

## JP BARON DATEC SYSTEM PROBLEM TABLE COMPAK SPORTING

The table is to be used as a guide to resolving issues experienced by the Referee when operating the DATEC Line System equipment for FITASC Compak Sporting.

<b>Equipment</b>	<b>Problem</b>	<b>Referee or Assistants Action</b>
Visual Display Unit	The VDU goes blank	Switch the VDU off, wait 10 seconds switch the VDU back on the VDU should return to the results.
Main Control Unit	The Main Control Unit screen is blank	Put down back button of datec controller "wake up".
Hand Release Unit	The Hand Release screen is blank	Press once the <b>M/A</b> switch the unit will "wake up".
Hand Release Unit	The release unit does not display the correct Compak channel (Range)	Press the +(9) or -(0) to increase the number or decrease the number to indicate the correct range
Main Release Unit	The microphones' are too sensitive or not sensitive enough to release the target(s)	Press the volume +/- to increase or decrease the sensitivity. (You see % on screen, down right) 100 = maximum sensitivity.
Referee Hand Controller	The microphone lights are not working	On the referee hand controller select the Pause/On switch to ON.
Main Control Unit	The next in line competitor is not there (No Show)	On the Main Controller press "Menu" one time, display will show either next shooter or Advance, press "Validate" the system will move to the next competitor on the time sheet. Note: <b><i>this must only be done when the system is ready for position one as displayed on the VDU by a flashing symbol at position one (1) score line.</i></b>
Referee Hand Controller	The target is considered a 'No Target' with <b>NO</b> shot fired	Do <b><u>NOT</u></b> press the " <b>NO Target</b> " on the hand controller. The system will <b><u>automatically</u></b> reset.

Main Control Unit	The referee accidentally pressed Zero when the target was killed	On the main control unit press (1) No Bird, (2) Advance.
Main Control Unit	The referee accidentally pressed Zero twice (2) when it should have been once	On the Main Controller press: (1) No Bird, (2) Advance (3) Zero.
Main Control Unit	When the last shooter moves from position 1 to position 2 (then 3, 4 and 5)	On the Main Controller press menu 4 times this will scroll on the display to “ <b>end sequence</b> ” or words to that effect then press “ <b>Validate</b> ” this will move the system on to position 2. <i>Note: <b>this must be done at every position as the last competitor moves to their next position</b></i>
Main Control Unit	The referee accidentally press <b>NO Bird</b>	On the Main Controller press: (1) Advance
Main Control Unit	The competitor fails to fire at a <b>single</b> target	On the Main Controller press: (1) Advance, (2) Zero.
Main Control Unit	The competitor fails to fire at the second target of a double ( <b>first shot killed</b> )	On the Main Controller press: (1) Advance, (2) Zero.
Main Control Unit	The competitor fails to fire at the second target of a double ( <b>first shot missed</b> )	On the Main Controller press: (1) Advance, (2) Zero, (3) Zero.
Main Control Unit	The computer advances past the next position to shoot i.e. moves from 2 to 4 (miss shooter 3)	On the Main Control Unit press (1) “No Bird” then correct button of shooter 3 to enable light and (2) Advance to enter on post 3.

Notes:

1. The Zero button on the Referees small hand controller should be given a positive push then release when scoring zero. You must put a 2<sup>nd</sup> zero only when you listen the first zero.
2. Do NOT press the no bird button if a shot has not been fired the system will automatically No Bird and reset back to that position.
3. When showing targets switch the Pause switch to Off to disable the microphone(s)