

BRICON Club system

Belgian Racing pigeons Information and registration system

Manual for basketing with BRICON in the club

CL-GST/GST-ENG/08



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The BRICON CLUB SYSTEM.

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The BRICON CLUB SYSTEM.

Elektronic clocking in the club

1. Introduction

1.1. Electronic clocking systems, the basic principles.

The basic principle of an electronic clocking device is the identification of a pigeon from a distance or identification without direct contact. RFID (Radio Frequency Identification) is one of the techniques used for this purpose. This technology has become very popular since the eighties and is already being frequently used. Electronic clocking systems for pigeons use RFID.

1.2. What is RFID?

RFID systems consist of three elements: an antenna, a decoder and a transponder. The antenna emits radio signals which activate the transponder. The data can be read in the transponder and can be written on. The antenna is the link between the transponder and the decoder. The contact between the antenna and the transponder is wireless and consists of radio waves. The transponder holds the identification data, the decoder interprets these data and controls the antenna.

A transponder consists of the following components:

- a spool used as an antenna,
- a chip (IC) which has a radio transmitter / receiver and a computer with a memory.

A transponder can only function if it is supplied by power. Depending on the power source we talk about:

- an active transponder or
- a passive transponder

An active ID-transponder not only has an antenna spool and a chip, but also a battery supplying everything with power. This built-in power source increases the performances of the transponder, enabling it to be read and/or be written on on larger distances.

Passive ID-transponders have no internal power source, they get their power from the antenna. The advantage of these transponders is in their smaller sizes, their smaller production costs and their almost infinite life span. Since there is no power source their emitted signal is so weak they can only be read on limited distances.

1.3. What are the advantages of RFID?

The most important advantages of an RFID system can be reduced to the possibility to identify automatically without using pen and paper. It can be used in almost all circumstances.

- RFID is the obvious means in dusty, dirty, greasy, wet and even very aggressive places.
- RFID-transponders and readers have no moving parts, so the systems are very easy to maintain and have a very large life span.
- RFID can identify without physical contact.
- RFID is very swift, the connection can be made in a few hundredths of seconds.
- RFID still operates under very extreme circumstances.

1.4. RFID and electronic clocking.

An electronic clocking system actually is an RFID system composed of four elements:

- a transponder or chip ring,
- a part in the club (universal basketing antenna, UBA or CLUBMASTER),
- a part at the fancier's loft (loft antenna),
- and a part in which the data are stored.

The part in which the data are stored are called in this document "terminal" or electronic clock (EC) for uniformity's sake.

The CLUBMASTER always remains in the club, the loft antenna is in the fancier's loft. The EC is the mobile part which has to be in the club when basketing or on the loft when clocking.

By creating a standard we want to obtain a compatible connection between the devices in the club and the terminal. The connection between the terminal and the loft antenna does not have to be compatible since the fancier normally only uses the products of one manufacturer at home. The Belgian standard cannot be compared to the standards of other countries. Belgium is the only country in the world with such a diversity of races. In some other countries a pigeon fancier is tied to one single club and cannot basket anywhere else.

The fancier's individual freedom, regarding the choice of his electronic system, is quite limited. He can only choose the system his club uses, or he can opt for not clocking electronically. The persons responsible for the club decide what system should be used. In Belgium however, every fancier can basket in several (four, five or more) different clubs and enter several flights. Each fancier can choose from a large number of flights, that is probably the reason why the Belgian pigeon is so much wanted. Belgium has the largest number of races and the hardest selection.

To protect this unique Belgian type of racing, electronic clocking should be adapted to this, and not the other way around.

Outside Belgium, several clocking systems are for sale. In principle, these systems are mutually not compatible.

Since fanciers in Belgium can basket in several clubs and for different flights, these systems need to be highly compatible.

If not, we can risk several things:

- the fancier needs to buy as much clocking systems as there are different systems in the clubs he plays in ...

or

- every club needs to buy as much clocking systems as there are different systems from their fanciers. It could happen that a club needs four basketing tables per flight with a different system each, because there are 4 different clocking systems in their group of fanciers.

None of these situations would be acceptable, neither for the club nor for the fancier.

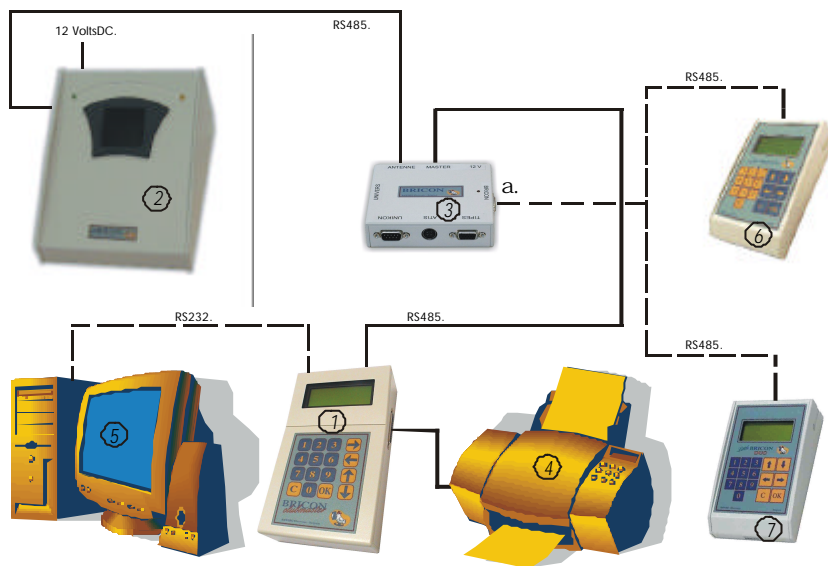
That is why the K.B.D.B. (Belgian pigeon federation) has set a standard with which all electronic systems should comply before they can be homologated for the Belgian market.

This standard guarantees a complete compatibility between the several clocking systems and has the specific and detailed description of among other things:

- the safety regulations,
- the data structure,
- the transponder (chip ring),
- the nature of the hardware connections,
- the size of the data transmission in the club,
- de anti-fraud guarantee,
- the homologation.

With the CLUBMASTER you can basket without having to manipulate the EC of the fancier, each fancier is treated equally. The staff of the club only needs to know how their BRICON CLUBMASTER functions in order to be able to help each fancier with a homologated device.

2. Parts and installation of the BRICON CLUBSYSTEM.



1. BRICON CLUBMASTER
2. BRICON BASKETING ANTENNA
3. BRICON UNIVES - BOX
4. PRINTER
5. P.C.
6. BRICON EC 100/500/1000
(ELECTRONIC CLOCK)
7. BRICON DUO

Connection electronic clock
a. BRICON EC 100/500/1000

2.1. The Bricon basketing antenna:

The antenna is used to read and write on the electronic (chip) rings. The antenna can simply get new software each time the KBDB homologates a new ring. The cable port of the antenna is connected to the entry "Antenna" on the "Unives box". **Important:** half an hour before basketing or reading the mother clock has to be synchronised by pricking (with a toothpick or a needle) in the appropriate hole at the back.

2.2. The printer:

A printer is necessary to print basketing and clocking lists. Each DOS compatible printer can be used, Windows printers are not fit and have trouble printing. You connect the basketing antenna to the printer with a printer cable. Normally the printer cable is a standard accessory of the printer.

2.3. The PC:

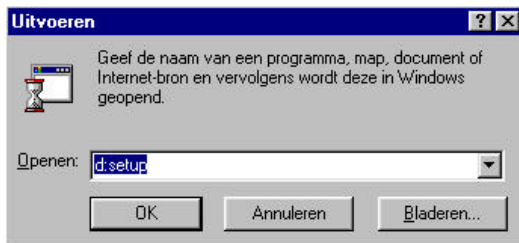
Each PC functioning under DOS or Windows 95 / 98 can be used. The PC is connected to the CLUB SYSTEM by a serial RS-232 null modem cable. You can recognise the null modem cable by the female 9-pin plugs on both sides. A serial port of your PC connects you to the serial connection on the Bricon basketing antenna.

3. Installing the PC software.

3.1. Installation

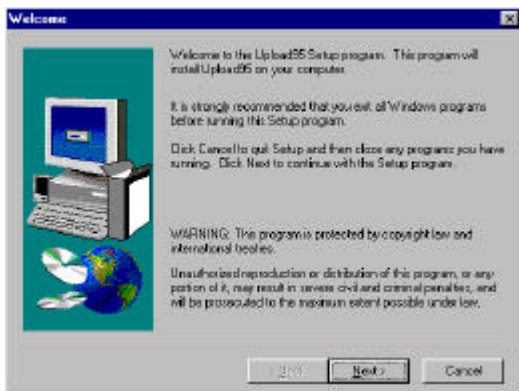


Put the CD-rom in the CD-rom reader. Click "**Start**" at the bottom left of the Windows start-up screen. Click "**Execute**".

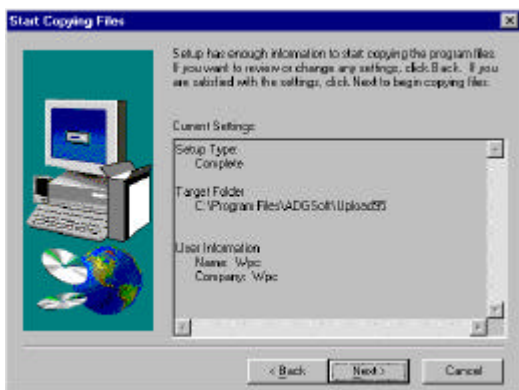


“Type "d (or the letter indicated by your CD-rom player): set up in the window "**Execute**" and click "**OK**".

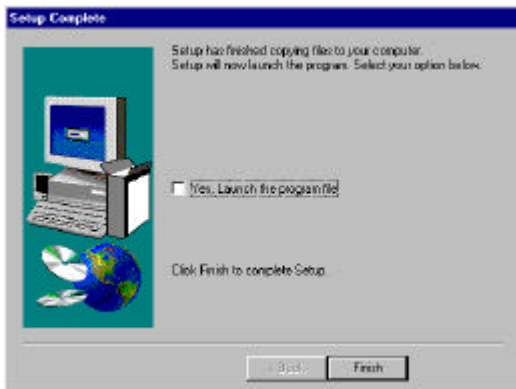
The computer will now start installing the software. After a while this window appears.



Click the "**Next**" button, this window appears:



Click the "**Next**" button, this window appears:

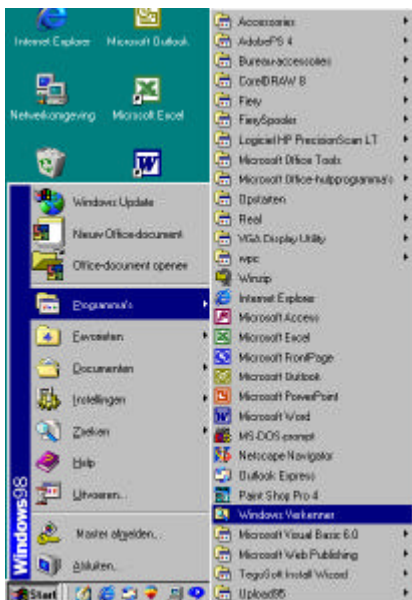


Click the **“Finish”** button.

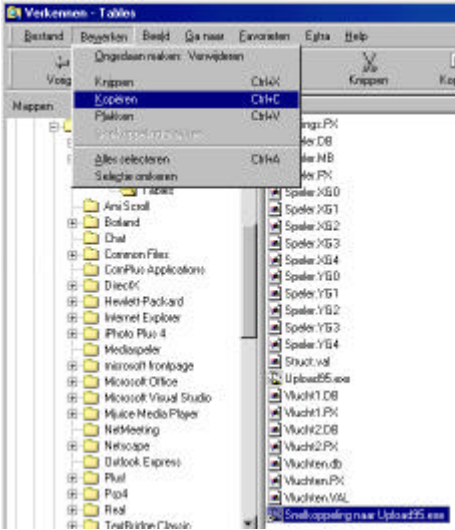
The program has been installed.

3.2. Make a short cut to the desktop.

Then we make a short cut to the desktop. Start **Windows Explorer**. Click the **“Start”** button (at the down left of the Windows start-up screen). Then click **“Programs”** and **“Windows Explorer”** (see example).



We now started **Windows Explorer**.



Now click "**Program Files**", "**ADGSoft**", "**Upload95**" and "**Tables**" in the left side of the window.

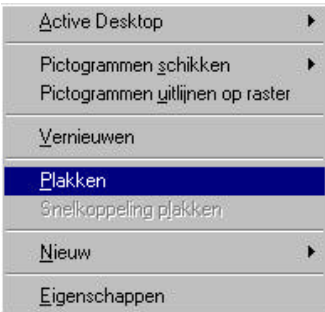
Click "**Upload95.exe**" in the right field.

Click with your right mouse button and click "**Make a short cut**".

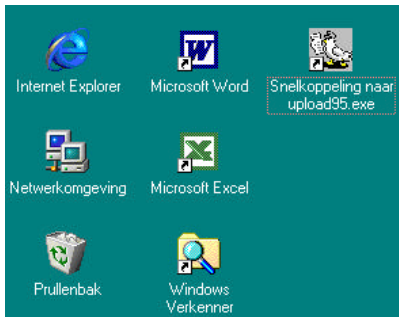
Click "**Short cut to Upload95.exe**".

Click "**Edit**" and "**Copy**" in the upper toolbar of **Windows Explorer** (see the following picture).

Close **Windows Explorer** (by clicking the cross at the top right) and click the right mouse button on the desktop. The following window appears.



Click "**Paste**". The start-up icon now appears on the desktop (see example).



By double-clicking the icon with the pigeon ("**Short cut to upload95.exe**"), the program is started.

3.3. Preparing the CLUBMASTER

When you start the program the first time (by double-clicking "**Short cut to upload95.exe**") you see the window "**Software set up**".



The password is already filled out. Click "**OK**".



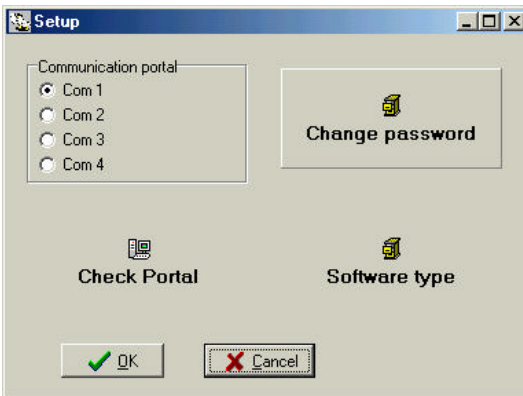
Click "**Gulf States**" and click "**OK**". You see the window with the settings.



For security reasons it's best to change the password. Click "**Setup**".



Click **"Setup"**

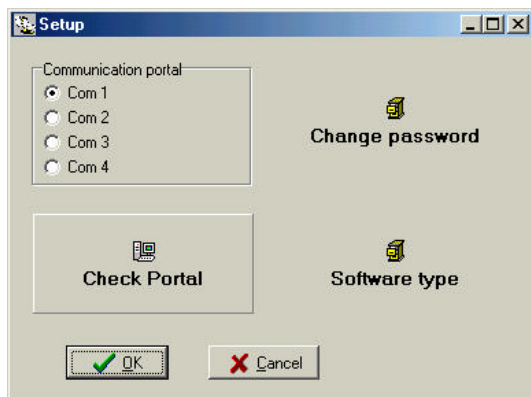


Click **"Change password"**



For old password you enter **"BAWIBO"**. Enter the new password and confirm it. Press **"OK"**. From now on you have to use this new password every time you use the software program.

Another icon in the set-up menu is **Test port**. You can use it to test the communication between the CLUBMASTER and the computer. Connect the computer with the cable to the CLUBMASTER (see **2. Parts and installation of a Bricon CLUBMASTER**). Put the power cable into the socket.



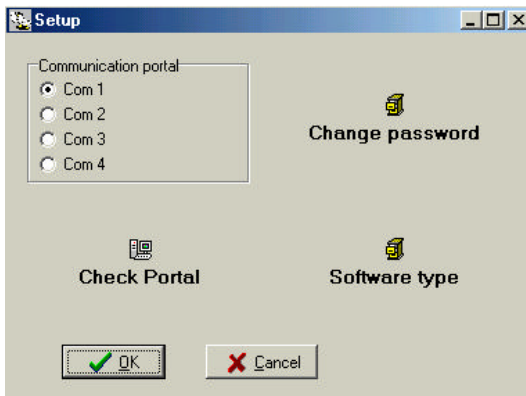
The clubmaster is activated.

MASTER's DISPLAY

Enter hour :	The CLUBMASTER will ask for the time settings First you need to give the hour settings.
Enter min. :	Give the minutes settings.
Change date ? <C> NO <OK>YES	Press <OK>
Day:	Give the date settings, value between 1 and 31.
Month:	Give the month settings, value between 1 and 12.

Year:	Give the year settings, value between 00 and 99.
Date: 12/12/01 Time: 15:03:56 Press <OK> to synchronise	Press <OK> and the time starts running.
Basketing Read out Pre-Read out >Other functions	By using the "↓" key you select OTHER FUNCTIONS and you press <OK>. You now get a submenu:
>PCComm. without EC PCComm. with EC Set / Read Time Other functions	Select: PC-comm. without EC and press <OK>.
PC-communication Status: wait Abort with <C>	This appears on the CLUBMASTER display.

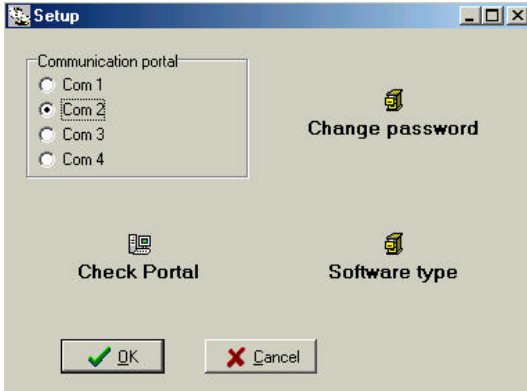
Now you can check on the PC if contact with the CLUBMASTER is possible.



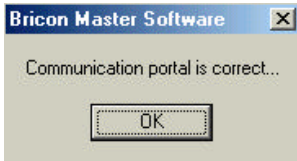
Click e.g. the box before Com 1. Make sure it has a black dot. Click **"Test port"**.



If you cannot achieve a communication, you get the following window: Click <OK>.



Choose another com-port (Com 2, Com 3 or Com 4; make sure it has a black dot). Click **"Test port"** once again.



Repeat this procedure until you see the following window: There now is a communication between the PC and the CLUBMASTER. Click **"OK"**.



You get a following window. By clicking **"Info/Version"** you see information about the program, by clicking **"Close window"**, you close the window.

3.4. The main menu of Upload95.



You have 6 possibilities.

- Club data
- Races/Badges
- Several clubs
- Fancier data
- Other
- Leave program

3.4.1. Club data.



In the submenu **Club Data** you enter the data of the club which keeps the file of the pigeon lists. Click the button.



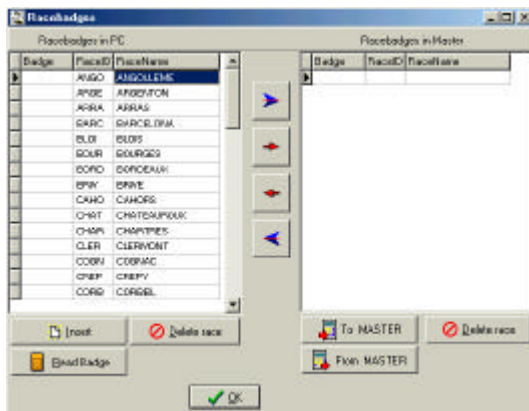
In the following window you have to enter the right information per field.

Do not forget to enter the identification number of the club (clubID). This ID number is the certified membership number of the club at the federation. Under the ID number you see **Pincode**. Each CLUBMASTER has a secret pincode which makes it unique. A fancier who baskets on this CLUBMASTER will have to read on this CLUBMASTER as well. If not, the pigeons will be blocked in the fancier's clock and he will not be able to basket this group of pigeons anymore. If the information is complete, you can write it to the MASTER. Make sure there is a PC connection (see **7.1. PC comm. without EC**). Click the button **"To Master"**, and the information will be written to the CLUBMASTER. It is possible to do it the other way round as well. If you want to add an unknown CLUBMASTER to your archive, you click **"From Master"** and the PC will retrieve all information from the CLUBMASTER.

3.4.2. Races/Badges.

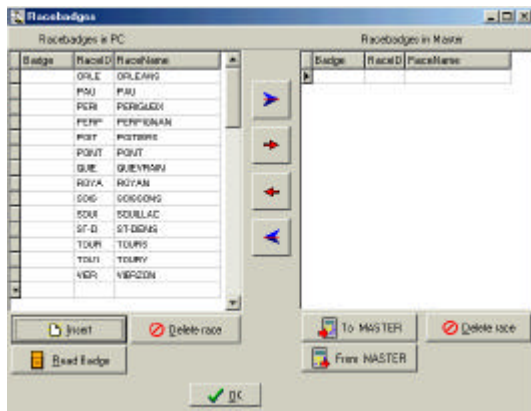


In the submenu **Races/Badges** a flight calendar can be made according to the needs of the club. Click the button.

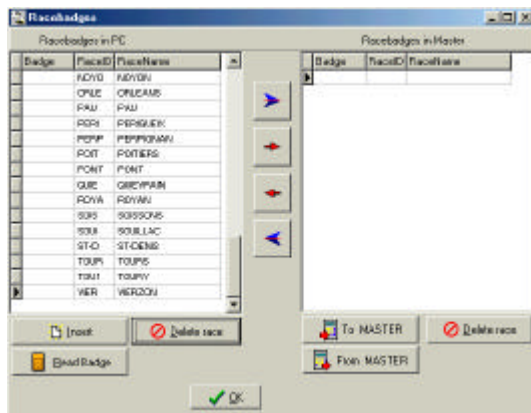


The following window consists of 2 bigger fields (left and right). In the left field you can choose from a whole series of race badges. The left field shows the races from the PC program. The right field shows the races from the CLUBMASTER. You can read them by clicking the button **"From Master"**. Make sure there is a PC connection (see **7.1. PC comm. without EC**).

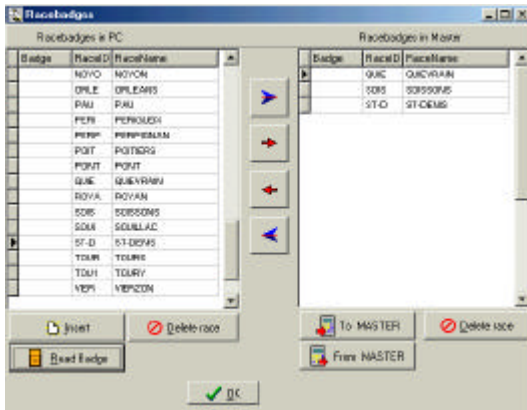
You can see blue arrows (left / right) and red arrows (left / right) between the two bigger fields. If you click the blue arrow to the left, **all** races in the right field are transferred to the left field. If you click the red arrow to the left, only the selected race is transferred from the right field to the left field. If you click the blue arrow to the right, **all** flights in the left field are transferred to the right field. If you click the red arrow to the right, only the selected race is transferred from the left field to the right field. If the race is not in the list you can add a new release place.



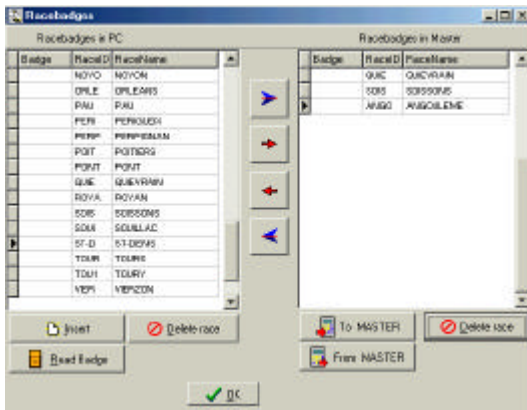
Click **"Insert"**, position your cursor in the last field of the new row and enter the release place. Click **"Insert"** once again. The program now gives a race ID to the race you just entered.



You can also delete a **race you added yourself**. You can do this from the left and the right field. Position your cursor on the row which needs to be deleted and click the button **"Delete race"**. Use the left button **"Delete race"** to delete a race from the left field, use the right button **"Delete race"** to delete a race from the right field. The race has now been removed from the program. **Race badges which are already in the PC program cannot be deleted!**



You can **assign a badge** to a race as well. You can do this by clicking the button "**Read badge**". The program then asks to hold a ring or a badge above the antenna. The race now receives an electronic number. That way you only need to hold the badge above the antenna while basketing or reading.



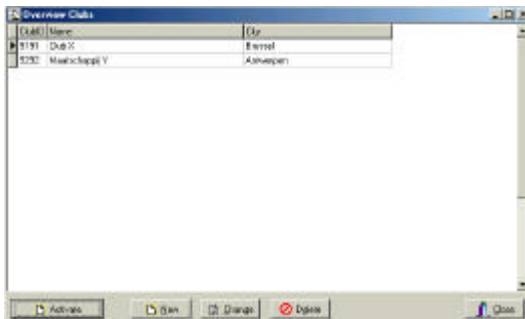
When the badge is read for a certain race, you press <C> on the CLUBMASTER and you can continue working in the program. If you transferred all the races you want to the right, you write them to the CLUBMASTER by clicking "**To Master**". If there are race badges in the CLUBMASTER which also have to be taken into the PC program, you have to click "**From Master**".

Transferring race or club data only takes a few seconds.

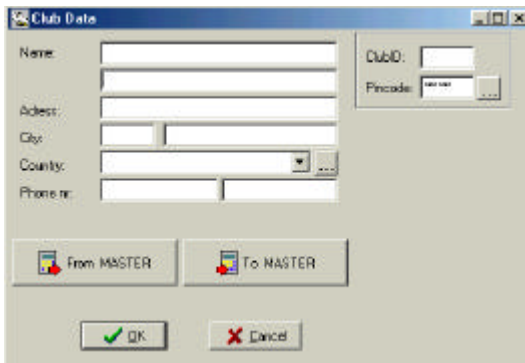
3.4.3. Several clubs.



The submenu **Several clubs** is meant for people who take charge of several clubs. The different clubs are stored in this menu.

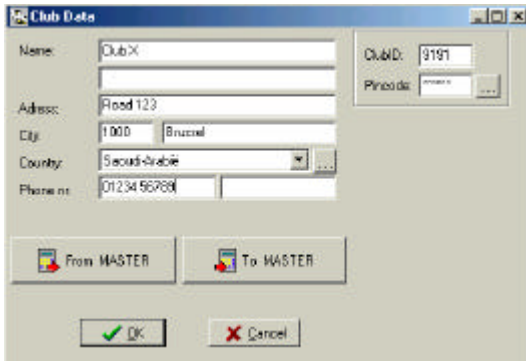


Each time the responsible person for a club makes a pigeon list, he sets this club as a standard by clicking the button "**Activate**". Each club, each CLUBMASTER and each antenna has its own identity, making it necessary to set a certain club (the CLUBMASTER) as a standard.

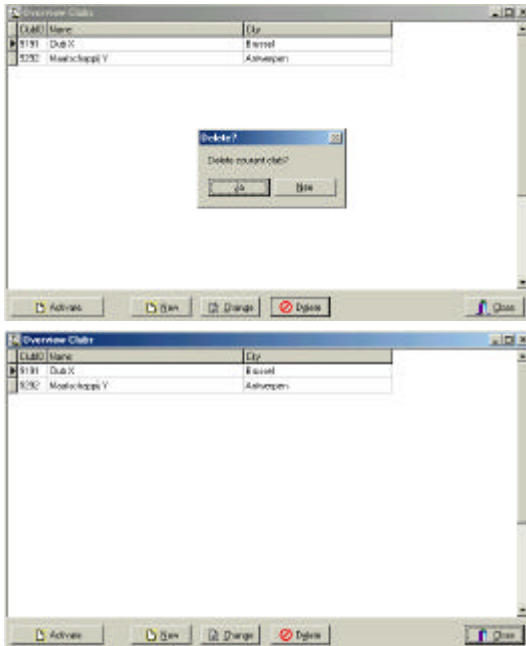


The "**New**" button opens a window to add a new club. Here you add the required data of the new club, then you click "**OK**".

The button "**From Master**" retrieves the data from the CLUBMASTER. The button "**To Master**" sends the data to the CLUBMASTER.



The **"Change"** button opens a window to change the club data. Here you can change the club data, then you click **"OK"**. The button **"From Master"** retrieves the data from the Clubmaster. The button **"To Master"** sends the data to the Clubmaster. See also **3.4.1. Club data**.



The **"Delete"** button opens a window to remove a club. Click **"Yes"** to remove.

To close the window, click **"Close"**.

3.4.4. Fancier data.

Before we go to the submenu **Fancier data**, we have to make a **PC connection with EC** first.

You have to do this as follows:

MASTER's DISPLAY

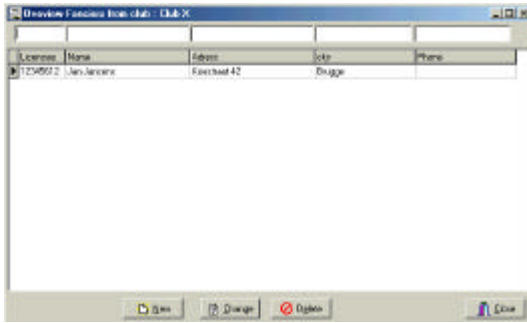
Basketing Read out Pre-Read out >Other functions	By using the "↓" key you select OTHER FUNCTIONS and you press <OK>. You now get a submenu:
PCComm. without EC >PCComm. with EC Set / Read Time Other functions	Select: PC-comm. with EC and press <OK>.
PC-communication Abort with <C> Connect EC . . .	This appears on the CLUBMASTER display. In the set up you connect the fancier's clock (EC) the way the CLUBMASTER asks you to.

EC's DISPLAY

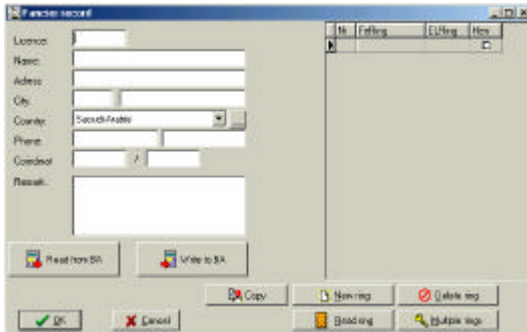
On the EC display you see:	Slave Modus... EC Active 22/02 15:01:56
----------------------------	---



You return to the submenu **Fancier data** on the PC. With this menu you can make pigeon lists. Before you exchange data to an electronic clock, you have to make sure that **all training and race data have been deleted** in the fancier's EC. Now click the button **"Fancier data"** in the PC program. You get the following window.

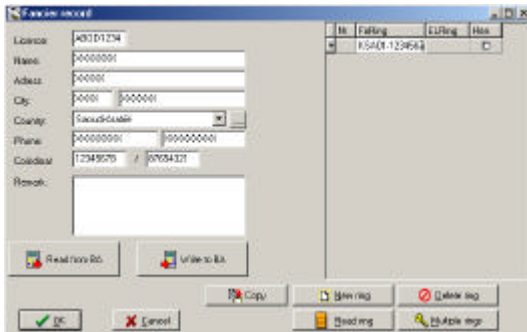


To enter fancier data, you click the button **"New"**.

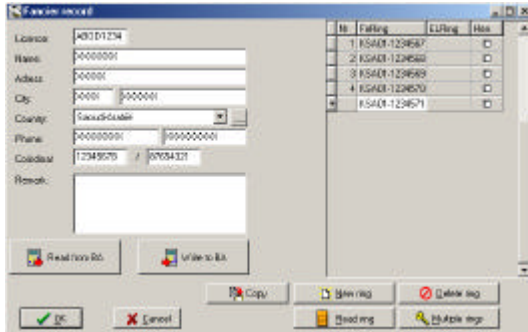


You get a completely new card in a following window. The fields can be filled out. For the licence number you need to use 8 characters.

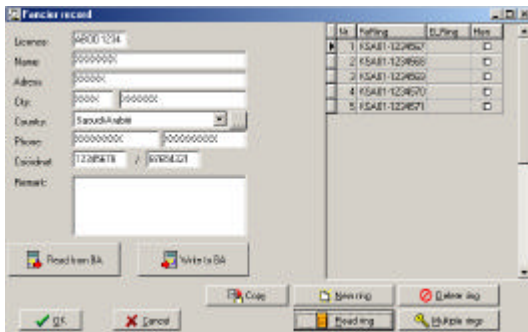
3.4.4.1. Coupling the chip rings to the national foot rings.



In the second field of the right screen you can type the ring number of the federation. For a ring with 7 characters, this is the right way: **KSA01-1234567**. First the country code, then the year (the last two digits of the year), and finally the ring number.



The first ring needs to be written completely by yourself. When you have written the first ring and press the 'arrow down' button the program will generate in a next row the same 5 first characters itself. When you press 'enter', 'arrow right' you can add the two last digits. In the first field of the right screen the program generates the number of rings you have entered.



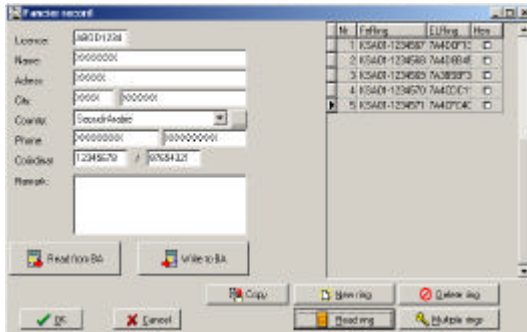
The button **"Read ring"** allows you to couple an electronic chip ring to a national foot ring. Click in the first row and click the button 'Read ring'.

MASTER's DISPLAY

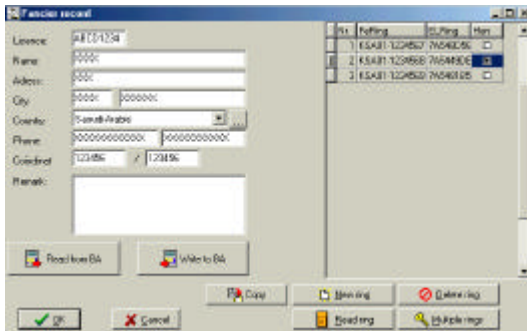
Connect rings
Hold pigeon on
basketing antenna

On the CLUBMASTER display the following message appears:

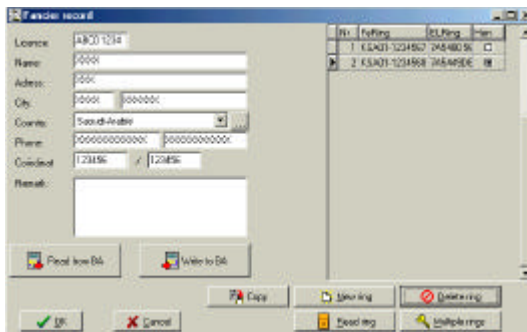
You now have to hold the ring above the basketing antenna. Link all the footrings to an electronic ring this way.



On the PC screen we can see that the coding of the read ring is written in the third field of the right screen.



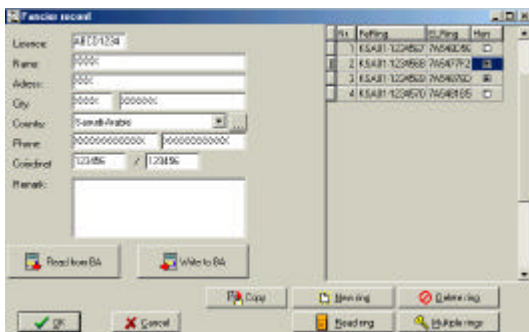
In the fourth field of the right screen you can indicate whether the pigeon is a hen or not (click the box so it has a black dot).



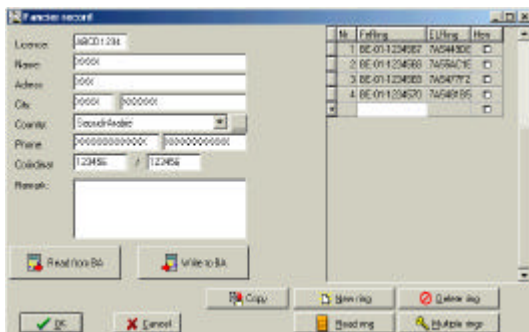
To delete a row: click the row you need to delete and click **"Delete ring couple"**.



When you click **"Generate rings"**, you can quickly generate a whole series of rings. Attention: when you click **Overwrite current table**, the existing ring couples will be overwritten.



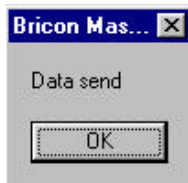
On the following window you can see that the complete series is made. With the button **"Read ring"** you can make the ring couples again.



The button **"New ring couple"** adds a new row to the existing ring couples. After that you click **"Read ring"** again to create the ring couple.

Make sure the master is still on "PCCom.with EC" and the EC is connected!
See **3.4.4. Fancier data**.

By clicking the button **"Send to EC"** all entered data will be transferred to the fancier's EC and this fancier will be able to compete in official races.



When the transfer was successful you get the following window:

Click **"OK"**, press <C> on the CLUBMASTER, the EC now is deactivated.

On the display of the EC you can see the following message:

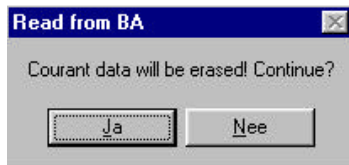
EC not active...
Disconnect

The EC can be disconnected.

A fancier with a **Bricon clock (EC)** can couple the chip rings to the national foot ring himself at home. This coupling is only temporary. These pigeons can still be deleted or overwritten. If the fancier wants to participate in official races, he has to have his pigeons blocked in his clock first.

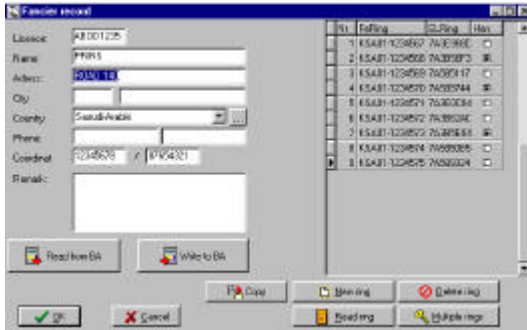
The big advantage is that the fancier can quietly enter his pigeons at home. The responsible person of the club has the advantage that he only needs to read, correct and write back the fancier's information.

For coupling the two rings of the pigeons in the EC we refer to the EC manual.



Beware that the EC is connected to the CLUBMASTER. If the data are already in the EC you click the button **"Read from EC"**, the data are being taken from the fancier's electronic clock (EC). The computer asks if you want to continue, you click **"Yes"**.

The pigeon list which possibly is in the EC (only for Bricon!) is also read and put in the PC program. The rings in the EC are blocked from the moment you click **"Write to EC"**. From now on the fancier can participate in official races.



The procedure to make changes is the same procedure to enter a new fancier. Click **"Change"**. The fields are already filled in. After a possible change the same procedure as for a new fancier is being followed.



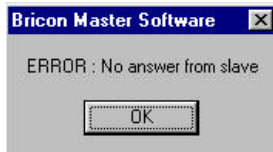
To remove a fancier, you click the fancier and you click **"Delete"**. When you click **"Yes"** in the following window, you remove all the data of this fancier.

To close the window click **"Close"**.

What if the race and/or training data in the EC have not been deleted during the sending of the fancier data?

MASTER's DISPLAY

<p>Error! Race data is not erased</p>	<p>If the race data have not been deleted from the EC, the CLUBMASTER will beep and will show the following error message:</p>
---------------------------------------	--



On the PC-screen the following message appears:

We now have to retrieve the race and/or training data from the EC and start the procedure again!

How? First break off the procedure by pressing <C> on the CLUBMASTER, then connect the EC to the power supply and delete the data. The EC can now be connected to the CLUBMASTER.

3.4.5. Set-up



The submenu **Setup** has already been treated in **3.3. Preparing the Clubmaster.**

3.4.6. Leave program.



To leave the program you click the last submenu: **Close.**

4. Basketing.

Install the BRICON CLUBMASTER as described in **2. Parts and installation of the Bricon Clubmaster**. For basketing you **do not need** a PC connection. You have to follow the next steps:

MASTER's DISPLAY

>Basketing Read out Pre-Read out Other functions	Press <OK>.
Basketing... Give race badge <OK> Choose race Abort with <C>	Press <OK>.
Choose the race : >RACE 1 RACE 2 RACE 3	The races are arranged in alphabetical order. By using the arrows you can go to the race you want. Press <OK>.
<p>If the race is not mentioned we can add it to the PC program, see Submenu(2) Races/Badges.</p>	
Basketing - <C> Stop <OK> Change race Race : RACE Connect EC	If a BRICON DUO clock is being used, it needs to be connected to the same connection as the EC first. Connect the fancier's EC. (See ????????)
Races in the EC: Press<OK>	The display shows this. Press <OK>.
<p>OR.....</p>	
Races in the EC: 9991RACE1 9/6 18:51	If there is still data in the EC the clubmaster will show it. If this is relased data or training data it is best to remove the data out of the EC.Press<OK>.

EC's DISPLAY

Data on the display of the EC.	Club :9991 Race: RACE1 16/6 18:56:23
--------------------------------	--

MASTER's DISPLAY

Basketing... Hold the pigeon on the basketing antenna <C> Stop	Hold the pigeon which needs to be basketed above the basketing antenna. Check the ring number and press any key.
---	--

If it is a ring number which is not in the pigeon list, an error message will appear. The CLUBMASTER will ask for an Emergency entry (see **9.4. Pigeon not listed! Making an emergency entry while basketing**) !

Ring send 7A89625 Time18:56:59 KSA-01-1234567	Repeat these steps as long as there are pigeons which need to be basketed.
---	---

Basketing... Hold the pigeon on the basketing antenna <C> Stop	Press <C> when all the pigeons are basketed.
---	---

A **basketing list** is printed (see **4.1. The basketing list in detail**), the fancier's EC is deactivated.

EC's DISPLAY

On the display of the EC this message appears:	EC not active... Disconnect
--	--------------------------------

Disconnect the EC. The next fancier can basket.

MASTER's DISPLAY

Basketing - <C> Stop <OK> Change race Race : RACE Connect EC	When all the fanciers have finished basketing, press <C> on the CLUBMASTER.
---	---

4.1. The basketing list in detail.

Basketing list (3) Date: XX/XX/XX
 Club : XXXX (1) (2) Race: XXXX (4) Time: XX:XX:XX

Name : XXXX (6) Licence : XXXXXX-XX
 Address : XXXXXXXXXXXX (5) Coordinate X : XXXXXX
 Postcode: XXXX Coordinate Y : XXXXXX (7)

Clock data : BRICON KSA08 LBXXXXX Club-antenna : BRICON BN -04 X-XXXXXX (10)
 Little DUO : BRICON LDXXXXX (9)
 Set date: XX/XX/XX (11)
 time: XX:XX:XX

(12) Timer data : (12.1) XXX (12.2) XX (12.3) XXX (12.4) XX XXXXXX XXXXXX XXXXXX +XXX +XXX

Nb.	El.-ring	ID-ring	Date	Timer	O	Y	P	D	Rubber ring
1.	7a4d5380	KSA01-1234567	XXXXXX	XXXXXX	1			 (13)
1.	7a4d0f13	KSA01-1234570	XXXXXX	XXXXXX	1			

Total number of basket pigeons: XX (14)

- (1) clubmembership number.
- (2) name of the flight.
- (3) date of the print-out
- (4) time of the print-out.
- (5) name and address of the fancier
- (6) licence number of the fancier
- (7) coordinate of the fancier's loft.
- (8) type and serial number of the Electronic Clock (EC).
- (9) type and serial number of the DUO Clock.
- (10) type and serial number of the basketing antenna
- (11) date and time of the setting.
- (12) timer data
- (12.1) date of synchronisation.
- (12.2) time of synchronisation of the mother clock.
- (12.3) time of basketing of the internal timer in the EC (is synchronised at the first basketing in the EC*).
- (12.4) time difference between the mother clock and the internal timer in the EC (12.2 - 12.3) when basketing (is 0 -zero - during the first basketing).
- (13) serial number, coding of the chip ring, ring number of the pigeon, sex, date of basketing, time of basketing, series and designated, space for the rubber ring number.
- (14) number of basketed pigeons.
- (15) signatures of the person responsible for the club and of the fancier.

*** the timer is synchronised at the first basketing. When several basketings are in the EC the time difference (12.4) can become bigger. That is why it is necessary that the race data are released and deleted, even if no pigeons have been clocked on a race.**

Signature

(15)

4.2. Basketing with a BRICON DUO clock.

The BRICON DUO is an alternative for the storing module. The BRICON DUO is not tied to one fancier. When a fancier uses the BRICON DUO it has to be reset first. Even when it is the first basketing of the week (and all flights are over) the BRICON DUO has to be reset first (**all** data from the BRICON DUO will be deleted!!). For this purpose you have to connect the BRICON DUO directly to the basketing antenna (white cable), then the data will be deleted **on the same way** as they are deleted from a regular EC (see **9.3. Delete data from the EC**).

Install the BRICON CLUBMASTER as described in **2. Parts and installation of the Bricon Clubmaster.**

A PC connection is **not** necessary to be able to basket. The next steps need to be followed.

MASTER's DISPLAY

>Basketing Read out Pre-Read out Other functions	When you use a BRICON DUO for basketing, the BRICON DUO has to be connected - together with the main clock (EC) - to the CLUBMASTER. Press <OK>.
Basketing... Give race badge <OK> Choose race Abort with <C>	Press <OK>.
Choose the race : >RACE 1 RACE 2 RACE 3	The races are arranged in alphabetical order. By means of the arrows you can go to the race you want. Press <OK>.
Basketing - <C> Stop <OK> Change race Race : RACE Connect EC	First you need to connect the BRICON DUO to the split cable following the connecting of the EC.

Connect the DUO clock

DUO's DISPLAY

These data appear on the display of the DUO.	Duo active To read-out press<OK>
--	--

The BRICON **gives a signal.**

Do not press <OK>, if you do the DUO will look for read-out data!!!

Now the main clock (EC) can be connected.
 Important: Wait with the EC's connection until above showed display on the DUO appears.

EC's DISPLAY

These data appear on the display of the EC.	Slave Modus... EC Active 26/06 16:12:23
---	---

DUO's DISPLAY

Data on the display of the BRICON DUO.	DUO active 26/06 16:12:23 Fancier received
--	--

MASTER's DISPLAY

Races in the EC: No races... Press<OK>	The display shows this. Press <OK>.
--	--

OR.....

Races in the EC: 9991RACE1 9/6 18:51	If there is still data in the EC the clubmaster will show it. If this is released data or training data it is best to remove the data out of the EC.Press<OK>.
---	--

Basketing... Hold the pigeon on the basketing antenna <C> Stop	Hold the pigeon which needs to be basketed above the basketing antenna..
--	--

If it is a ring number which is not in the pigeon list, an error message will appear. The CLUBMASTER will ask to make an emergency entry (see **9.4. Pigeon not listed! Make an emergency entry while basketing!**)

Ring send 7A89625 Time18:56:59 KSA-01-1234567 Press any key...	Check the ring number and press any key.
---	--

EC's DISPLAY

Data on the display of the BRICON EC.	Club :9992 Race: RACE1 26/06 16:55:36
---------------------------------------	---

DUO's DISPLAY

Data on the display of the DUO.	Club :9992 Race: RACE1 26/06 16:55:36 Pigeon basketed
---------------------------------	--

MASTER's DISPLAY

Basketing... Hold the pigeon on the basketing antenna <C> Stop	Repeat these steps as long as there are pigeons which need to be basketed. Press <C> if all the pigeons are basketed.
---	---

After <C> was pressed both the clocks (EC and DUO) give a signal.

DUO's and EC's DISPLAY

Data on the display of both clocks (EC and DUO) Follow the instruction and disconnect the devices.	EC not active Disconnect
--	-----------------------------

A **basketing list** is printed (see **4.1. The basketing list in detail**), the fancier's EC is deactivated.

The next fancier can basket.

MASTER's DISPLAY

Basketing - <C> Stop <OK> Change race Race : RACE Connect EC	When all the fanciers are finished basketing, press <C> on the CLUBMASTER.
---	--

5. Reading a EC.

Install the BRICON CLUBMASTER as described in **2. Parts and installation of the Bricon Clubmaster.**

You **do not** need a PC connection to be able to Read. You have to follow the next steps.

MASTER's DISPLAY

Basketing >Read out Pre-Read out Other functions	Scroll with the arrows until you get the following display. Press <OK>.
Read-out... Give race badge <OK> Choosing race Abort with <C>	Press <OK>.
Choose the race : >RACE 1 RACE 2 RACE 3	The races are arranged in alphabetical order. By means of the arrows you can go to the race you want. Press <OK>.
Read-out - <C> Stop <OK> Change race Race : RACE Connect EC	Connect the fancier's EC.
Release race? <C>NO <OK>YES	If the race can be released, press <OK>. This is necessary if the fancier wants to delete the data from his EC!

EC's DISPLAY

Disconnect the EC.	EC not active Disconnect
--------------------	-----------------------------

MASTER's DISPLAY

Read-out... Give race badge <OK> Choosing race Abort with <C>	You can now read the EC of the next fancier.
--	--

When the reading of a race of all EC's is over, press <C> on the CLUBMASTER.

5.1. Reading a DUO

Important: if you want to read a BRICON DUO you have to connect it **separately** to the CLUBMASTER.

Install the BRICON CLUBMASTER as described in **2. Parts and installation of the Bricon Clubmaster**.

You **do not** need a PC connection to be able to Read. You have to follow the next steps.

MASTER's DISPLAY

Basketing >Read out Pre-Read out Other functions	Scroll with the arrows until you get the following display. Press <OK>.
Read-out... Give race badge <OK> Choosing race Abort with <C>	Press <OK>.
Choose the race : >RACE 1 RACE 2 RACE 3	The races are arranged in alphabetical order. By means of the arrows you can go to the race you want. Press <OK>.
Read-out - <C> Stop <OK> Change race Race : RACE Connect EC	Connect the fancier's EC.

DUO's DISPLAY

Data on the display of the DUO.	DUO active For read-out
---------------------------------	----------------------------

MASTER's DISPLAY

Read-out... Give race badge <OK> Choosing race Abort with <C>	You can now read the EC of the next fancier.
--	--

When the reading of a race of all EC's is over, press <C> on the CLUBMASTER.

DUO's DISPLAY

Press <OK> to read the DUO. The previous data in the DUO were deleted automatically.	Duo active To read-out press<OK>
--	--

The **clocking list** is printed (see **5.1. The clocking list in detail**).

MASTER's DISPLAY

Release race? <C>NO <OK>YES	If the race can be released, press <OK>. This is necessary if the fancier wants to delete the data from his EC!
-------------------------------------	--

DUO's DISPLAY

Disconnect the DUO device..	BA not active... Disconnect.
-----------------------------	---------------------------------

Note: if necessary, the last 100 clockings of an EC can be printed (see **9.10. Printing the log book - Overview of the last series of clocking**).

5.1. The clocking list in detail.

Clocking list

Club : XXXX (1) (2) Race: XXXX

(3) Date: XX/XX/XX

(4) Time: XX:XX:XX

Name : XXXX

Address : XXXXXXXXXXXX (5)

Postcode: XXXX

(6) Licence : XXXXXX-XX

Coordinate X : XXXXXX

Coordinate Y : XXXXXX (7)

Clock data : BRICON KSA08 LBXXXX (8) Club-antenna : BRICON BN-04 X-XXXXXX (9)

Little DUO : BRICON LDXXXXX (8.1)

Set date: XX/XX/XX (10)
time: XX:XX:XX

Read-out date: XX/XX/XX
time: X^V:X:XX (11)

Clock date: XX/XX/XX
time: XX:XX:XX (12)

(13) Differ.: +XXX

(14) Timer data : X (14.1) <X XX> (14.2) ; X (14.3) <X + (14.4) ; X (14.5) XX X (14.6) <X > (14.7) <XX + (14.8) +> (14.9)

Nb.	El.-ring	ID-ring	Date	Timer	Clocked	Ev	O	Y	P	D
1.	7a4d5380	KSA01-1234567	XXXXXX	XXXXXX	XXXXXX	Ok	1			
1.	7a4d0f13	KSA01-1234570	XXXXXX	XXXXXX	XXXXXX	Er	2			

(15)

Clocked in total: XX (16)

(1) membership number at the federation.

(2) name of the race.

(3) date of the print-out.

(4) time of the print-out.

(5) name and address of the fancier.

(6) licence number of the fancier

(7) coordinate of the fancier's loft.

(8) type and serial number of the Electronic Clock (**EC = fancier's clock**).

(8.1) type and serial number of the DUO.

(9) type and serial number of the basketing antenna.

(10) date and time of the setting.

(11) date and time of the reading.

(12) date and time of the EC (clock).

(13) course of the EC during the flight (14.8 - 14.4). e.g. '-001': EC is 1 sec. slow, '+001': EC is 1 sec. fast.

(14) timer data.

(14.1) date of synchronisation.

(14.2) time of synchronisation of the mother clock

(14.3) time of synchronisation of the internal timer in the EC

(14.4) time difference between the mother clock and the internal timer in the EC (12.2 - 12.3) when basketing

(14.5) date of Reading

(14.6) time of reading of the mother clock.

(14.7) time of reading of the internal timer in the EC.

(14.8) time difference between the mother clock and the internal timer in the EC when reading (14.6 - 14.7)

(14.9) course of the EC during the flight (14.8 - 14.4). e.g. '-001': EC is 1 sec. slow, '+002': EC is 1 sec. fast.

(15) serial number, coding of the chip ring, ring number of the pigeon, sex, date of clocking, time of clocking, evaluation (OK = secret code is OK, Er = secret code is wrong, clocking must be deleted), series and designated.

(16) number of clockings.

(17) signatures of the responsible person for the club and of the fancier.

Signature

(17)

6. Pre-reading a EC/DUO.

When the DUO or EC needs to be used afterwards for clocking the SAME race you can make a pre-read out. This is interesting when the race takes several days.

Install the BRICON CLUBMASTER as described in **2. Parts and installation of the Bricon Clubmaster.**

To Pre-read you **do not** need a PC connection. You have to follow the next steps.

When Pre-Reading a BRICON DUO you have to connect it **separately!!**

MASTER's DISPLAY

Basketing Read out >Pre-Read out Other functions	Scroll with the arrows until "Pre-Read out" is selected. Press <OK>.
Read-out... Give race badge <OK> Choosing race Abort with <C>	Press <OK>.
Choose the race : >RACE 1 RACE 2 RACE 3	The races are arranged in alphabetical order. By using the arrows you can go the race you want. Press <OK>.
Read-out - <C> Stop <OK> Change race Race : RACE Connect EC	To pre-read each EC/DUO needs to be connected separately to the CLUBMASTER.

In case of a DUO.

DUO's DISPLAY

Data on the display of the BRICON DUO. Press <OK> to read.	Duo active To read-out press<OK>
--	--

The **clocking list** is printed (see **5.1. The clocking list in detail**).

Disconnect the DUO.	EC not active Disconnect
---------------------	-----------------------------

The data of the next fancier can be read.

MASTER's DISPLAY

Read-out - <C> Stop <OK> Change race Race : RACE Connect EC	You can now pre-read the EC of the next fancier.
--	--

If all data of a race is pre-read from all EC's, you press <C> on the CLUBMASTER.

7. Other functions.

7.1. PC comm. without EC.

This is necessary when you need to create a PC connection with the CLUBMASTER.

Follow the next steps.

MASTER's DISPLAY

Basketing Read out Pre-Read out >Other functions	By using the "↓" key you go to OTHER FUNCTIONS and you press <OK>. You get the following submenu.
>PCComm. without EC PCComm. with EC Set / Read Time Other functions	Press <OK>.
PC-Communication Status: wait Abort with <C>	The following message appears on the display of the CLUBMASTER.

See also **3.3. Preparing the CLUBMASTER.**

7.2. PC comm. with EC

This PC connection is meant to load in or to retrieve pigeon lists and fancier data in or out the EC through the CLUBMASTER.

Follow the next steps.

MASTER's DISPLAY

Basketing Read out Pre-Read out >Other functions	By using the "↓" key you go to OTHER FUNCTIONS and you press <OK>. You get the following submenu.
PCComm. without EC >PCComm. with EC Set / Read Time Other functions	Press the "↓" key until you get the following display. Press <OK>.
PC-Communication Abort with <C> Connect EC	In the installation we connect the fancier's clock (EC) as is asked for by the CLUBMASTER. On the display of the EC the following message appears:

EC's DISPLAY

The display of the EC shows.	Slave Modus EC active 26/6 12:15:16
------------------------------	---

7.3. Set time.

The time of the CLUBMASTER is set by the time of the mother clock (see 2.4. The Bricon mother clock).

Follow the next steps.

MASTER's DISPLAY

Basketing Read out Pre-Read out >Other functions	By using the "↓" key you go to OTHER FUNCTIONS and you press <OK>. You get the following submenu.
PCComm. without EC PCComm. with EC >Set / Read Time Other functions	Press the "↓" key until you get the following display. Press <OK>.

Enter hour:	The hour settings can be entered. This must be a value between 0 and 23.
Enter min:	The hour settings can be entered. This must be a value between 0 and 59.
Change date? <C>NO <OK>YES	Press <OK> to change the date settings. Press <C> when the settings don't need to be changed.
Day:	The date settings can be entered. This must be a value between 0 and 31.
Month:	The month settings can be entered. This must be a value between 1 and 12.
Year:	The year settings can be entered. This must be a value between 0 and 99 Only the last 2 digits of the year must be entered (f.e. 01 for 2001).
Date: 26/06/01 Time 16:15:16 Press<OK> to synchronise	By pressing <OK> the time starts running.

7.4. Device set up

7.4.1. Set the number of print-outs.

Here you can set the number of copies you want for each print-out.

Follow the next steps.

MASTER's DISPLAY

Basketing Read out Pre-Read out >Other functions	By using the "↓" key you go to OTHER FUNCTIONS and you press <OK>. You get the following submenu.
PCComm. without EC PCComm. with EC Set / Read Time >Other functions	Press the "↓" key until you get the following display. Press <OK>.
>Device setup Printing Antenna - options Races	Press the "↓" key until you get the following display. Press <OK>.
>Set nb. of prints Set nb. of lines Autom. PC-Connect Set Club-id	Press the "↓" key until you get the following display. Press <OK>.
Number of prints: 2 Change? <C>NO <OK>YES	Press <OK> if you need to change the number of copies. The standard setting is 2.
Number of prints: 2 New number : 1 Change? <C>NO <OK>YES	Enter the number of copies you want to print on the keyboard of the CLUBMASTER (f.e. 1).

The new number of copies is set.

7.4.1.2. Set the number of lines.

Here you can set the number of lines for each print-out.

Follow the next steps:

MASTER's DISPLAY

Basketing Read out Pre-Read out >Other functions	By using the "↓" key you go to OTHER FUNCTIONS and you press <OK>. You get the following submenu.
PCComm. without EC PCComm. with EC Set / Read Time >Other functions	Press the "↓" key until you get the following display. Press <OK>.
>Device setup Printing Antenna - options Races	Press the "↓" key until you get the following display. Press <OK>.
>Set nb. of prints Set nb. of lines Autom. PC-Connect Set Club-id	Press the "↓" key until you get the following display. Press <OK>.
Number of lines: 060 Change? <C>NO <OK>YES	Press <OK> if you need to change the number of lines.
Number of prints: 060 New number : 058 Change? <C>NO <OK>YES	Enter the number of copies you want to print on the keyboard of the CLUBMASTER, e.g. 058 (enter 3 characters!)

The number of lines is set.

7.4.1.3. Automatic PC connection.

Here you can create a PC connection whether or not automatic.
Follow the next steps.

MASTER's DISPLAY

Basketing Read out Pre-Read out >Other functions	By using the "↓" key you go to OTHER FUNCTIONS and you press <OK>. You get the following submenu.
PCComm. without EC PCComm. with EC Set / Read Time >Other functions	Press the "↓" key until you get the following display. Press <OK>.
>Device setup Printing Antenna - options Races	Press the "↓" key until you get the following display. Press <OK>.
Set nb. of prints Set nb. of lines >Autom. PC-Connect Set Club-id	Press the "↓" key until you get the following display. Press <OK>.
Autom. PC-conn. NO Change? <C>NO <OK>YES	Press <OK> if you need to change the automatic connection.

Automatic PC connection has been changed.

7.4.1.4. Set the Club ID.

Here you can change the Club ID.
Follow the next steps.

MASTER's DISPLAY

Basketing Read out Pre-Read out >Other functions	By using the "↓" key you go to OTHER FUNCTIONS and you press <OK>. You get the following submenu.
---	---

PCComm. without EC PCComm. with EC Set / Read Time >Other functions	Press the "↓" key until you get the following display. Press <OK>.
>Device setup Printing Antenna – options Races	Press the "↓" key until you get the following display. Press <OK>.
Set nb. of prints Set nb. of lines Autom. PC-Connect >Set Club-id	Press the "↓" key until you get the following display. Press <OK>.
ClubID: 9992 Change? <C>NO <OK>YES	Press <OK> if you need to change the Club ID.
ClubID: 9992 New clubID :2345 Change? <C>NO <OK>YES	Enter the new Club ID on the keyboard of the CLUBMASTER, e.g. 2345.

The new Club ID has been set.

7.4.2. Overview list.

You can print an overview from the fanciers' EC.

Follow the next steps:

MASTER's DISPLAY

Basketing Read out Pre-Read out >Other functions	Press the "↓" key until you get the following display. Press <OK>.
PCComm. without EC PCComm. with EC Set / Read Time >Other functions	Press the "↓" key until you get the following display. Press <OK>.

Device setup >Printing Antenna - options Races	Press the "↓" key until you get the following display. Press <OK>.
>Print overview Print connections	Press<OK>.
Overview... Abort with <C> Connect EC	Connect the fancier's EC.

An **overview list** of the races on which pigeons were basketed is printed (see **7.4.2.1. The overview list in detail**).

EC's DISPLAY

Disconnect the EC.	EC not active ... Disconnect
--------------------	---------------------------------

7.4.2.1. The overview list in detail.

Overview list

Club : XXXX ⁽¹⁾

⁽²⁾ Date: XX/XX/XX

⁽³⁾ Time: XX:XX:XX

Name : XXXX

⁽⁵⁾ Licence : XXXXXX-XX

Address : XXXXXXXXXXXX ⁽⁴⁾

Coordinate X : XXXXXX

Postcode: XXXX City : XXXX

Coordinate Y : XXXXXX ⁽⁶⁾

Clock data : BRICON KSA08 LBXXXX ⁽⁷⁾ Club-antenna : BRICON BN-04 X-XXXXXX ⁽⁸⁾

Little DUO : BRICON LDXXXXX ^(7.1)

⁽⁹⁾ Timer data :

Club	Race	Basketing			Read					
		Motherclock	Timer	Diff.	Motherclock	timer	Diff.	Diff		
XXX	XXXX	XXXXX	XXXXXX	XXXXX	+XXX	XXXXXX	XXXXXX	XXXXXX	+XX	+XX
XXX	XXXX	XXXXX	XXXXXX	XXXXX	+XXX	XXXXXX	XXXXXX	XXXXXX	+XX	+XX

Overview pigeons:

Nb.	El. -ring	ID-ring	Sex	Club	Race	O	Y	P	D	Date	Time	*Eval
1.	7a4d5e80	KSA01-1234567		9992	RAC1	1				XXXX	XXXX	OK
2.	7a4e71e8	KSA01-1234568		9992	RAC2	1				XXXX	XXXX	OK
3.	7a4de21f	KSA01-1234569	F	9992	RAC1	2			⁽¹⁰⁾	XXXX	XXXX	Er
4.	7a4df488	KSA01-1234570								XXXX	XXXX	OK

* Legend : ⁽¹¹⁾

! : Secret code error.

0 : Reset.

1 : Clocked

2 : Basketed

3: Designated

4 : Clocked cont.

5 : Training

(1) membership number at the federation.

(2) date of the print-out.

(3) time of the print-out.

(4) name and address of the fancier.

(5) licence number of the fancier.

(6) coordinate of the fancier's loft.

(7) type and serial number of the Electronic Clock (EC).

(7.1) type and serial number of DUO clock.

(8) type and serial number of the basketing antenna.

(9) timer data.

(10) overview of the data in the EC.

(11) legend.

(12) signatures of the person responsible for the club and of the fancier.

Signature

⁽¹²⁾

7.4.3. The connection list.

You can print a pigeon list from the fanciers' EC.

Follow the next steps:

MASTER's DISPLAY

Basketing Read out Pre-Read out >Other functions	Press the "↓" key until you get the following display. Press <OK>.
PCComm. without EC PCComm. with EC Set / Read Time >Other functions	Press the "↓" key until you get the following display. Press <OK>.
Device setup >Printing Antenna - options Races	Press the "↓" key until you get the following display. Press <OK>.
Print overview >Print connections	Press the "↓" key until you get the following display. Press <OK>.
Connectionlist... Abort with <C> Connect EC	Connect the fancier's EC.

A **pigeon list** is printed (see 7.4.3.1. The pigeon list in detail).

EC's DISPLAY

Disconnect the EC.	EC not active ... Disconnect
--------------------	---------------------------------

7.4.3.1. The pigeon list in detail.

Overview list

Club : XXXX ⁽¹⁾

⁽²⁾ Date: XX/XX/XX

⁽³⁾ Time: XX:XX:XX

Name : XXXX

Address : XXXXXXXXXXXX ⁽⁴⁾

Postcode: XXXX City : XXXX

⁽⁵⁾ Licence : XXXXXX-XX

Coordinate X : XXXXXX

Coordinate Y : XXXXXX ⁽⁶⁾

Clock data : BRICON KSA08 LBXXXX ⁽⁷⁾ Club-antenna : BRICON BN-04 X-XXXXXX ⁽⁸⁾

Little DUO : BRICON LDXXXXX ^(7.1)

Nb.	El.-ring	ID-ring	S	⁽⁹⁾	Nb.	El.-ring	ID-ring	S
1.	7a4d5e80	KSA01-1234567			1.	7a4d5e80	KSA01-1234571	
2.	7a4e71e8	KSA01-1234568			2.	7a4e71e8	KSA01-1234572	F
3.	7a4de21f	KSA01-1234569	F		3.	7a4de21f	KSA01-1234573	F
4.	7a4df488	KSA01-1234570			4.	7a4df488	KSA01-1234574	

(1) membership number at the federation.

(2) date of the print-out.

(3) time of the print-out.

(4) name and address of the fancier.

(5) licence number of the fancier.

(6) coordinate of the fancier's loft.

(7) type and serial number of the Electronic Clock (EC).

(7.1) type and serial number of DUO clock.

(8) type and serial number of the basketing antenna.

(9) serial number, coding of the chip ring, ring number and sex of the pigeon.

(10) signatures of the person responsible for the club and of the fancier.

Signature

⁽¹⁰⁾

7.4.4. The races.

Here you can change the race data.

7.4.4.1. Add races.

Here you can add races.

Follow the next steps:

MASTER's DISPLAY

Basketing Read out Pre-Read out >Other functions	Press the "↓" key until you get the following display. Press <OK>.
PCComm. without EC PCComm. with EC Set / Read Time >Other functions	Press the "↓" key until you get the following display. Press <OK>.
Device setup Printing Antenna - options >Races	Press the "↓" key until you get the following display. Press <OK>.
>Add races View races Delete races Couple races	Press the "↓" key until you get the following display. Press <OK>.
Give the name : <i>NEW RACE</i>	Enter the name of the race. You can do so by means of the arrows. The vertical arrows are used for scrolling from a to z, the horizontal arrows are used for jumping to the next/previous character
Name : <i>NEW RACE</i> Add? <C>NO <OK>YES	The name of the race should comprise at least 4 characters. Press <OK> to confirm the adding.
Name : <i>NEW RACE</i> Add badge? <C>NO <OK>YES	Press <OK> to couple a badge to the new added race.

Hold the badge in the antenna.	Hold a badge in the antenna.
>Add races View races Delete races Couple races	The new race is now in the list of races.

7.4.4.2. View races.

Here you can view the existing races.

Follow the next steps:

MASTER's DISPLAY

Basketing Read out Pre-Read out >Other functions	Press the "↓" key until you get the following display. Press <OK>.
PCComm. without EC PCComm. with EC Set / Read Time >Other functions	Press the "↓" key until you get the following display. Press <OK>.
Device setup Printing Antenna - options >Races	Press the "↓" key until you get the following display. Press <OK>.
Add races >View races Delete races Couple races	Press the "↓" key until you get the following display. Press <OK>.
Races : >RACE 1 RACE 2 RACE 3	The races are arranged in alphabetical order. By means of the arrows you can scroll the list. Press <C> to stop.

7.4.4.3. Delete races.

Here you can delete a race.

Follow the next steps:

MASTER's DISPLAY

Basketing Read out Pre-Read out >Other functions	Press the "↓" key until you get the following display. Press <OK>.
PCComm. without EC PCComm. with EC Set / Read Time >Other functions	Press the "↓" key until you get the following display. Press <OK>.
Device setup Printing Antenna - options >Races	Press the "↓" key until you get the following display. Press <OK>.
Add races View races >Delete races Couple races	Press the "↓" key until you get the following display. Press <OK>.
Races : >RACE 1 RACE 2 RACE 3	The races are arranged in alphabetical order. By means of the arrows you can scroll the list. Select the race you want to delete from the list and press <OK>.
Name : RACE 5 Erase ? <C>NO <OK>YES	Press <OK> if the race should be deleted.
>Add races View races Delete races Couple races	The race is removed from the list.

7.4.4.4. Couple races.

Here you can couple a badge to a race.

Follow the next steps:

MASTER's DISPLAY

Basketing Read out Pre-Read out >Other functions	Press the "↓" key until you get the following display. Press <OK>.
PCComm. without EC PCComm. with EC Set / Read Time >Other functions	Press the "↓" key until you get the following display. Press <OK>.
Device setup Printing Antenna - options >Races	Press the "↓" key until you get the following display. Press <OK>.
Add races View races Delete races >Couple races	Press the "↓" key until you get the following display. Press <OK>.
Races : >RACE 1 RACE 2 RACE 3	races are arranged in alphabetical order. By using the arrows you can scroll the list. Select the race which needs to be coupled to the badge and press <OK>.
Name : RACE 5 Add badge ? <C>NO <OK>YES	Press <OK> if a badge needs to be assigned to the race.
Hold the badge in the antenna.	Hold the badge or the ring above the basketball antenna. When it beeps the badge is coupled to the race.

8. Trouble shooting.

8.1. Power fails when basketing.

All basketed pigeons are still in the fancier's EC. Restart and follow the next steps:

MASTER's DISPLAY

Basketing - <C> Stop <OK> Change race Race : RACE Connect EC	If the BRICON CLUBMASTER asks to "Connect the EC", you connect the fancier's clock in question.
Races in the EC: 9992 Race6/6 18:36	The display shows the races witch are basketed. Press <OK>.
Club and race already present. Add pigeons <C>NO <OK>YES	Press <OK>.

The basketing continues as if nothing happened.

8.2. Pigeon already basketed.

This means that the ring number of the pigeon is still in the EC. The EC either holds old race data or old training data.

MASTER's DISPLAY

Pigeon already bask. Pigeon can't be canceled ! Press any key ...	Press any key.
Basketing... Hold the pigeon on basketing antenna <C> Stop	Press <C>, a basketing list is printed.

Disconnect the EC. Give direct power to the fancier's EC and delete all data (see **XXXXX**). If there are still data in the EC which are not released, the EC has to be read first (see **5. Reading** in the manual of the BRICON CLUBMASTER).

Caution: the EC has to be read on the same BRICON CLUBMASTER with which the pigeons have been basketed. If this is not possible the pigeon should get a new ring. The current basketing **cannot** be read. Then restart the basketing procedure.

Basketing - <C> Stop <OK> Change race Race : RACE Connect EC	Connect the fancier's EC again.
Club and race already present. Add pigeons <C>NO <OK>YES	Press <OK>. Make an emergency entry if necessary (see 9.4. Pigeon not listed! Make an emergency entry while basketing).

8.3. Delete data from the EC.

EC's DISPLAY

This is the start-up menu.	- Little 500 - > Clocking Menu Time : 16:14:16
Press the "↓" arrow on the EC display till the item " Menu " is selected. Press <OK>.	- Little 500 - Clocking > Menu Time : 16:14:18
On the new display 5 submenus appear (the number between brackets indicates the number of submenus). We only see 3 submenus. By pressing the "↓" key or simply through pressing the number of the submenu on the keyboard of the EC, the submenu will be selected. Select : " Use data ". Press <OK>.	- MENU (5)- 1.Race >2.Use data 3.Options 4.Set up 5.PC-Interface
Select " Delete ". Press <OK>.	- DATA (6) - 1.Check clock >2.Delete 3.Print 4.Pigeon List 5.Clubs 6.Race list
Press <OK> to delete all data.	Delete all released data? <C>NO <OK> YES

<p>Enter the password. The standard password is 0000 (4 times zero). This password can be changed (see 7.6. Changing the password).</p>	<p>Delete data ... Password:</p>
<p>The designated pigeons need to be deleted as well. Press <OK> to delete.</p>	<p><i>Delete designations? ...</i> <C>NO <OK> YES</p>

All data are deleted now.

8.4. Pigeon not listed! Emergency entry while basketing.

If a pigeon is not in the pigeon list, you can still make an emergency entry. From the moment you hold an **unknown** ring above the basketing antenna during the basketing, you need to follow the next steps:

MASTER'S DISPLAY

<p>Pigeon not connected Emergency connect.? <C>NO <OK>YES</p>	<p>Press <OK>.</p>
<p>Pigeon not connected Emergency connect.? Ringnumber: 000</p>	<p>You now see 000 instead of KSA for the country code</p>
<p>Pigeon not connected Emergency connect.? Ringnumber: 00099</p>	<p>First you enter the year (2 characters), e.g. 99</p>
<p>Pigeon not connected Emergency connect.? Ringnumber: 00099-1234567</p>	<p>Then you enter the 7 digits for the ring, e.g. 1234567.</p>
<p>Pigeon not connected Emergency connect.? Sex : <C>Hen <OK>Cock</p>	<p>Enter the sex, press <C> for hen; <OK> for cock.</p>

Ring 00099-1234567 Transmit ? <C>NO <OK>YES	Confirm when the data are correct. Press <C> when they are wrong, press <OK> when they are correct.
Ring send 7A4CDC11Time 165620 00099-1234567 Press any key...	Press any key to continue. You can now continue basketing.

8.5. Wrong ring number.

This can happen if the fancier changed the rings unknown to the responsible person for the club.

Follow the next steps:

MASTER's DISPLAY

Ring send 7A4CDC11Time 165620 00099-1234567 Press any key...	Press any key.
Basketing.. Hold the pigeon on basketing antenna <C> Stop	Hold the ring of the pigeon with the wrong ring number once again above the basketing antenna within 5 minutes.
Pigeon already bask. Cancel ? <C>NO <OK>YES	Press <OK>. The pigeon is deleted and removed from the race.

Put a new ring on the pigeon's foot and continue the basketing procedure. This new ring will ask for an EMERGENCY ENTRY (see **9.4. Pigeon not listed! Emergency entry when basketing**).

Make this emergency entry and the remaining pigeons can be basketed.

8.6. What is left in the fancier's EC?

Possibility 1: print an overview list (see **7.4.2. Overview list**).

Possibility 2: when you only want to look at the races of which the data have not been released yet, you have to follow the next steps.

Take the EC of the fancier. Give direct power to the EC.

EC's DISPLAY

<p>This is the start-up menu.</p>	<p>- Little 500 - > Clocking Menu Time : 16:14:16</p>
<p>Press the "↓" key on the keyboard of the EC till "Menu" is selected. Press <OK>.</p>	<p>- Little 500 - Clocking > Menu Time : 16:14:18</p>
<p>On the new display 5 submenus appear (the number between brackets indicates the number of submenus). We only see 3 submenus. By pressing "↓" or by entering the figure before the submenu on the EC , a submenu can be selected . Select "Race". Press <OK>.</p>	<p>- MENU (5)- >1.Race 2.Use data 3.Options 4.Set up 5.PC-Interface</p>
<p>Select "Basketing". Press <OK>.</p>	<p>- RACE (4) - >1.Basketing 2.Read 3.Bets 4.Designate 5.Masterclock</p>
<p>On the display the basketed flights and the number of the basketing club appear. By means of the vertical arrows you can look at all flights.</p>	<p>Races: Race1 9992 Race2 9992</p>

Possibility 3:

When you connect the fancier's EC for basketing a race you will see the races during the basketing process.

This is what you get.

MASTER's DISPLAY

<p>Basketing - <C> Stop <OK> Change race Race : RACE Connect EC</p>	<p>Connect the EC of the fancier.</p>
---	---------------------------------------

Races in the EC: Press<OK>	The display shows this when there are no races in the EC of the fancier. Press <OK>.
OR.....	
Races in the EC: 9991RACE1 9/6 18:51	If there is still a race in the EC the clubmaster will show it. If this is released data, it is best to remove the data out of the EC before you start basketing.Press<OK>.

8.7. The ring is not being read.

Possibility 1: are both lights on the basketing antenna burning?

The basketing antenna is still blocked, press any key on the CLUBMASTER to continue.

Possibility 2: the ring is defective.

Put a new ring on the pigeon's foot and make an emergency entry (see **9.4.**

Pigeon not listed! Make an emergency entry when basketing).

8.8. Bad print of the basketing list.

Follow the next steps:

MASTER's DISPLAY

Basketing - <C> Stop <OK> Change race Race : RACE1 Connect EC	Connect the fancier's EC again.
Club and race already present. Add pigeons <C>NO <OK>YES	Press <OK>.
Basketing... Hold the pigeon on basketing antenna <C> Stop	Press <C>.

A new basketing list is printed.

For the clocking list you follow the same steps, but in the main menu you have to select 'Read' instead of 'Basketing'. You can keep on printing the clocking list as long as it has not been removed from the EC.

8.9. Accidentally pressed <C> before the basketing of the last pigeon is finished.

Follow the next steps:

MASTER's DISPLAY

Basketing - <C> Stop <OK> Change race Race : RACE1 Connect EC	Connect the fancier's EC again.
Club and race already present. Add pigeons <C>NO <OK>YES	Press <OK>.
Basketing... Hold the pigeon on basketing antenna <C> Stop	Pigeons can be added to teh race

8.10. Print the log book - Overview of the last series of clockings.

Install the BRICON CLUBMASTER as described in **2. Parts and installation of a BRICON CLUBMASTER.** Disconnect the printer cable from the BRICON CLUBMASTER and connect the printer cable to the basketing antenna.

MASTER's DISPLAY

>Basketing Read-out Pre Read-out Other functions	The CLUBMASTER goes to the start-up menu. Connect the fancier's EC.
---	---

EC's DISPLAY

The following message appears on the display of the EC.	-RACE (4)- >1. Basketing 2. Read 3. Bets
Enter '985' on the keyboard of the EC.	<i>EC's keyboard</i> '985'

Give the number of constations and press <OK>	How many constations?
Give the number of copies and press <OK>	How many copies?

A list with the **last 100 clockings** is printed (the number of copies can be set depending on the version of the EC). See **9.10.1. The log book in detail.**

8.10.1. The log book in detail.

Logbook

Member : XXXX XXXX ⁽²⁾ Date : XX/XX/XX ⁽¹⁾ Name : XXXX XX ⁽³⁾
X- Coordinate : XXXXXXX ⁽⁴⁾
Y- Coordinate : XXXXXXX
Print date : XX/XX/XX XX:XX:XX ⁽¹⁾

Ring	Time	Eval		Ring	Time	Eval
7A58BA7	05/06	15:52:54	Ok	7A131AC	05/06	15:52:36 Ok
7A58AF4	05/06	15:52:28	Ok	7A3B52A	05/06	15:52:09 Ok
7A3B52A	04/06	16:13:21	Ok	7A131AC	04/06	16:13:01 Ok
7A131AC	04/06	16:12:57	Ok	7A58BA7	04/06	16:10:59 Ok
7A131AC	03/06	09:41:25	Ok	7A131AC	03/06	09:40:12 Ok
7A3B52A	03/06	09:38:32	Ok	7A58BA7	03/06	09:38:30 Ok

(5)

- (1) date and time of the print-out of the log book.
- (2) membership number at the federation.
- (3) name of the fancier.
- (4) coordinate of the fancier.
- (5) secret code of the ring, day of the clocking, evaluation (Ok = secret code is OK. Error = secret code is wrong, remove clocking).
- (6) signatures.
- (7) software version of the EC.
- (8) serial number of the EC.
- (9) address of the fancier.

Signature ⁽⁶⁾

.....

- Little 1000 -

Vers: KSA-08 ⁽⁷⁾
Address : XXX XX

XXX XXXXXXX ⁽⁹⁾

Serien: BB129B

⁽⁸⁾

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The BRICON electronic clocking system is homologated by your federation.
For extra information or service you can contact one of our sales representatives.

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Countries where BRICON is homologated :

Australia
The Balkans
Belgium
Canada
France
Germany
Saudi Arabia

The Netherlands
Mexico
New Zealand
Portugal
Spain
Taiwan
United States
South Africa