

RallySafe Competitor Quick Reference

- 1) Rally Time displayed on your RallySafe Unit. All other clocks are informational.
- 2) Position the unit in the car so that it is visible to the co-driver at all times (slightly above the top of your pacenote book is ideal.)
- 3) Odo can be reset, a single push any time for the intermediate, a second push if below 5mph for overall.
- 4) Recorded stage times can be reviewed by pressing the 'option' button and selecting 'Stage Times.'
- 5) If the RallySafe unit goes to sleep, it can be woken up by pressing any button or by moving the car.

Timing

- 6) Arrival Controls will be done manually, but touchless.
- 7) Stage Start time will be displayed to you and given and through the unit.
- 8) Your unit countdown and start signal are the official start time. Any other clocks are informational.
- 9) RallySafe Finish Times are displayed on your unit and should be the same as shown to you at the stage end.
- 10) There is a manual back-up timing system in case there is an issue with the RallySafe units.

Warnings *(Note: in all situations, the current emergency procedure rules still apply)*

- 11) **Hazards:** The unit will automatically show a yellow hazard when you stop on stage. Remember that the triangle and OK sign rules still apply and they must be used in addition to the RallySafe display.
 - a. If you are OK and stopped in a safe location off the 'line', change status to Green OK
 - b. If you are OK but in a hazardous location, press Green OK, then return to Yellow Hazard. This will tell Race Control that you are OK, but the car is in a hazardous location.
 - c. If it is a SOS situation, press the Red SOS, and select Fire or Medical. If the situation is neither fire or medical, press medical and wait for a text message from Control. We will then ask you to confirm medical and you can say no.
 - d. If you accidentally press the wrong status, simply correct the status as soon as you realise the error.
- 12) **If You're The Next Car:** As you approach a stopped car you will see the status they are displaying as well as a count-down to their location. Caution should be used until you have passed the stopped car.
 - a. A yellow Hazard could mean the stage is completely blocked.
 - b. A Green OK means the car is stopped in a safe location, but does NOT replace an OK sign shown by the team, you still need to see that.
 - c. You must stop if a Red SOS is shown. **BUT confirm the situation is truly an SOS before pressing SOS on your unit.** The second press of SOS will confirm the situation for us. If the situation is neither fire or medical, press medical and wait for a text message from Control. We will then ask you to confirm medical and you can say yes or no.
- 13) **Red Flag:** The unit will go red and display Red Flag if the stage is being stopped. If you see this on your unit, press Acknowledge, and reduce your speed to a transit speed. You may receive further instructions on the unit.
- 14) **Push to Pass:** If you catch a car on stage you can push the far left button to indicate you want by. It is important that you only do this when you are close enough to actually make a pass. The car you are catching needs to be able to see you before they will respond.
- 15) **Text Messages:** Race Control can send short text messages to the units and teams can answer Acknowledge, Yes, No. Most texts will be a question about status (Are you OK? If you're stopped showing a hazard) that require a yes/no answer, but from time to time there may be instructions sent where you would simply acknowledge them.