COMPETITOR USER MANUAL

Version 2.0
22/02/2021

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1. Welcome

For your and other competitor's safety it is important that you are familiar with the use of the RallySafe unit, herein referred to as "the unit" or "the RallySafe".

The RallySafe System is designed to increase competition safety by providing 'live' status awareness to all cars as well as safety notifications which inform event management and assist drivers to avoid secondary incidents, improve response times and provide accurate and reliable event times.

The following document outlines the basic features and functions of the RallySafe unit.

If you have any questions, please don't hesitate to contact the team at RallySafe or alternatively ask your fellow competitors.

Note: some features listed in this information may not be in use at your event.

2. Powering the Unit On

The unit is pre-loaded with the stage information and is activated when powered on.

Important: Before connecting power to the unit ensure there is a Green light on the power connector.

Important: Once you have received the unit, please power the unit on as soon as possible, to give it time to run checks and allow a check of the full system. This will allow the RallySafe representative time to check all systems are good to go and will ensure you are not delayed getting to your first time control.

You will most likely receive your unit at documentation. Installation tips.

- The aerial connections are colour coded to the connections on the unit. Note the Yellow connection is Left Hand Thread. Each connection is different to ensure no cross overs.
- The blue WiFi lead from the stick aerial inside the car is the correct one to fit to the unit [if you have 2 blue leads].
- If the unit has a short red colour-coded aerial, ensure it is pointing up.
- Ensure the connections are firm [Do not over tighten].
- Ensure joiner knuckle is tight.

When powered on the unit will display the transport screen (SCREEN 1) which displays the car number (top right), transit time, current time, speed and distance.

The unit does not need to be powered off at any stage during the event as it will go to sleep within a few minutes of inactivity but can be re-woken by either moving the vehicle or pressing any of the four buttons.

It is recommended that the unit is not powered off at any stage of the event to ensure the internal battery stays fully charged for emergencies.

3. Stage Modes

The unit has two modes. When in a competitive stage the unit will go into stage mode, and all other times it will be in transport mode. (SCREEN 1)

Transport Mode-
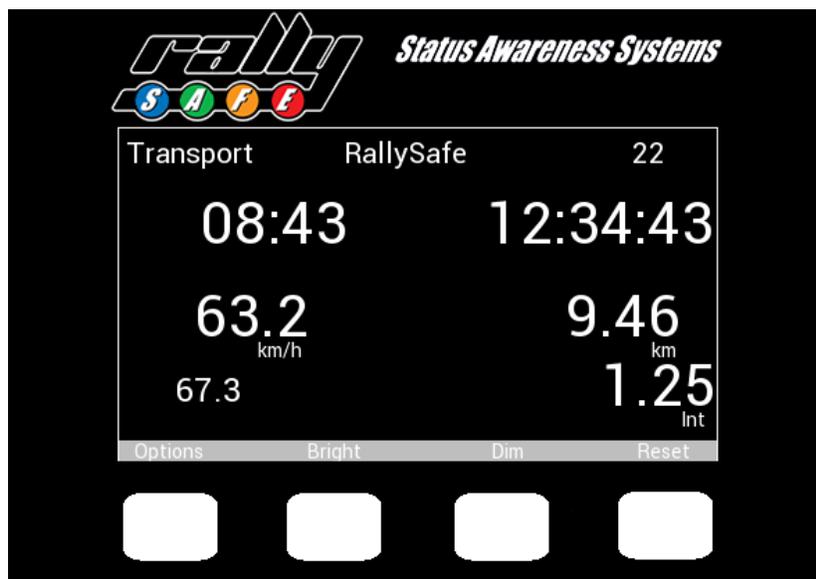
(SCREEN 1) Transport Display

Transport mode displays the name of the next point you are travelling to, whether it is a service or a competitive stage. While on a transport stage the unit will display your Sector Time, Current Time, Speed, Average Speed (when selected for use) and Main and Intermediate Trip distances. Check that your car number is shown in the top right corner.

The unit has four white buttons, in different screens those buttons can do different things, so their functions are listed on the screen above the button's location.

In the transport screen you have the option to reset the Intermediate and Main Trip Meter and dim or brighten the screen. "Reset" will reset the Intermediate trip at any time. When stationary, in transport, a second press of Reset will request confirmation to reset the Main Trip Meter. When the Main Trip is reset the Sector Time is also reset. This is useful for where Time Control locations have not been supplied for the event.

Note that the screen must always be clearly visible so full brightness is recommended for daytime.

Stage Mode-

SCREEN 2 – Once you have checked in and the unit is within 20meters of the start line the unit will then proceed to stage start mode (Ready to start).

SCREEN 3 - Once you have started the stage the unit will then switch to on stage mode. The unit will start timing and the push to pass option will appear (If applicable for the event).

(SCREEN 2) Ready to Start   (SCREEN 3) On Stage
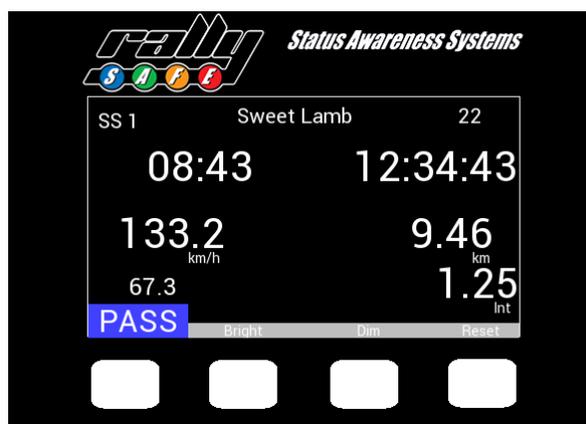
Issued Start

You may be issued a start time by the official. This creates a countdown to start. (SCREEN 4)

(SCREEN 4) Start Countdown

Speed Monitoring

(SCREEN 5) In events or categories that have a speed limit there is a warning that displays when approaching the speed limit.
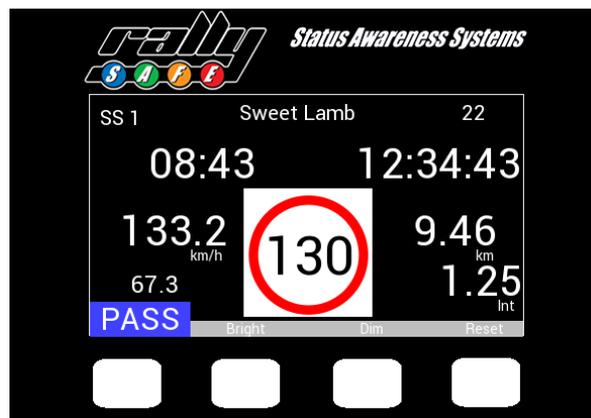
(SCREEN 5) Over Speed

4. Safety Notifications

RallySafe has a number of safety features, from automatic slow car notifications, Hazard and SOS features. The following will show you how to use and respond to any notifications the RallySafe unit alerts you to.

When the unit is not providing safety notifications it will be either on the STAGE SCREEN mode or TRANSIT MODE.

When the unit is in ON STAGE mode, the unit will automatically transmit a SLOW CAR message if your speed falls below pre-defined limits.

SCREEN 6- The car has fallen below the pre-defined limit and is now alerting cars (behind within limits) that you are travelling slowly.

SCREEN 7- The car behind will then be shown this screen. In this case there is a slow car (#123) that is 290 meters ahead.

If the car ahead speeds up before you reach them the screen will return to stage mode, but be aware they may still be travelling significantly slower than you.
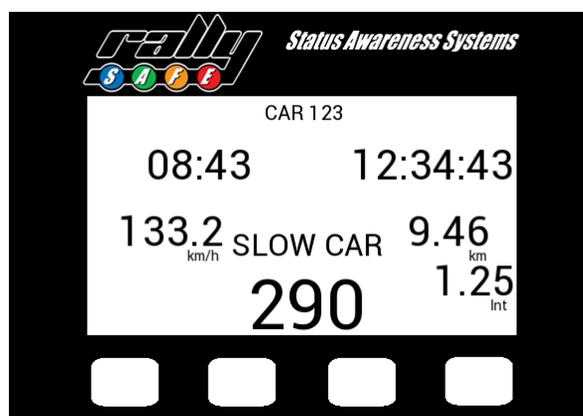
(Screen 6) Slow Car   (Screen 7) Slow Car ahead

5. Hazard Alerts

Sending Hazards-

The unit's primary function is to help alert competitors and race control of incidents on the course.

The incident is conveyed to race control and approaching cars with different levels of hazard depending on the severity.
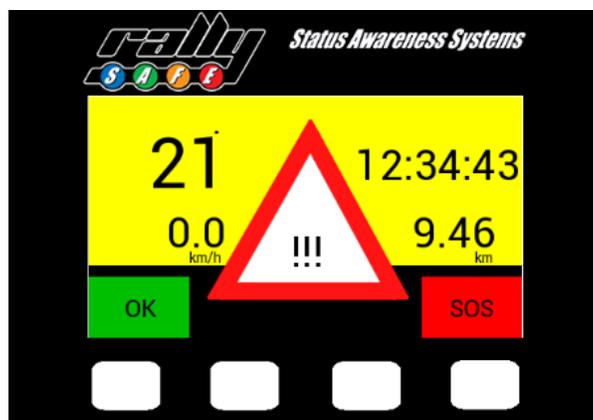
(SCREEN 8) Sending a Hazard

SCREEN 8 - If a car stops during a stage the unit will automatically transmit a HAZARD notification. When stopped on course, Race Control needs to know that the crew of the car are OK. To do this simply select "OK" on the unit. The unit will beep as a reminder until the "OK" has been selected, a counter displays the time taken to press the OK.
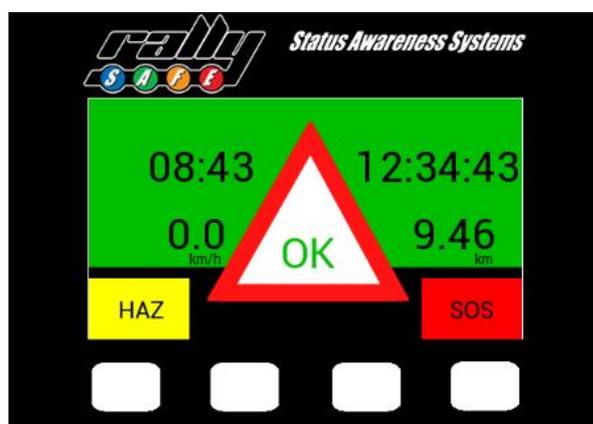
(SCREEN 9) Sending OK

SCREEN 9 - If you select OK after the HAZARD alert, then the above screen will appear, showing that you and the car are OK and out of the way of oncoming vehicles.

If the car is in a hazardous location and it will be necessary for the following cars to slow to safely pass you need to select "HAZARD" so that the following cars will receive the required warning.
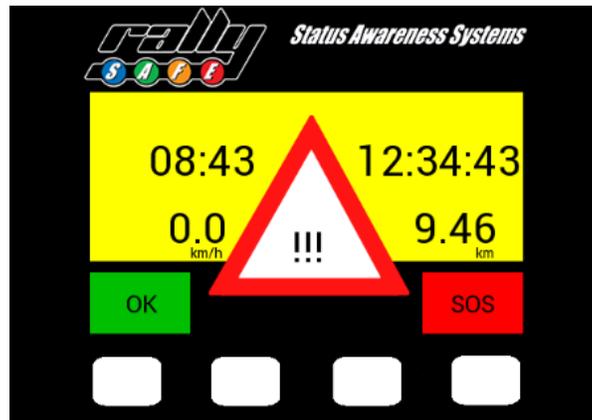
(SCREEN 10) Sending Hazard

SCREEN 10 – "Hazard" has been selected.
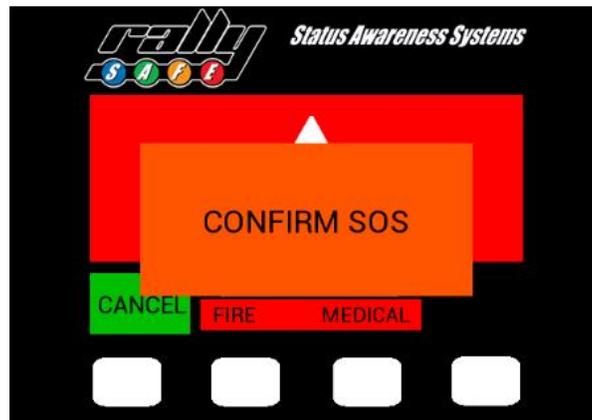
(SCREEN 11) SOS Confirmation

SCREEN 11 – if you require IMMEDIATE assistance the SOS function can be activated. This will inform Race Control, and following competitors.

You then need to send further information to race control in the form of "Fire" or "Medical" by selecting the one you need out of the two middle buttons.

Note: the information is received in Race Control for decision making. Occasionally "SOS" is selected accidentally. This is why there are 2 actions required. To assist, while Race Control are organising resources, if you stop at an SOS where help is required, press your SOS button as well. If they have OK boards showing, they must remove the SOS warning.
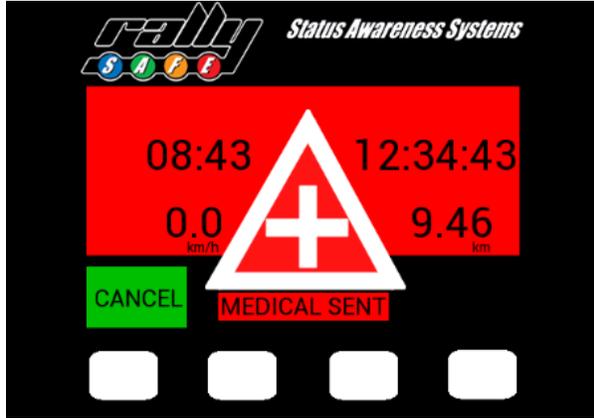
(SCREEN 12) Medical Assist Required
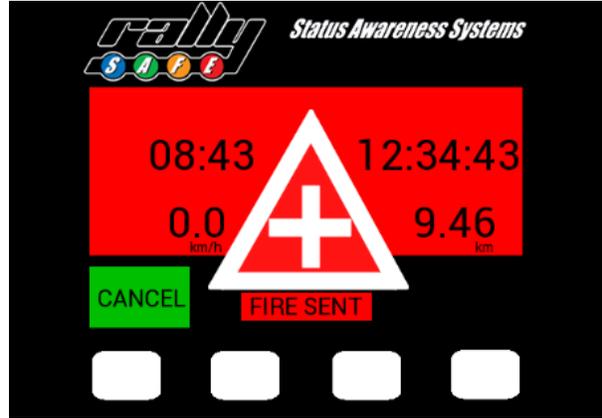
(SCREEN 13) Fire Assist Required

 If no urgent assistance is required, you must "CANCEL". Race Control will be informed, and monitor the situation.

Automatic SOS
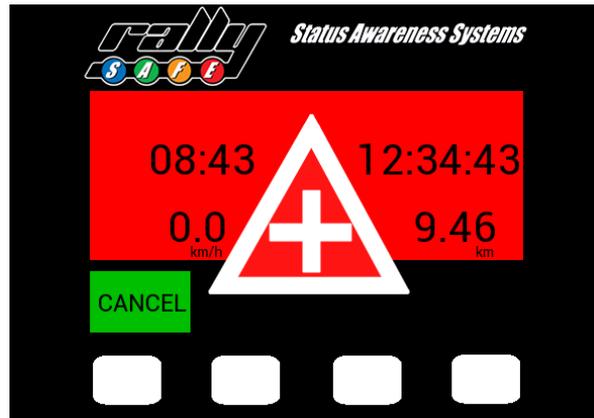
(SCREEN 14) Automatic SOS

SCREEN 14 - If a car is involved in a High G impact a SOS message will display. If no urgent assistance is required, you must "CANCEL". Re-assess the situation by selecting the corresponding buttons ("Hazard" if the car is in a dangerous location.)

Receiving Hazards-

Approaching vehicles will receive warnings accordingly. (This can be either OK, HAZARD or SOS)

SCREEN 15- (**OK**) The vehicle and crew ahead are OK and in a safe place, you may proceed.

SCREEN 16- (**HAZARD**) The crew has signaled that they are OK but their vehicle may be blocking the road, proceed with caution as you may come across a fully or partially blocked road.

SCREEN 17- (**SOS**) The crew has signaled that they and the vehicle are NOT OK and need assistance. Please activate normal event emergency proceedings as per SOS situations.

(SCREEN 15) OK   (SCREEN 16) Hazard   (SCREEN 17) SOS

Note : Hazard warnings are run in conjunction with existing safety systems. You must show OK and SOS boards as per event regulations.

6. Push to Pass

The push to pass function allows a car behind to alert a vehicle in front they have caught them on stage and wish to overtake safely. This function will only present if enabled for the event.

To activate this function, press the white button under the "PASS Enabled" section. See screen 3.

SCREEN 18 - This screen shows a vehicle that has chosen to overtake the preceding car. (NOTE: This will only function correctly when the vehicle ahead is WITHIN a preset range)

SCREEN 19 - This screen shows the preceding vehicle's unit. They will see the following screen, showing that a vehicle wishes to overtake them. In this case car 123 wants to overtake and is 290meters behind.

The button should only be used when you are in the situation of requiring to Pass. Seeing a car in the distance is not that situation. When receiving the Pass notification, check your mirrors!

The feature can be disabled remotely if it is abused.
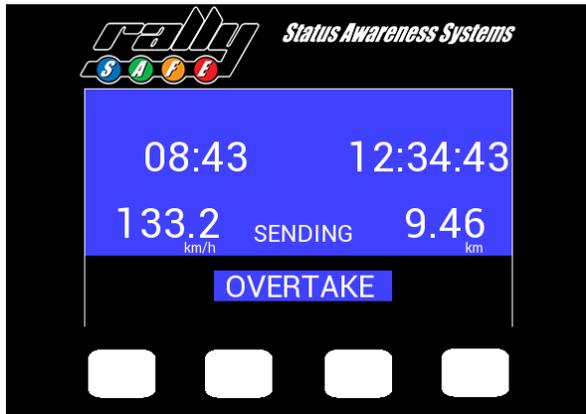
(SCREEN 18) Send Overtake   (SCREEN 19) Receive Overtake

7. Speed Zones

The RallySafe unit can also be used by event officials for speed monitoring both on stage and in transport. This is done in the form of speed zones set in place by event officials to restrict speed. These will be in your roadbook but the unit will display a warning as you approach the zone.

Virtual Chicane-

Virtual chicanes are often used to break up long straights in competitive stages. They work by designating a zone in which you must slow down and hit a target speed. This means you can hit that speed at any point within the zone and then accelerate back to competition speed.
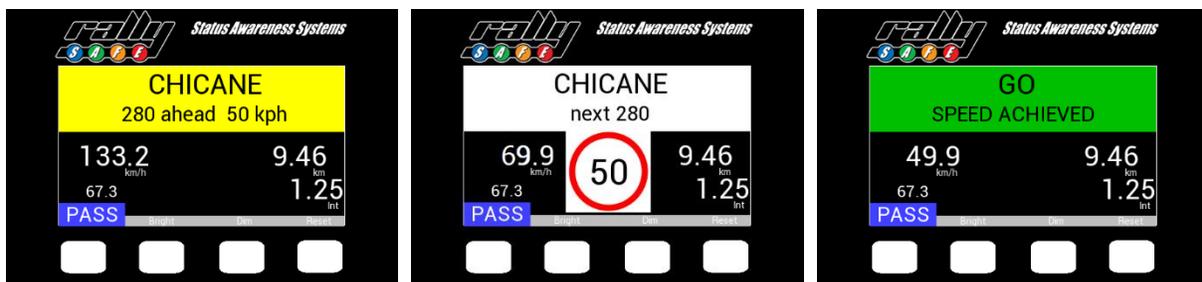
(SCREEN 20) Pre Warning   (SCREEN 21) In Zone   (SCREEN 22) Achieved

SCREEN 20 - If your event has virtual chicanes they will appear on 1st screen as shown above. It shows how far away the Zone Start is and the speed needed to achieve during the chicane. So, we have a chicane 280m ahead and the target speed is 50kph.

SCREEN 21 - The 2nd screen will appear once you have reached the chicane, the screen shows the distance the chicane goes for in which you must lower your speed ONLY ONCE to the targeted speed to successfully complete the chicane. In this case the chicane goes for 280m and you must get below 50kph.

SCREEN 22 - The 3rd screen will appear once you have reached the required speed and are now free to resume to normal racing speed.

Quiet Zone and Restriction Zone-

These 3 types of zones work in a similar way to the chicanes, with the unit providing a countdown to the start of the zone, however in this case it is to be treated like a speed limit and you must keep under the stated speed for the duration of the zone. You may see quiet zones used in transport stages and restriction zones in competition stages.

Note: Restricted zones can only be Restricted Speed Zones or Restricted Time Zones for the duration of the event.

Restricted Speed Zone-

You are required to remain below the speed limit for the duration of the zone. Speed limit is displayed continuously.

(SCREEN 23) Pre-warning   (SCREEN 24) In Zone
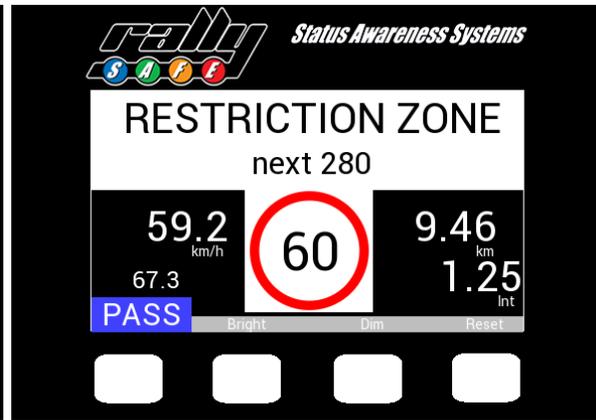
Restricted Time Zone-

You are required to remain in the zone for a required time. Timer counts down in the top right corner.

(SCREEN 25) Pre-warning   (SCREEN 26) In Zone   (SCREEN 27) Achieved

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Transport Quiet Zone-

You are required to remain below the speed limit for the duration of the zone. Speed limit is displayed continuously.
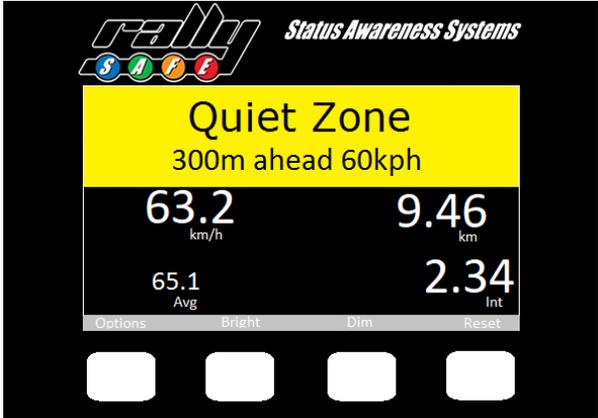
(SCREEN 28) Pre Warning
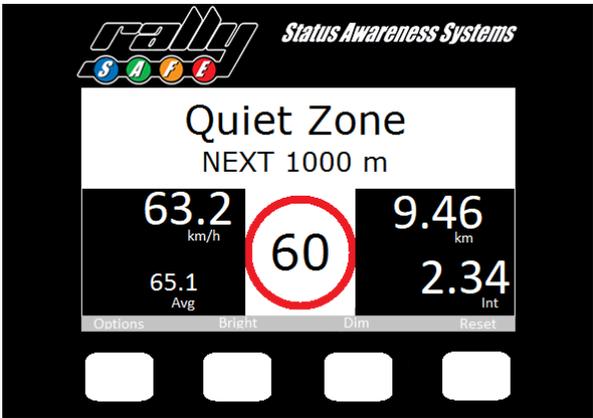
(SCREEN 29) In Zone

Stage Downgrade

Race control has the ability to inform competitors that a stage has been cancelled. This it to reduce speed on stage. Once received the information must be Acknowledged.
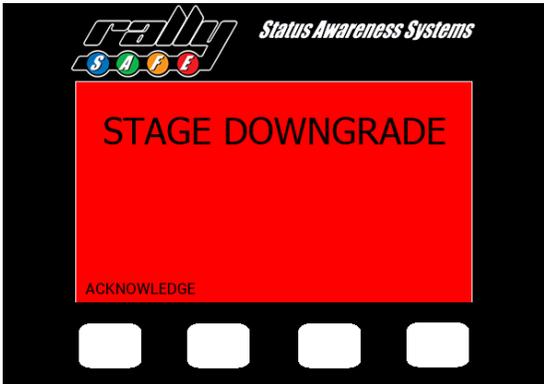
(SCREEN 30) Stage Downgrade

(SCREEN 31) Red Flag

8. Time Control

A Time Control method has been developed. Your Event may select to use it. Please refer to your sup regs as to how they will implement.

When stopped at a control you will have the option to set your control time. (Screen 32)
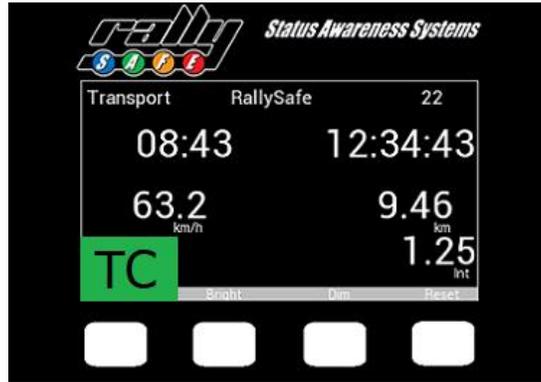
(SCREEN 32) TC

Note: The button is only available once per TC.

In Service Park you must travel a short distance to re-enable.

The button may not be available at re-join.

When pressed you will be asked to confirm the time selected. (Screen 33)

(SCREEN 33) Confirm TC

Pressing "No" will return to the previous information. Pressing "Yes" will send through the selected time and reset the Elapsed Time and Trip meters.

The official may send their time to your vehicle. (Screen 34) The time will remain on screen for the duration of the TC minute only. It will also clear when moving.
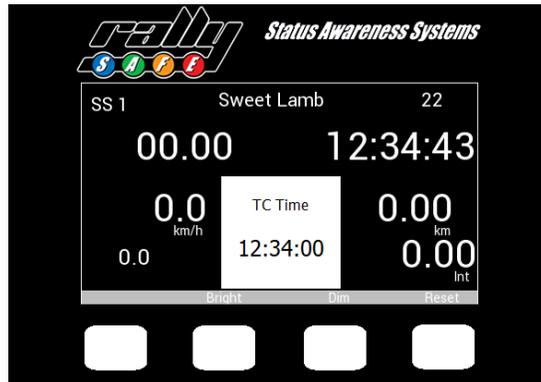
(SCREEN 34) Official TC

9. Transport Menu

In transport mode the unit has a menu that can be accessed by pressing the "Options" button. This allows you to view your stage times or send a manual hazard/SOS.

Note: the button is not available when near a TC, and may not be available at other times based on course layout.

Manual Hazard-

RallySafe also provides an option to signal a hazard manually while in transport mode. This is done through the Options menu and can then be upgraded or downgraded to the relevant level the same way as a stage hazard. Once the hazard is no longer required, it can be cancelled by pressing either of the two middle buttons.
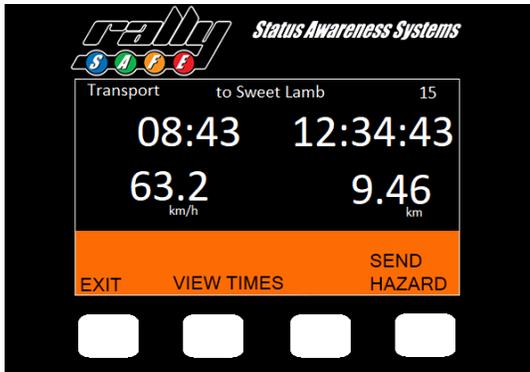
(SCREEN 35) Options
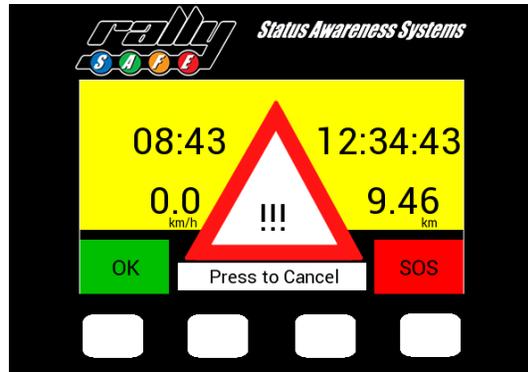
(SCREEN 36) Manual Hazard

Stage Times-

From the options screen, you can press the stage times button. This gives you access to both transit and competitive stage times. You can select times for any completed stage with the next and previous buttons. It is not possible to view times when near a Time Control or a Stage Start.
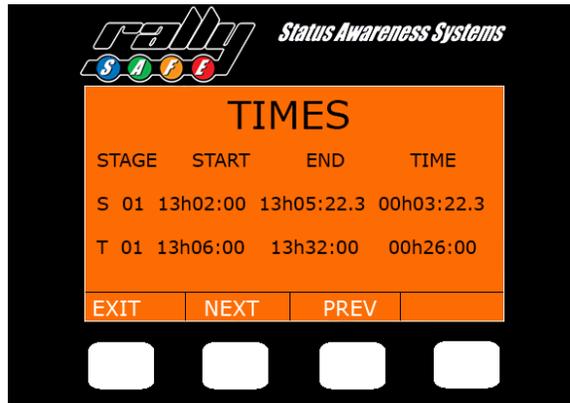
(SCREEN 37)

10. Contact us

For assistance, please contact the RallySafe Support Team by emailing: info@statusas.com

Please be as descriptive as you can when describing the problem. It would help us is you provide the following information at a minimum:

- Name of event.
- Vehicle or feature affected.
- Stage of incident.
- Time of incident.
- Any additional details.