

Multi Kit 13:30 start. Instructions for those who will receive equipment already switched on.

Distances – please review <http://www.forjac.co.uk/df/multitx/Multi-Chains.html> to ensure you know the rules.

Deployment - choose a or b.

a. Visit site and deploy Tx's on Saturday, if you have no time constraints a previous visit may be unnecessary. For a comfortable stroll allow at least 4 hours to search for hiding places and locate Tx's and Triffids. You need not arrive on the Sunday until test transmissions are due (usually 11:00 or 12:00 – your choice).

b. Visit site before the day choosing hiding places and recording them on GPS. This will allow you to put the Tx's and Triffids in place on the Sunday morning in about 3 hours, arrive at site by 09:00 so that you can complete set up before the test transmissions at the later time – 12:00.

Sunday

Test transmissions are **all on 1960 KHz.**

Sequence A B C F G H K L M ? (Ghost), takes 4 minutes, starting at the beginning of each 10 minutes.

If all are heard ask Roy to switch on the blocking Tx – this is more powerful than any other on site and transmits continuously preventing competitors from taking early bearings.

If there is a problem ask Roy to prepare a spare Tx while you check closer to the problem Tx, if it can be heard when closer all is fine, if not advise Roy by phone who will start the spare and arrange to meet you at a convenient location.

12:45 Generate Jokers on laptop with a witness that the laptop has generated these.

(There is a separate help document for the software).

13:00 Give out Jokers (in private), Dibbers and obtain signatures on the printed start sheet.

Make sure all know your phone number and you know theirs (info on the start sheet). A second copy of the start sheet on which you have noted people's jokers can be useful if there are problems at collection time.

13:06 Test transmissions cease, remind Roy to switch off blocking Tx.

13:15 Event briefing

Sample info to give competitors – maps, dangers, no go areas etc. {"Please work with others who finish in the same chain to ensure all three Tx's are collected. The lock code is 196. Leave Triffids running but **switch off Tx's securing lid with rubber band, not plastic side clip.** Carrying – small plastic bag buried under Tx.

Take picture or ask someone else to.

13:30 Tx's begin.

13:35 Release competitors. Help beginner(s) if necessary. Take photos if you have time.

14:30 Move to area where the Ghost is hidden so you have some transmissions to find it with before it falls silent at 15:00. Do not allow anyone to dib it after 15:00.

Leave both Tx and Triffid on.

At the car park deploy Tx with aerial erected. the Tx will come on at 16:01 as car park Tx.

16:00 Receive Tx's, Triffids and Dibbers from competitors, arrange in order for checking all in.

16:20 Read Triffid data into laptop

16:30 Announce results – award Multi-Star to winner.

16:40 Hero points and discards Roy or Steve can help with this.

As organiser you receive 5 HPs, after this you may discard up to 10 from your total if you wish.

Data to Roy via memory stick / laptop. If not possible on day then via web when convenient.

Event data, pictures plus a map of Tx positions to include in report.

See next page for more info.

Equipment

To limit complexity for the organiser, only the equipment which needs to be set up prior to the beginning of the test transmission period. Roy will bring the remaining equipment: Dibbers, PC, blocking, car park, spare Tx and Triffid.

Organiser's check list:

Chain **A**, B, C. Txs and Triffids are paired by rubber bands and small plastic bags. Release number 196 (as in 1960 KHz)

Chain **F**, G, H.

Chain **K**, L, M.

TX "?" (Ghost) **goes off at 3pm**. Comes on again as **car park Tx at 16:01** pm (after machine gun from other Txs).

Shoulder bag - Test transmission schedule, sign in list, pen, trowel, bag containing spare wire, bands, weights and **Dibber 68**, which may be used to check a Triffid is working without recording a score, it also allows a check on how many times the Triffid has been visited.

Organiser provides aerial pole, DF receiver, accurately set watch, map of site with planned locations for Txs.

Roy's check list:

16 Dibbers – cleared.

Triffid P for demo in car park.

2 unbuffered comms leads. Special dibber for reading data from Triffids.

Spare sign in list.

3 tuneable Txs – for use as spares and 1960 block, 1900 car park.

Laptop, organiser may use their own laptop if they wish.

USB stick for data transfer if needed.

Pre-event data (prior to Joker generation) on both PCs and mem stick.

Trophy

Continued on next page.

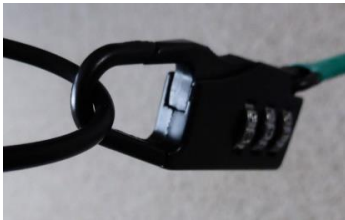


Txs A, F, K & 1 have long aerials (apx 5m), other Txs apx 3m. Aerial wires have pieces of solid core wire attached, bend in a **gentle** hook shape that should straighten when aerial is pulled down (as shown), the long side acts as a counter weight. Note that the tip of the brown aerial is exposed for testing continuity, this will have been checked after the previous event. Txs should be placed on the ground with **all** aerial unwound. If the Tx is buried, have the aerial exiting with as little contact with ground as possible. Using a pole, try to get the first 3 metres close to vertical, the remainder may run horizontally.



Note identification letters, these must match when placed in the field!

Both Triffids and Txs have loops so they may be paired up using the locking cables, plastic bags or rubber bands. The black shoulder bag may be used to carry the three pairs that form an event chain. Some packing foam may also be used to prevent transit damage, the Triffid's mouth is particularly delicate. You may wish to bring extra carrier bags/packing.



Triffids should be secured by the cable to a substantial plant to discourage theft. They may be above or on ground, if on the ground try to choose a position where they are unlikely to be stepped on e.g. protected by a shrub. Lock code 196 (from 1960), **scramble before leaving Triffid on site!**



Dibbers - **Special 68** has a fat marker/identity tube fitted (bottom one in picture, may be all white). This can be used to check that a Triffid is working or how many dibs have occurred. Before the event this should be zero. It will not create a log entry, has no effect on event data.



Lanyards – useful BUT, with their safety release, can catch on undergrowth and be ripped off without you noticing (dibbers lost this way).

Securing around wrist with little slack is safer than around the neck – a competitor option.