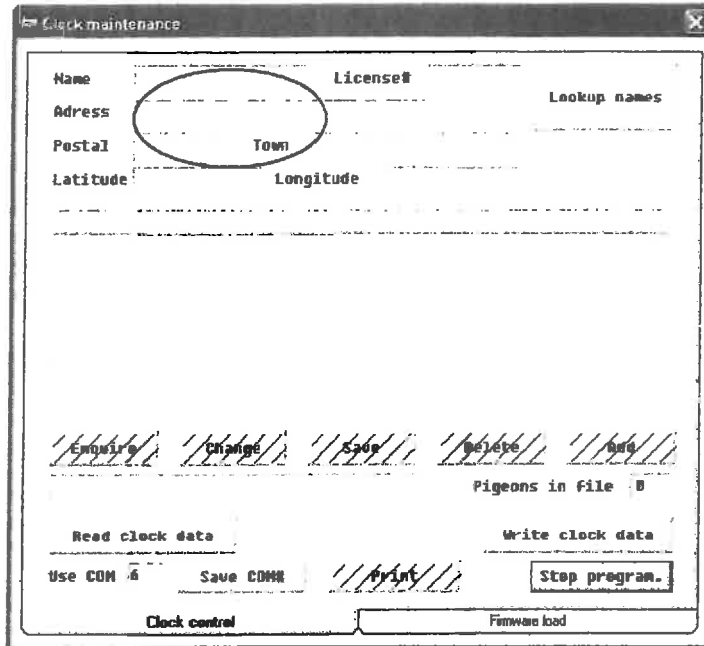


2.3 Entering address information

In this block you enter the postal code.

The entered address can consist of numbers and letters.

For instance: Baker street 5



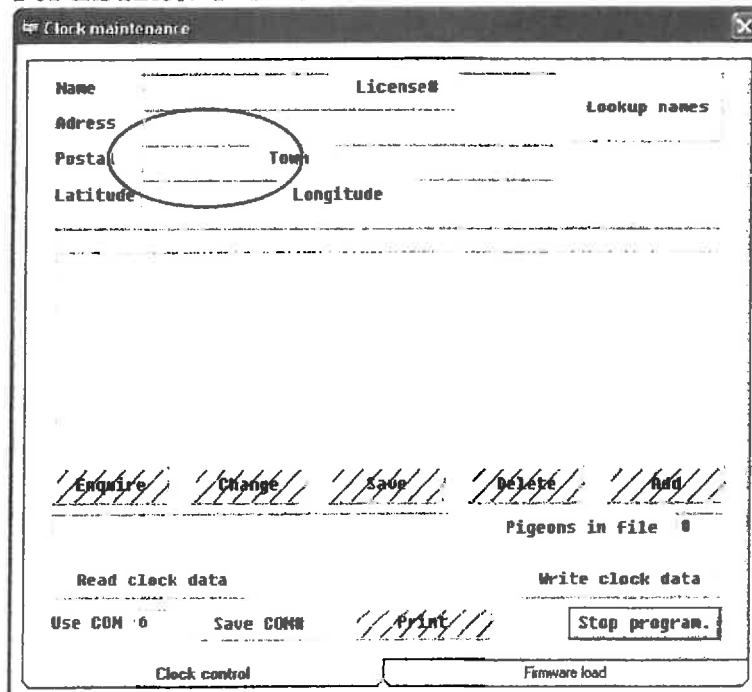
The screenshot shows a window titled 'Clock maintenance'. It contains several input fields: 'Name', 'License#', 'Lookup names', 'Address', 'Postal', 'Town', 'Latitude', and 'Longitude'. The 'Address' field is highlighted with a red circle. Below the input fields, there are several buttons: 'Enquire', 'Change', 'Save', 'Delete', and 'Add'. At the bottom, there are buttons for 'Read clock data', 'Write clock data', 'Use COM', 'Save COM', 'Print', and 'Stop program.'. There are also labels for 'Clock control' and 'Firmware load'.

2.4 Entering Postal code

In this block you enter the address information.

The entered address can consist of numbers and letters.

For instance: GB07 LHT



The screenshot shows the same 'Clock maintenance' window as in the previous image. In this instance, the 'Postal' field is highlighted with a red circle. The layout and other elements of the window are identical to the previous screenshot.

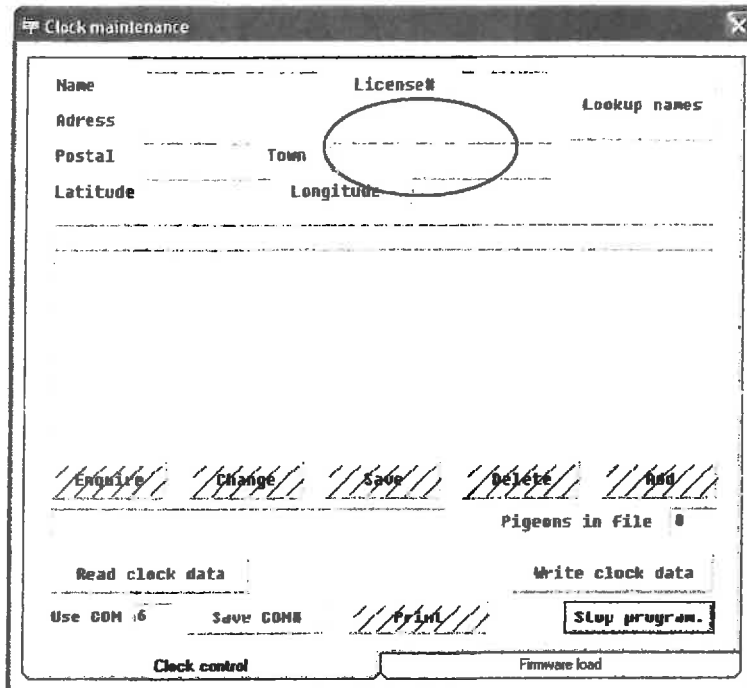


2.5 Entering Town

In this block you enter the town information.

The entered town can consist of letters.

For instance: London

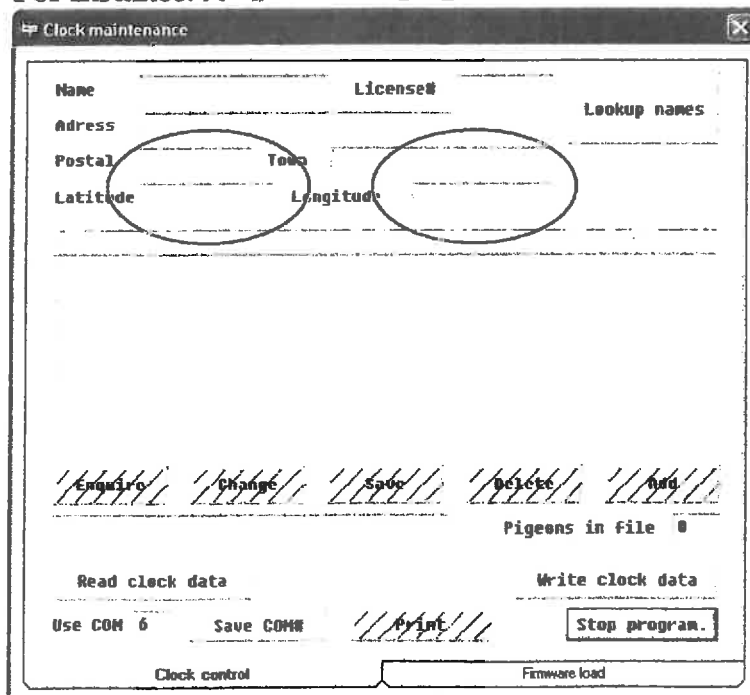


The screenshot shows a software window titled "Clock maintenance". It contains several input fields: "Name", "License#", "Lookup names", "Address", "Postal", "Town", "Latitude", and "Longitude". The "Town" field is circled in red. Below the input fields are five buttons: "Enquire", "Change", "Save", "Delete", and "Add". Below these buttons is a label "Pigeons in file" followed by the number "0". At the bottom, there are two sections: "Clock control" with buttons "Read clock data", "Use COM 6", "Save COM#", "Print", and "Firmware load"; and "Write clock data" with a "Stop program." button.

2.6 Entering Coordinates

In this block you enter the coordinates of the pigeon loft. When you are not using this function then enter number 1 in both fields.

For instance: X 1 Y 1



The screenshot shows the same "Clock maintenance" window. In this view, the "Latitude" and "Longitude" fields are circled in red. The "Town" field is also visible. The rest of the interface, including the buttons and labels, is identical to the previous screenshot.

After you have filled in the fancier data always press on the save button to save the entered data.



Chapter 3: Look up entered fanciers

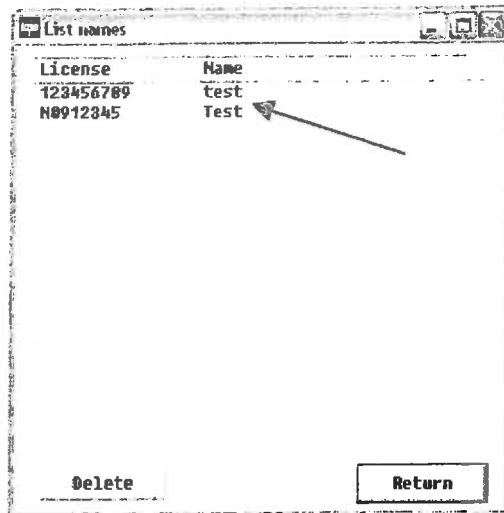
This button allows you to look up all entered fanciers in the program database. If you have entered for instance 2 fanciers, then you will see all fanciers summarized.

Lookup names

- After clicking on the lookup names button you will see the following menu appear

License	Name
123456789	test
N0912345	Test

- If you want to select the data base of a certain fancier then simply select the fancier.



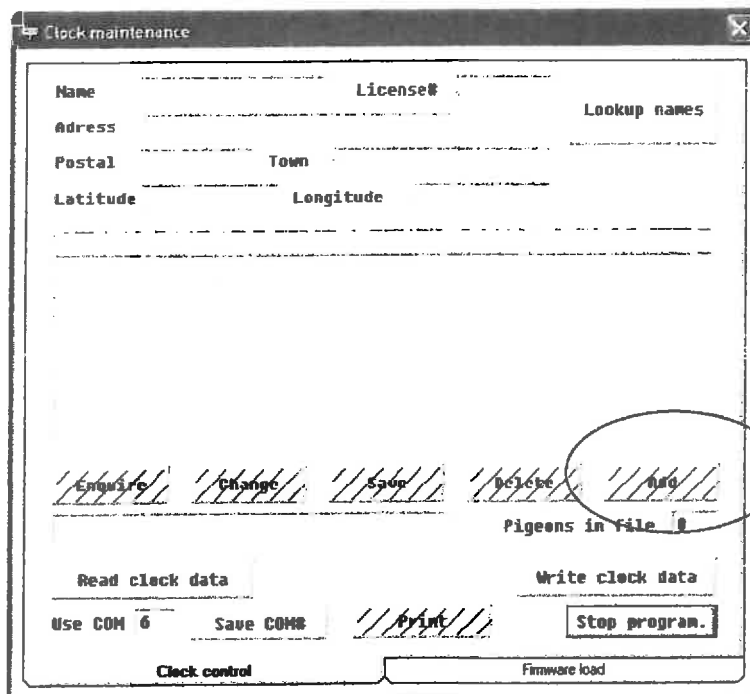
- After selecting the fancier click on return. Now all entered data of this fancier will be displayed.



Chapter 4: Entering pigeons

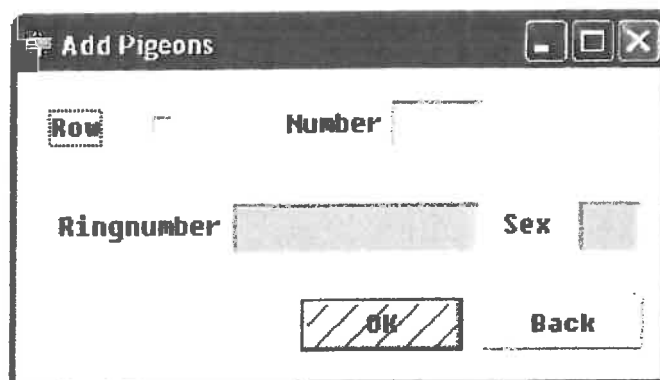
By clicking on the Add button you will have the possibility to add pigeon data such as the ring numbers of your pigeons.

- Step 1 is to click on the Add button



The screenshot shows a window titled "Clock maintenance". It contains several input fields: Name, License#, Lookup names, Address, Postal, Town, Latitude, and Longitude. Below these fields are five buttons: "Enlarge", "Change", "Save", "Delete", and "Add". The "Add" button is circled. Below the buttons is a label "Pigeons in file" followed by a small number "0". At the bottom of the window, there are two sections: "Clock control" with buttons "Read clock data", "Use COM 6", "Save COM8", and "Print"; and "Firmware load" with buttons "Write clock data" and "Stop program."

- After clicking on the Add button you will see the following menu appear

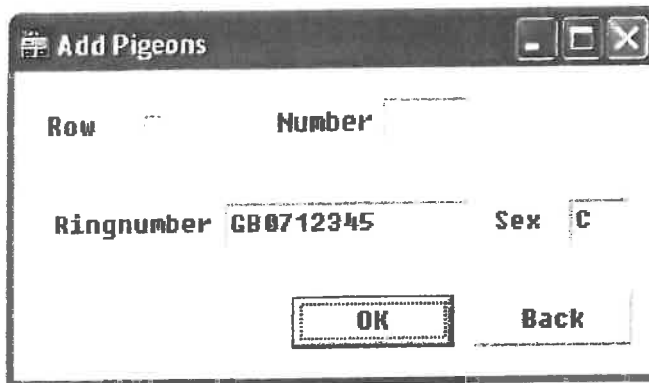


The screenshot shows a dialog box titled "Add Pigeons". It has a "Row" label and a "Number" input field. Below these are "Ringnumber" and "Sex" labels, each followed by an input field. At the bottom, there are two buttons: "OK" and "Back".



4.1 Entering ring number

The ring number is entered as follows:

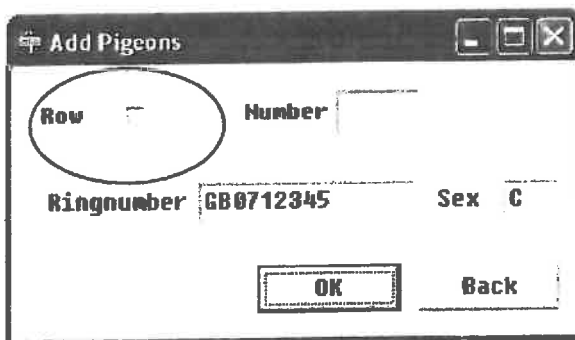


The screenshot shows a window titled "Add Pigeons" with standard Windows window controls. Inside, there are labels "Row" and "Number" at the top. Below them, the "Ringnumber" field contains the text "GB0712345" and the "Sex" field contains the letter "C". At the bottom, there are two buttons: "OK" and "Back".

GB	Country
07	Year
12345	Ring number
	The ring number can consist of letters and numbers
C	sex
	C = male
	H = Female

4.2 Entering row

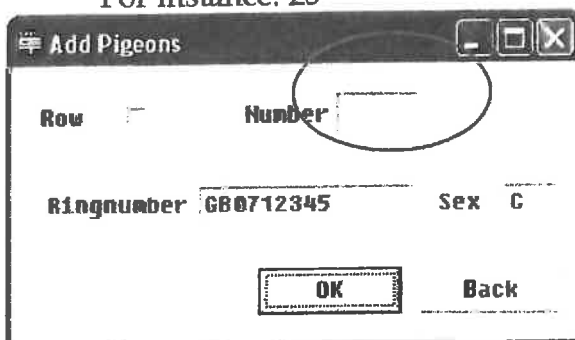
- When you have for instance a couple of young birds which need to be entered and which have following numbers then you can enter a row.
- Mark Row



This screenshot is similar to the previous one, but the "Row" label and its corresponding input field are circled with a hand-drawn oval, indicating where the user should enter the number of young birds.

- Fill in the number of young birds which have following numbers.

For instance: 25



This screenshot shows the "Add Pigeons" dialog box with the "Row" field circled and containing the number "25". The "Ringnumber" field still contains "GB0712345" and the "Sex" field contains "C".



- To confirm press OK
- Now 25 pigeons are entered with up following numbers

Clock maintenance

Name Test License# 12345678 Lookup names

Adress street

Postal 1111aad Town london

Latitude 1 Longitude 2

Ringnumber	E-Ring	C/H
GB0712345		C
GB0712346		C
GB0712347		C
GB0712348		C
GB0712349		C
GB0712350		C
GB0712351		C
GB0712352		C
GB0712353		C
GB0712354		C

Enquire ~~Change~~ Save ~~Delete~~ Add

Pigeons in file 25

Read clock data Write clock data

Use COM 6 Save COM# ~~Print~~ Stop program.

Clock control Firmware load

Important

- To save entered data press Save

Clock maintenance

Name Test License# 12345678 Lookup names

Adress street

Postal 1111aad Town london

Latitude 1 Longitude 2

Ringnumber	E-Ring	C/H
GB0712345		C
GB0712346		C
GB0712347		C
GB0712348		C
GB0712349		C
GB0712350		C
GB0712351		C
GB0712352		C
GB0712353		C
GB0712354		C

Enquire ~~Change~~ **Save** ~~Delete~~ Add

Pigeons in file 25

Read clock data Write clock data

Use COM 6 Save COM# ~~Print~~ Stop program.

Clock control Firmware load



4.3 Changing sex of entered pigeons

- It is always possible to change the sex of a pigeon which is entered
- The first step is to select the pigeon that you want to change
- Then click on Change when you want to change the sex of that entered pigeon

The screenshot shows a window titled "Clock maintenance". It contains several fields for pigeon data: Name (Test), License# (12345678), Address (street), Postal (1111aad), town (London), Latitude (1), and Longitude (2). Below these is a table with columns "Ringnumber", "E-Ring", and "C/H". The table lists 10 pigeons with ring numbers from GB0712345 to GB0712354, all with "C" in the "C/H" column. At the bottom of the window, there are buttons for "Enquire", "Change", "Save", "Delete", and "Add". The "Change" button is circled with a red circle. Other buttons include "Read clock data", "Write clock data", "Use COM 6", "Save COM6", "Print", "Stop program.", "Clock control", and "Firmware load". A status bar at the bottom right indicates "Pigeons in file 25".

The following menu will be displayed:

The screenshot shows a dialog box titled "Edit Pigeon". It has two input fields: "Ringnumber" with the value "GB0712345" and "Sex" with the value "C". Below the fields are two buttons: "OK" and "Back".

- Change the sex by typing C or H
- To confirm the change press OK



4.4 Deleting entered pigeons

- It is always possible to delete entered pigeons
- You can simply delete pigeons by selected the pigeon and the clicking on Delete

Clock maintenance

Name: License#: Lookup names

Address:

Postal: Town:

Latitude: Longitude:

Ringnumber	E-Ring	C/H
GB0712345		C
GB0712346		C
GB0712347		C
GB0712348		C
GB0712349		C
GB0712350		C
GB0712351		C
GB0712352		C
GB0712353		C
GB0712354		C

Enquire Save Add

Pigeons in file:

Read clock data

Use COM: Save COM: Print

Clock control

Chapter 5 Sending data to the clock

Ringnumber	E-Ring	C/H
GB0712345	C	C
GB0712346	C	C
GB0712347	C	C
GB0712348	C	C
GB0712349	C	C
GB0712350	C	C
GB0712351	C	C
GB0712352	C	C
GB0712353	C	C
GB0712354	C	C

- Connect your PC station into the computer by using the PC cable.
- Place the terminal on station or connect your star clock into the connection station. The club unit must be connect to your PC.
- Press on the terminal first start and then the number 1
- Then the Clock is ready to receive and send information
- Press on the **write clock data** button (the information will now be send to the clock)
- The clock will now ask you to enter a pin code. This is the code which is used to clear the clock after the races every weekend. We advise always to use a simple pin code such as 1111 or 1234



Chapter 6 Receiving data from clock

- It is also possible to upload the data from the clock into the club program

Clock maintenance

Name: Test License#: 12345678 Lookup names

Address: street

Postal: 1111aad Town: London

Latitude: 1 Longitude: 2

Ringnumber	E-Ring	C/H
GB0712345		C
GB0712346		C
GB0712347		C
GB0712348		C
GB0712349		C
GB0712350		C
GB0712351		C
GB0712352		C
GB0712353		C
GB0712354		C

Enquire Change Save Delete Add

Pigeons in file: 25

Read clock data Write clock data

Use COM 6 Save COM Print Stop program.

Clock control Firmware load

- Connect your PC station into the computer by using the PC cable.
- Place the terminal on station or connect your star clock into the connection station. The club unit must be connect to your PC.
- Press on the terminal first start and then the number 1
- Then the Clock is ready to receive and send information
- Press on the Read clock data button (the information will now be send from the clock into the your PC)

Chapter 7 Quitting the program

- When you want to stop using the program, just click on the stop program button. **Make sure that you always save your data before closing down the program.**

You can now start using the clock to connect your pigeons
(see your club manual)

Good luck

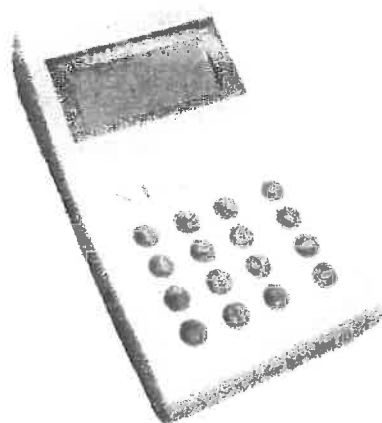




Mega System

A product of Del Electronics B.V.

Short picture manual



Fancier









Short users manual




Step 4 Ring out

1. Hold your clubcard above the club antenna
2. 9
3. 2
4. Enter your race number and confirm # 
5. When second time appears then press # 


Step Delete race

1. 6
2. Select your race and confirm with # 
- When there is more then one race active, then you have the possibility to delete only a certain race.**
3. Enter pincode
4. Confirm # 

Step 5 Printing

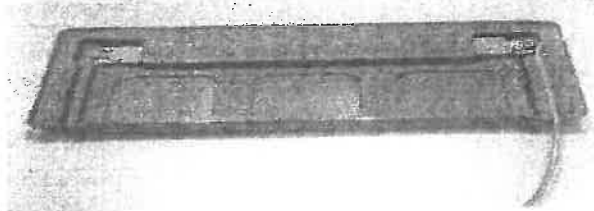
1. 8
2. 3
3. Select your race and confirm with # 

Linking eRing

1. Hold your clubcard above the club antenna
2. Start
3. 3
4. Search for the correct pigeon in your menu by using the arrows.
5. When you found the pigeon then press # 

Connecting antenna at home

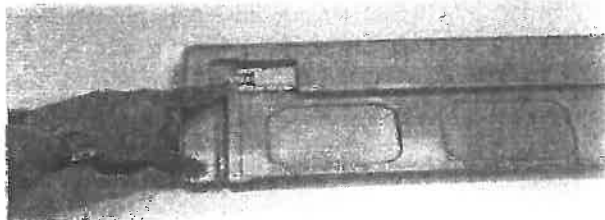
1.



You see 2 sides.

In one side you connect antenna cable
In the other side you will connect next
antenna or endplug.

2.



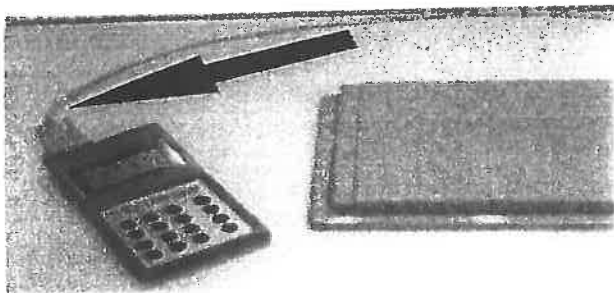
Put in the last antenna the
endplug

3.



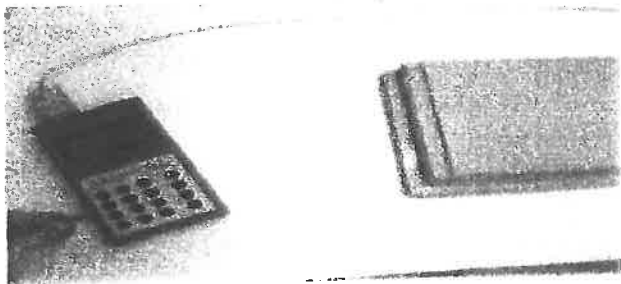
This side at the opening of the loft
(entrance)

4.



First connect antenna

5.

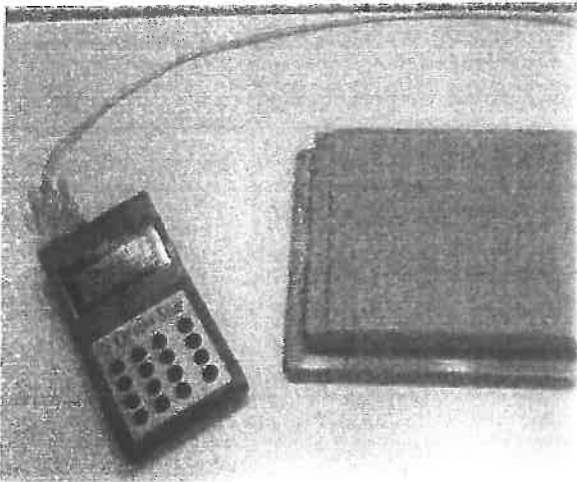


Secondly connect the power



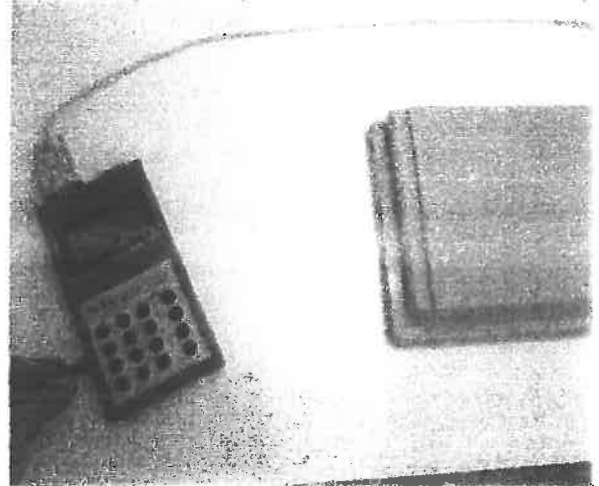
Clocking the pigeons

1.



First connect antenna

2



Secondly connect the power

3



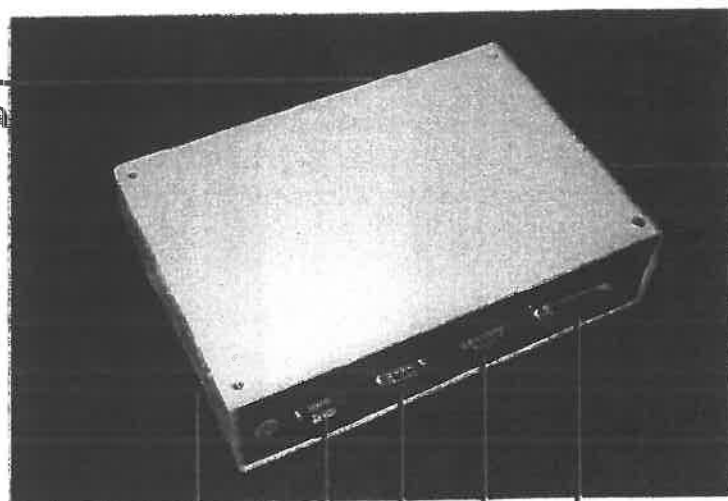
Press **7** or wait for **13 seconds** until the system goes directly into clocking mode

The system is now ready for clocking



How to connect

Power switch



Power supply

Printer

Radio clock / GPS

PC connection cable

Mega system

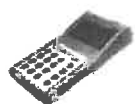
Benzing
Bricon
Tauris
Unikon
Tipex

How to connect:

1. Connect printer
2. Connect radio clock
3. Connect PC connection cable
4. Connect the Mega system by using the UNIVES station
5. Connect power
6. Wait for 5 seconds and then connect mega system into the UNIVES station

Remark

When you hear one beep signal then everything is connected correctly. When you are hearing different beep signals some cable is not connected correctly.



Short users manual



Step 1 Ring in

1. Hold your clubcard above the club antenna
2. START
3. 9
4. When second time appears then press #



Withdrawal of basketted pigeons

1. 6
2. Enter your race number and confirm by pressing #
4. Hold your clubcard above the club antenna
5. Hold the pigeon above the club antenna
5. When all pigeons are removed press START



Step 2 Basketting

1. 7
2. Enter your race number
3. Confirm by pressing #



You can now start basketting the pigeons by keeping the pigeon above the club antenna.

The ring numbers appear on the display

4. After all pigeons are basketted press START

Step 3 Printing

1. 8
2. 2
3. Select your race and confirm with #

Owner agrees

Y = 1 N = 2

4. 1 (yes)

The list shall now be printed
Clock is now ready for clocking!



Quick Start Guide

For Clubs

(UK)

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The TauRIS loop

The TauRIS functional principle and the clear routine behind it are illustrated by the TauRIS loop (Fig. 1). From the electronic entry sheet for the fancier via entering and clocking to the race timer and then via the clocking control back to release for the fancier - an easily understandable circulation of events.

The loop is a one-way street! If the terminal is, for example, set for entry, then the fancier can only attain release by setting, registering and controlling. Pigeons do not have to be entered in order to undertake these steps.

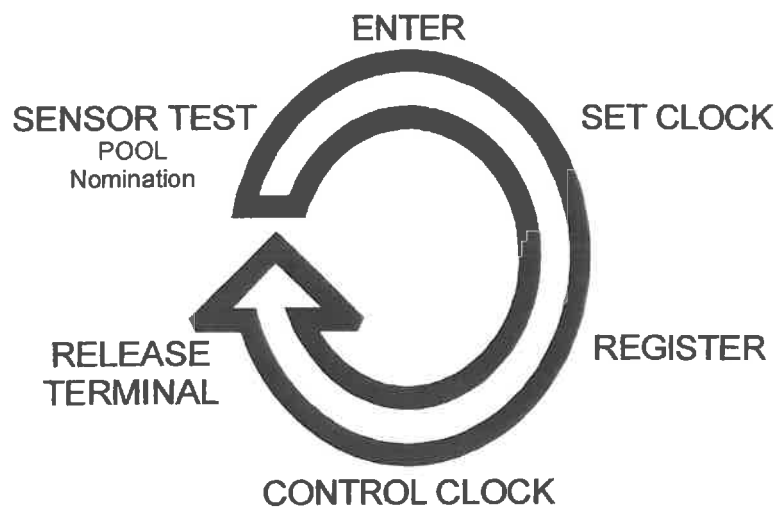


Fig. 1

Installation and assigning

Installation, start and set up

- Put the TauRIS CD into the CDROM drive and start "setup.exe"
- after installation double click on the TauRIS icon
- click on Program\Set
- select the ComPort
- click on Save

Enter club name

- click on Club\Show
- click on Club\Add
- type in the number
- type in the name
- click on Save

Enter fanciers name

- select the club
- click on Fancier\Show
- click on Fancier\Add
- type in the number
- type in the name
- optional type in the address
- optional type in the coordinates
- click on Save

Enter loft stock

- select the fancier
- click on Pigeon\Show
- click on Pigeon\Add

- type in the nation, year, federation and the current number
- optional type in the sex
- optional type in the colour
- click on Add

do the last 4 steps for further pigeons of your loft stock.

- click on Cancel

Enter race points

- click on Race points\Show
- click on Race points\Add
- type in the number and name
- optional type in the location
- optional type in the coordinates
- click on Add

do the last step for further race points.

- click on Cancel

Load loft stock into terminal

- connect the terminal with the adapter cable and the pc cable to the pc
- connect the power supply to the terminal
- press "Start"
- press "3"

- click on Club\Show
- select the club
- click on Fancier\Show
- select the fancier
- click on Communication\Send loft (PC -> Terminal)

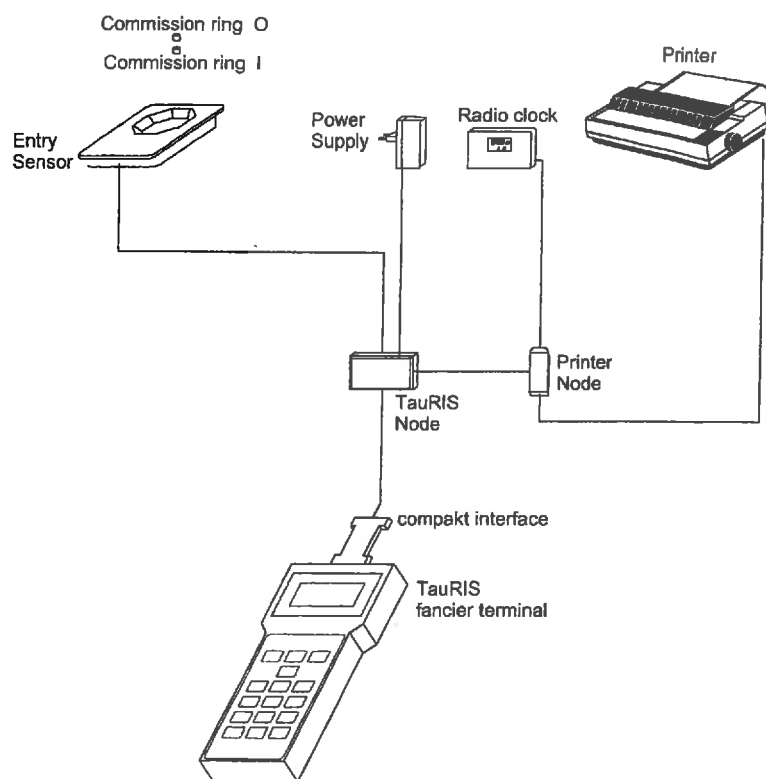


Fig. 2

Assigning pigeons

- connect the terminal via the compact interface to the TauRIS node
- press "7"
- press "7"
- search the pigeons number by pressing the left or right arrow key (using the up or down key steps 5 pigeons back or 10 pigeons forward)
- press "#"
- hold the electronic ring on the entry sensor

repeat the last 3 steps for several pigeons

- press "Start"
- press "8"

Retrieve loft stock from terminal, load race points into terminal

- connect the terminal with the adapter cable and the pc cable to the pc
- connect the power supply to the terminal
- press "Start"
- press "3"
- click on Communication\Get loft (Terminal -> PC)
- type in a new password (i.e. 1111)
- press "#"
- press "3"
- click on Communication\Send race points (PC -> Terminal)

The race

Entering pigeons, set clock and print out the entry list

- connect the terminal via the kompakt interface to the TauRIS node
- press "7"
- press "#"
- press "7" again
- type in the race point number
- press "#"
- hold the pigeon on the entry sensor

do the last step for every pigeon that should be marked for this race.

- press "Start"
- after the main menu is shown on the display press "Start" again
- press "3"
- press "#"
- after the time is shown on the display press "#"
- press "8"
- type in the race point number
- press "#"

Registering pigeons

- connect the terminal to the sensor(s)
- connect the power supply to the terminal
- press "4" or wait 10 seconds

now the terminal works as a clock

Control the clock

Print the result list and release the terminal

- connect the terminal via the kompakt interface to the TauRIS node
- press "3"
- press "#"
- after the time is shown on the display press "#"
- press "8"
- type in the race point number
- press "#"
- after the printout press "6"
- type in the 4 digit password
- press "#"

now the race data are deleted

*Tipes-uk Step by Step
Instructions*





Step1

Setting up laptop/pc for software

1. Switch on laptop/pc
2. Insert Tipes.Com CD 1 into the disk drive
3. Now wait for the programme to load up when it has you will see a screen saying Welcome to Setup of Tipes Com Now Press Next Then Press Accept then press next then press install then press close .
- 4 It will then go back to the original screen you should then be able to see a Little Icon saying Tipes Com on your desktop
- 5 Now eject the cd
- 6 Now insert disk 2 saying update, revision
- 7 Now double click the my computer icon on your desktop
- 8 Now double click on the cd drive
- 9 Now double click on setup.exe
- 10 Now wait for the programme to load up when it has you will see a screen saying Welcome to Setup of Tipes Com Now Press Next Then Press Accept then press next then press install then press close.
- 11 Now press the X button in the top right hand corner
- 12 You will now be back to the original desktop screen
- 13 Now eject the cd from the cd drive
- 14 Keep both cds in a safe place for future use
- 15 You have now installed Tipes Software

Step 2

Enter Liberation points

- 1 Put the mouse pointer on view left clicks highlights Liberation points and then left click.
- 2 Now right click highlight new liberation point now left click now enter details press return after each one when finished press return
- 3 To enter another liberation point follow step 1 to 2 again

Step 3

Enter race data

- 1 lick view highlight race data then left click
- 2 Right click highlight new race and left click
- 3 Highlight race number enter detail
- 4 highlight lib date left click and use the arrow keys to enter date details
- 5 Highlight lib point press left mouse button use the up and down keys to select lib point and press enter
- 6 Enter number of race days
- 7 Highlight club race left click use the up and down keys to select race press enter end enter again
- 8 To enter a new race highlight race plan right click then left click highlight new race and press the enter key
- 9 Now follow steps 3.1 to 3.8 again for a new race

Step 4 Enter fancier

- 1 Now click view then data base
- 2 Now put the mouse pointer on clubs right click now press new club
- 3 now insert details and press return after each one
- 4 Now put the mouse pointer on the club name and press the right mouse button. Now press new fancier. Now enter details and press return after each one.
- 5 When you have entered all the details put the mouse button on loft distances and press the left button use the up and down keys to enter distances for each liberation site when all distances have been done highlight ok and press the left mouse button.
- 6 Now to enter pigeon data put the mouse pointer on the fanciers name and right click highlight new pigeon press enter
- 7 Now enter details after each one press the return key
- 8 On the sex of the bird use the arrow keys to select to select the type of bird then press return
- 9 To enter a different sex bird follow steps 4.1 to 4.8 again

Step 5 Writing fancier data to MC2100

(Text in Blue is to use Tipes MC2100)

- 1 Connect MC2100 to basketing unit
- 2 On MC2100 select pc-com press select
- 3 Highlight fancier by clicking left mouse button
- 4 Now move the mouse pointer to communication on pc/laptop left click go to write fancier data left click
- 5 A second window will appear move pointer to yes and press the left mouse button
- 6 Now another window will appear click return
- 7 Now go to MC2100 press the (c) button the name of the fancier should be on the MC2100

Step 6 Allocating birds

Now you must get both tipes security cards and swipe each one over the basketing unit indent only 2 may be swiped now your basketing unit is ready and security has been accepted. (If you do not swipe the cards over the basketing unit the system will not work).

- 1 On the MC2100 go to allocate and press return
- 2 Now pickup a Tipes ring and swipe across the indent on the basketing unit
- 3 Now use the pc/laptop highlight the name by clicking the left mouse button
- 4 Go to the second window with the mouse pointer and select the bird by pressing the left mouse button
- 5 Now press the **shift** and **INS** keys on the keypad
- 6 Now the allocated ring should show on the bird you have chosen
- 7 Now follow steps 6.2 to 6.6 to allocate the rest of the ring

Step 7 Writing allocated rings to MC2100

- 1 Now go to the MC2100 press the (c) button move the left and right keys on the clock and select pc-com
- 2 Now go to pc/laptop move the pointer to the fanciers name and left click
- 3 Move mouse pointer and go to communications left click
- 4 Go to write allocation table and left click
- 5 Now you should have another window saying allocation table written press return
- 6 Now go back to the MC2100 press (c) move the arrow keys on the MC2100 and select print by pressing return
- 7 Now use the up and down arrow keys on the clock and select print allocation-list by pressing return on the MC2100
- 8 Follow steps 6.7 to 7.5 to allocate the other fanciers
- 9 Now you have allocated all pigeons to the fancier you need to print each fancier's allocation list
- 10 Go to the MC2100 and select the first fancier and press return go to print press return now go to allocation list and press return (**please make sure the printer cable is connected to the MC2100**)

Step 8 Making backup copy

- 1 Move the mouse pointer to file left click
- 2 Go to backup on the dropdown menu and left click
- 3 Another window will appear
- 4 Move the mouse pointer to save on disc and left click then it should have a tick in the box
- 5 Move the mouse pointer to the disk drive and select the drive you will use and press ok
- 6 When finished writing by disc drive label the disc with (backup and the date) and put in safe place for future use

Step 9 Writing liberation points to clock

- 1 On pc/laptop move the mouse pointer to view
- 2 Go to Race Data on the drop down menu and click the left mouse button
- 3 Move the mouse pointer to the first liberation point and then left click
- 4 Hold down ctrl on the key pad move the mouse pointer to the next liberation point and so on till all liberation points are highlighted in blue
- 5 After all liberation points are highlighted in blue release the ctrl key
- 6 Now connect a fancier's MC2100 to the basketing unit select a name of fancier if more than one and press return
- 7 Use the left and right keys on MC2100 to select pc-com and press select
- 8 Now go to pc/laptop making sure that all liberation points are in blue go to communication a drop down menu will appear
- 9 Go down to write liberation point on the drop down menu and press the left mouse button
- 10 Another menu will appear move the mouse pointer and click ok
- 11 Follow steps 9.6 to 9.10 for other fanciers
- 12 The liberation points must be highlighted in blue to be transferred to the MC2100

Step 10 Setting up Pools

1. Go to menu and select options
2. A drop down menu will appear select Nomination Money Settings Left click
3. Another Box will appear saying nomination Money
4. Place the mouse over the first box click left mouse key till all in first box are Highlighted now enter the sum in pence.
5. Copy step 10.4 to set the rest of nominations.
- 6 When Finished place the mouse button over the save button and right click
7. **Now Connect the Fanciers MC2100 to the Basketing Unit**
8. **On the fancier's clock go to pc/com and press enter**
9. Now go to the pc/laptop go to the menu and select Communication
10. A new menu will go to send nomination money and right click.
11. **You only need to do this once to every MC2100.**

Step 11 Basketing the birds for a race

Now you must get both types security cards and swipe each one over the basketing unit indent only 2 may be swiped now your basketing unit is ready and security has been accepted. (If you do not swipe the cards over the basketing unit the system will not work).

1. **After each training session you must delete the last training session to do this on the menu on the clock select delete.**
2. **Use the left and right keys to do this then press return you will then be asked to enter the security code factory setting is 123456 you can change this but not advisable.**
3. **Then press return you will then be asked to transfer to history just press return once when you have done this procedure you can now use the clock for a new training exercise.**

(Basketing does not require the pc/laptop to be connected to the basketing unit but you must make sure the atomic clock is connected to the basketing unit)

- 1 Connect the fanciers MC2100 to the basketing unit
 - 2 Select the fancier on the MC2100 then press return
 - 3 Use the arrow keys on the MC2100 and select basketing then press return on the MC2100
 - 4 It will now say reading time
 - 5 Now select a liberation point from the menu on the MC2100 using the up and down keys on the MC2100 then press return
 - 6 Now if more than one fancier is on the MC2100 you can basket all the birds for that selected race
 - 7 Now select a bird for that race and place the leg over the indent on the basketing unit
 - 8 now the MC2100 will show the liberation point the ring number the bird owner the time and date in the screen of the MC2100
 - 9 After you have selected the birds for that race press the (C) button on the clock
 - 10 If more than one race in that day select the next liberation point press return and basket those birds
 - 11 After all birds have been selected for that fancier or fanciers if they share the same MC2100 press (c)
 - 12 Now use left and right keys on the MC2100 and select print by pressing return
 - 13 Now go to basketing by pressing up and down keys on the MC2100 select by pressing return
 - 14 Now select the printer you are using and press return
 - 15 Once printed press (c) then (C) again
 - 16 Now go to the first Fancier press return on the MC2100 and go to print press return on print now select
- Basketing list and press return (please make sure the printer cable is connected to the MC2100).**

- 17 Now do step 11.16 to all the fanciers on the MC2100
- 18 Now you can disconnect the MC2100
- 19 Follow steps 11.1 to 11.12 for other fanciers

Step 12

Changing liberation time for the race

(Make sure the pc/laptop is connected to the basketball unit)

- 1 Switch on laptop
- 2 Now move the mouse pointer to the Tipes com icon and then double click on the left mouse button
- 3 Now move the mouse icon to the square button in the top left hand corner and left click
- 4 Move the mouse pointer to view and left click now select race data and then left click
- 5 Now move the mouse pointer to a liberation point and right click and then go to race data
- 6 Check the data on the liberation point
- 7 Now move the pointer to the liberation time and left click on the hour change the hour using the up and down keys on the key pad
- 8 Now using the left and right keys on the key pad go to minutes change them if necessary and so on for the minutes
- 9 Now move the mouse pointer to ok and left click
- 10 If other race data needs to be changed if more than one race in one then follow step 12.4 to 12.9

Step 13

Getting race data from fanciers clock

Now you must get both tipes security cards and swipe each one over the basketball unit indent only 2 may be swiped now your basketball unit is ready and security has been accepted. (If you do not swipe the cards over the basketball unit the system will not work).

- 1 Connect the fanciers MC2100 to the basketball unit
- 2 Now select fancier on the MC2100 and press return
- 3 Use the arrow keys on the MC2100 to select knock-off then press enter
- 4 Now select the race point you want to knock off and press enter
- 5 It will now display reading time on the MC2100
- 6 If there is more than one fancier on the same MC2100 then press (c)
- 7 Now select the other fancier you wish to knock off
- 8 Now use the up and down keys to select the fancier followed by return
- 9 Use the left and right keys to select knock-off and press return
- 10 Now select his or her race knock off and press return on the MC2100
- 12 Now you have selected fancier press return
- 13 Use the left and right keys on the MC2100 to select pc-com and then press return on the MC2100
- 14 Now go to pc/laptop
- 15 Now move the mouse pointer to the right window and left click on race point you have just knocked off on the fancier's clock
- 16 Now a drop down window will appear select read data from control units
- 17 Now the pc/laptop will copy the information from the atomic clock to the pc/laptop
- 18 Now a new window will appear
- 19 Now press (C) button on the MC2100 then (C) again
- 20 Select another fancier from that MC2100 if he was entered in that race by using the up and down keys and then press enter
- 21 Use the left and right keys on the M to select pc-com and press enter

- 22 Now go to pc/laptop and press ok on the window
- 23 Now presses (C) on the MC2100 now disconnect the MC2100 from the basketing
- 24 Follow steps 13.1 to 13.23 for other MC2100 for that race
- 25 Press ok on the pc/laptop
- 26 Now press set on the pc/laptop
- 27 Now you will have second menu to choose a liberation site (highlighted in red)
- 28 Now choose liberation point number 1 by moving the mouse pointer to highlight in blue the liberation point you choose
- 29 Once the liberation point is highlighted in blue move the pointer to ok and left click
- 30 To do other liberation points follow steps 13.27 to 13.29
- 31 Once you have completed all liberation points go to the right window and right click on the mouse
- 32 Now press ctrl and c
- 33 Now a new window will appear just follow on screen instructions

Reset the Clock to Factory Settings

- 1 To reset the MC2100 Clock go to the display that's says the fanciers name on the display and then press (0)
- 2 Doing this procedure it will clear the whole clock and you will loose everything.
- 3 Now press 0 on the MC2100 and then it should say Delete Breeder press return
- 4 Now enter the security code Factory setting is 123456 and press return
- 5 Now the MC2100 should say No Breeder
- 6 Now your clock is back to factory settings with no breeder.

Changing a Pigeon Ring

After you have allocated a ring to a new pigeon you need to update the allocation table for that fancier to do that is go to the data base go on to the club plug the fanciers clock onto the basketing unit go to pc-com on MC2100 then go to pc and go to communications then select reconstruct allocation table (you cannot do this during the calculation of the race).

Trouble Shooting

- 1 Can't send allocation Table to MC2100
 - 1.1 Make sure you have deleted the last race to history and the MC2100 clock is clear
 - 1.2 Make sure the pc cable is connected and the power cable is connected to the basketing unit and not the MC2100 clock.
- 2 Pc Wont Calculate the Race

There are several reasons why the race result will not calculate

Check the calculation parameters that the darkness time is correct the factory settings are 23.00 to 05.00

Check the liberation point is correct

Check the liberation time is correct

MC2100 Fanciers Clock

Led Display Screen

Up Key

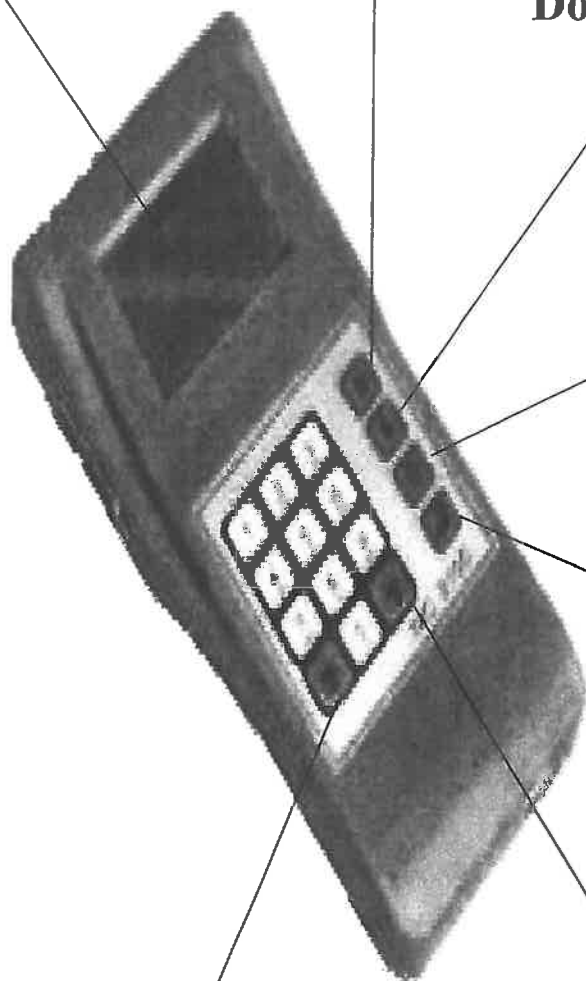
Down Key

Cancel Key

Return Key

Right Key

Left Key



1. After each training session you must delete the last training session to do this on the menu on the clock select delete.
2. Use the left and right keys to do this then press return you will then be asked to enter the security code factory setting is **123456** you can change this but not advisable.
3. Then press return you will then be asked to transfer to history just press return once when you have done this procedure you can now use the clock for a new training exercise.

UNIKON Race Marking and Strike Off.

Equipment Required

- 1) Universal Ring Marker. Contains Radio Clock
- 2) Unikon Race Entry Base
- 3) Power Supply
- 4) Serial Cable
- 5) Printer (Dos Compatible with Parallel Port)

Set Up.

1. Connect the power supply to the Universal Ring marker.
2. An amber light will come on; this is followed with a red light, after this within 20 seconds a green light will show. At this point leave the club system while the radio clock receives its full signal.
3. When the Red and Green light are flashing intermittingly present the security token to the ring marker.
4. Now connect the UNIKON Race Entry Base to the ring marker with the cable provided into the connection marked UNIKON.
5. Connect the printer into the connector marked Printer
6. The Race Entry Base will now show the following message; Unikon Security, Please present authorisation key to ring marker.
7. Present the token to the ring marker. This will be followed by the message, Reading Radio Clock, and the correct time will now be showing in the screen.

Race Marking.

8. Place the pocket clock into the UNIKON Race Entry Base.
9. The Race Entry Base will now show the following message; Unikon Security, Please present authorisation key to ring marker.
10. Present the token to the ring marker.
11. The members name and RPRA Loft number will now be show on the screen of the UNIKON Race Computer, followed by a menu
 - a. MARKING
 - b. ASSIGNMENT
 - c. VIEW ARRIVAL TIMES
12. Select number 1, this will then show the organisations race program, prefixed by the organisations club initials.
13. Select your race with the up and down arrows and press enter (green button).
14. You are now ready to mark your birds. Call out the life ring of the bird and present the ETS ring to the ring marker. The person in charge of the Race Entry Base will confirm the ring number and the bird may then go into the basket.

15. When the last bird of the fancier is marked press 'F' this will now give the option to print the fanciers race sheet, for one copy press the number '1' (you have the option to print up to 5 copies by pressing the relevant number).

Striking a race off.

To strike off a race follow steps 1-7 for setting up the club system.

1. Place the pocket clock into the UNIKON Race Entry Base.

The Race Entry Base will now show the following message; Unikon Security, Please present authorisation key to ring marker

The menu will now show

1 MARKING
2 ASSIGNMET
3 STRIKE OFF RACE
4 RACE PROGRESS
5 VIEW ARRIVALS

2. Choose option '3' to close the race. The races in the clock will now show on the screen of the Race Entry Base.
3. Select the race you wish to strike off with the up and down arrows and pres enter (Green Button)
4. You are now given the print option, again you may select the number for the number 'Race Arrival Reports' required.

To leave a race open e.g. A channel race that is still open after the first strike please select option '4' This will allow the fancier to clock more arrivals and have the race stuck off when the race is closed by the organisation.

Further information can be found in the UNIKON Manual supplied with your club system.

Technical Support 01775 717179

When marking a different manufacturer's clock on the UNIKON Ring Marker.

To mark a clock from a different manufacturer you will require the UNIVES cable for that brand of clock, connect this into the Unikon Ring marker connection marked UNIVES

1. The first part of the paper is devoted to a general discussion of the problem of the existence of a solution of the system of equations (1) for arbitrary values of the parameters α and β .

2. In the second part we shall consider the case of the existence of a solution of the system of equations (1) for arbitrary values of the parameters α and β .

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13. In the thirteenth part we shall consider the case of the existence of a solution of the system of equations (1) for arbitrary values of the parameters α and β .

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