

## 1. SFR punching cards

Model code	C2	C4	A4
Number of records	58	122	122
Feedback	No	No	LED
<b>Compatibility:</b>			
Classic mode	Yes	Yes	Yes
Touch-free mode	No	No	Yes
<b>Punching time:</b>			
Classic mode	0,1 s	0,1 s	0,1 s
Touch-free mode	-	-	0,02 s

## 2. Mounting of card (Foot-O)

Strap the card on the finger as shown:



## 3. Punching on the controls or service points (Classic mode)



Press red button on the unit by finger that carries a card. Wait for acoustic and light feedback from the unit. A122 cards have on-board light feedback (10 flashing cycles within 5 sec. after punch)

## 4. Pre-start procedures

Usually the punching on the “clearing” unit and card registration (recording the starting number to the card memory) are needed. However, the event organizers can make the changes to these procedures. Learn the information!

Punching on the “Clearing” unit can take up to 2 sec. for C58 cards and up to 4 sec. for C122/A122 cards. The feedback on A122 card after clearing includes one long and from one to five short flashings (battery voltage indication). One flashing is a signal for you: battery life is almost expired. After the end of battery life A122 card can only be used in classic mode (C122 functionality).

Card registration is usually made by staff. Follow the instructions.

## 5. After-finish procedures

After finish line crossing (or finish line punching) follow to the card reading point. Make sure your card is read! Usually, after reading the card you will get a printout with intermediate times.