

# Unikon Tips

## Entering Assignments

1. Enter each band number into the Uni Program.
  2. Once all the band numbers are in the program send the data to the data logger.  
(The data logger should be connected to the computer and the club antenna should be connected to the data logger.)
  3. Once all the information is received by the data logger; choose "Assignment" on the data logger menu.
  4. Find the birds band number by scrolling or pressing the numbers.
  5. Put the birds unikon banded leg into the depression of the club antenna; while the green light is flashing hit the "OK" key.
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## Entering the Race Schedule

1. Load the program.
  2. Select liberation points.
  3. Type in the race schedule.
  4. Send the schedule to the data logger that will be used on the race day.
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## Entering a Race

1. Plug the club antenna into the data logger
2. Lay the code key in the club antenna depression and turn on the data logger
3. Set the clock.
4. Give the code key to the antenna.
5. Select "Enter Pigeons"
6. Select race station
7. Put pigeons Unikon banded leg into depression (the screen will show the band number of the pigeon just entered and what race he is entered in.

8. Repeat the procedure until all birds are entered in that race.
  9. Once the last bird is entered hit the "F" key for the menu.
  10. The data logger will ask you if the race entry is finished; hit "OK".
  11. It will print out the race entry sheet.
  12. Choose "Enter Pigeons" on the menu again and select the second race and repeat the procedures for each race and also for each fancier.
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### **Deleting a Race out of Module**

**(Will work with or without loft antenna connected but will not with Race Entry Sensor connected.)**

1. Place memory module in data logger.
  2. Turn data logger on while holding down "9" key until it starts beeping.
  3. Press "F" key to view menu.
  4. Cursor down to "Erase Flight" and press OK
  5. Put in the secret code number (4258)
  6. Now race is deleted
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### **Knock-off**

1. After the race, in the clubhouse, hook the club antenna to the data logger.
2. Lay the code key in the club antenna depression and turn on the data logger
3. Set the clock. (If the clock time is still correct, you can use current time)
4. Put the first memory module in the data logger and give the code key to the antenna.
5. After a few seconds you will see a new menu screen.
6. Curser down to Item 3 on the menu screen (strike-out) and press OK button.
7. If you have only one race in module it will immediately begin printing the arrival list. If you have multiple races you will have to select the race you want to print.
8. On reviewing the arrival report, you will notice more detailed information at top of sheet. Below is a list of the items that are significant:

**RBM clock set on:** (this gives you the date and time the clock was originally set)

**memory module:** (the id number of memory module)

**Verified:** (the current time of knockoff or strike-out)

**Clock time:** (the actual time the clock says)

Any difference between verified time and clock time is the variation in the clock. Normally there will be no more than 1 or 2 seconds difference between Verified and Clock time in a 48 hour period. This is the variation time your club will need to figure the race speed.

**Entry begin:** (the time you first entered your first pigeon and if you are only flying one race it is the time your clock was set in the beginning.)

**Last entry:** (the time the last pigeon was entered in the race at basketing. This is a control to make sure no one enters additional pigeons after basketing.)

**Set:** (this is the number of birds that were entered in the race.)

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## **Helpful Suggestions**

**VERY IMPORTANT: Prior to going to the club, erase all training flights.**

**If you are having trouble reading your bands try these tips:**

1. If you hear the long beep, (error signal) hold the band still, and do not move it. It should be read within a second.
2. If you are still having trouble, skip the bird, read a couple of other bands, then try the first one again.
3. Make sure your entry antenna is not near electrical or metal devices and is at least two feet away from the data logger.
4. Make sure your code key (black or white) is at least 3 feet away from the club antenna when assigning bands.

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