



2015 ALPINE RALLY – USE OF RALLYSAFE

Introduction

For 2015, the Alpine Rally will be using Rallysafe to do special stage timing as well as to carry out its typical safety and tracking functions. This document provides information about Rallysafe at the Alpine. Please read it all prior to the event! You should also watch the video presentation on the Rallysafe website (Competitors tab) at www.rallysafe.com.au

It is essential that you correctly install the fitting kit, correctly install the unit and ensure that power and aerial leads remain connected while you are participating in the rally. Penalties can apply where Rallysafe power supply loss or aerial connection loss occurs during the event.

Pre-event

Ensure aerials, the power lead and the unit mount are fitted strictly in accordance with the fitting instructions. In particular, power to the unit must be maintained when the “kill switch” is turned off. Also ensure the aerial leads don’t have any tight bends – bends of less than 50mm diameter will degrade the signal.

Pre-start

Read the disclaimer when you sign to take the Rallysafe unit. If the unit is damaged while in your care, you are responsible to pay for repairs or replacement as necessary. Insurance is available if you require it.

Make sure the Rallysafe unit is installed in your car and the aerial leads are gently tightened. Put the correct aerials on the correct fittings, noting that the yellow Iridium lead has a left hand thread. Finger tight on the nuts is not enough – aerial connections can vibrate loose. If you don’t have an 8mm spanner, gently tighten by hand using the angle fitting of the aerial lead, taking care not to crimp the cable. Ensure the unit clamp is done up tightly – movement of the unit during an accident will impair its function.

Make sure the screen is at maximum brightness (press UP button until no further change in brightness is noted)

Normal competition

You are not required to take any action if there is no incident. The unit knows when stages start and end and the display will change accordingly.

Optional things you can do are:

1. Use right end button to reset the right hand distance display to zero
2. If you are being impeded by another competitor and wish to overtake on a special stage, press the left end button under the blue section of the screen. A message will be sent to the car in front of you showing the distance you are away. This Push to Pass function won’t transmit to the car in front of you unless you are within about 250m of it – when received, they are obliged to let you pass as soon as safe to do so.
3. Change the screen brightness. As the Alpine will be conducted in daylight, have the screen on the brightest setting at all times.

If you slow to less than 30km/hr, your unit will say “Transmitting Slow”. Nearby cars will be alerted by their screen going white and displaying SLOW plus your car number plus your distance away.

If you slow to less than 5km/hr, your unit will switch to Hazard mode. Nearby cars will be alerted. Nearby cars will be alerted by their screen going yellow and displaying HAZARD plus your car number plus your distance away.

In either case, the Transmitting Slow or Hazard status will disappear if you resume normal competition (e.g. after a “spin”).

If you receive a Push to Pass request (your screen will go blue and display the word OVERTAKE plus car number and distance), you must let the following car overtake as soon as safe to do so.

TIMING

Rallysafe will automatically record your special stage times. However, it isn't being used to record any other control times. You should therefore book into all Time Controls using the normal manual process and Time Card.

The unit knows where stages start and end and will automatically record the time you take to traverse each special stage.

At the start of a stage, the control official will issue a start time that is sent to your Rallysafe unit. As soon as that happens, your Rallysafe screen will start counting down. There is then no need for any official to provide you with a manual countdown. When the countdown clock reaches zero, you should commence the stage – with no wheelspin for the first 50m!

If the clock stops or disappears prior to reaching zero, the official has cancelled your start time. Wait at the start line for a new start time to be issued, when the countdown will recommence.

Rallysafe records when your vehicle commences moving, enabling jump starts to be detected at Rally Headquarters and appropriately penalised.

After a stage is completed, you can review your stage times by pressing the Options button then the Stage Times button.

WHAT TO DO IF YOU ARE INVOLVED IN AN INCIDENT?

If you have an incident that involves damage to your car, injury to either crew member or the car is stopped where it cannot be driven back onto the competition surface, then your Rallysafe unit will go into Hazard or SOS mode. That information will be immediately transmitted to Event HQ.

The default mode when a car stops is “Hazard”.

If the Rallysafe unit is subject to a substantial g-force in a forward/rear direction or directly sideways, the unit is programmed to generate “SOS” mode. However, impacts below the threshold or angular impacts may not automatically invoke SOS Mode.

The centre coloured band on your screen is the current mode. If it isn't the appropriate mode, switch to the correct one. You switch to another mode by pressing the button below the other mode you wish to select (the other coloured bands on each side of the screen).

After ensuring you have selected the appropriate mode, if not done automatically, then proceed with your standard incident response procedure, including putting out your OK or SOS board and your safety triangles.

The modes should be used as follows:

SOS mode means you require immediate assistance for medical or fire reasons. If that is the case, you should either confirm the SOS status (if possible) by pressing the relevant centre button labelled MEDICAL or FIRE. SOS mode should also be used where your car is completely blocking the road such that another car cannot pass. If SOS mode is not appropriate, switch to another mode.

OK mode means you don't require immediate medical or fire assistance and your car is sufficiently separated from the competition surface that it cannot be a risk to other competitors travelling at competition speed.

Hazard mode applies in any circumstances where neither SOS nor OK modes are appropriate. That will typically mean that immediate medical or fire assistance is not required but your car is on or immediately adjacent to the competition road.

Messages

Event HQ may send text messages to your Rallysafe unit. If a message appears on your screen, it will stay there until you respond. Possible responses are YES, NO and ACKNOWLEDGE. Press the button below the appropriate label to respond. If you leave the car, return regularly, if safe to do so, to check for messages.

WHAT TO DO IF A CAR IN FRONT OF YOU IS INVOLVED IN AN INCIDENT?

If a competitor is stopped on course, when you get within a few hundred metres of it, your Rallysafe screen will turn either red (for SOS mode), yellow (for Hazard mode) or green (for OK mode) according to the mode on the stopped competitor's Rallysafe. The mode name, the car number and the distance to go will be displayed on your screen.

SOS mode shown

If an SOS Mode is indicated, slow immediately. You must stop when you get to the car generating the SOS signal.

If you are the first car to arrive, check if the crew are both breathing and conscious. Then assess whether the SOS is justified.

If SOS is justified, **select SOS mode on your Rallysafe**. If medical or fire assistance is required, then press the MEDICAL or FIRE button. This confirms the incident status to HQ. Then assist the crew to implement their standard incident response procedures, including putting out safety triangles and an SOS board. Then write down basic information about the incident including the car number, the exact location, details of any injuries or symptoms, a fire risk assessment and to what degree, if any, the car is blocking the road. The second and third cars to arrive should be provided with that information and immediately deliver it to the next SOS (Radio) point or Stop Point. Subsequent cars should stay at the incident, leaving room for emergency vehicles to gain access.

If you are the 2nd or 3rd car to arrive, take a report of the incident to the next SOS (Radio) point or the Stop Point, whichever you reach first. Do not drive at competitive speed – there may be no following cars to assist if you have an accident.

If SOS is not justified, encourage the other crew to switch their Rallysafe to Hazard.

Hazard mode shown

As you approach the location of the stopped car, slow sufficiently such that you can stop safely if necessary.

If no board is displayed or an SOS board is displayed, **you must stop**. Treat the situation as if you had received an SOS advice via Rallysafe (see section above). If SOS is appropriate, activate SOS mode on the Rallysafe in the car involved in the incident.

If the OK board is displayed, you need not stop. Proceed carefully past the stopped vehicle, after which you can resume competition driving.

OK mode

If correctly used, the stopped car should be sufficiently off the course to not be a hazard to you. In that case, you should be able to maintain competition driving. However, you should drive with sufficient care to appropriately react if an error was made in selecting OK mode.

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EXAMPLES OF RALLYSAFE SCREEN VIEWS



LIAISON SECTION SCREEN



SPECIAL STAGE SCREEN

In each above screen, the actual section/stage name will be displayed instead of “Transit to Event”.



TRANSMITTING HAZARD



RECEIVING HAZARD



RECEIVING OVERTAKE NOTICE



RECEIVING SLOW VEHICLE NOTICE



RECEIVING SOS



WITHIN QUIET ZONE