



Course Vehicle Operation

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Welcome

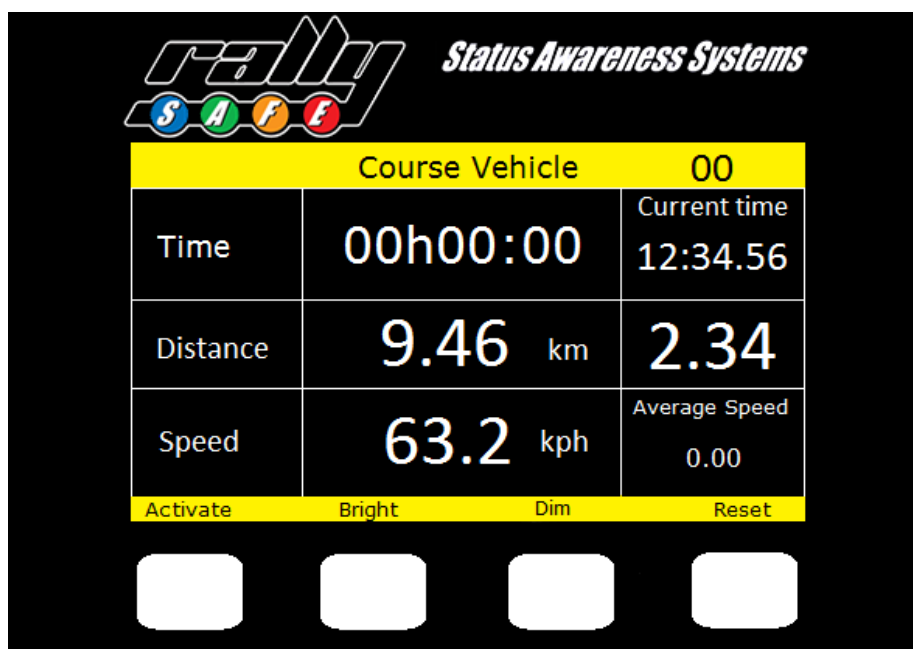
The information contained in this document is to provide an introduction and assistance in the use of RallySafe Timing & Tracking equipment.

The RallySafe system may be the main timing system on event and its use includes a number of safety and tracking procedures that are instigated by the correct use of the system. The system uses the Official and Competing cars to send data back to Rally Control. This data is then interpreted by the RallySafe program to provide Safety Tracking and Timing reporting.

To make this work correctly we all need to be comfortable in the use of this equipment.

Overview

The unit in a Course Vehicle allows Race Control to see the location of the support vehicles. These vehicles will show the distance to a hazard so that a vehicle that is off the course can be quickly located. 00 and 000 can report course conditions to Race Control.



Trip meters can be reset on all course cars with the 'Reset' button. A single press will reset the "Intermediate Trip" (the right trip meter). A second press will reset both Trip Meters.

Car 00 and 000 can send a message to race control for course status by selecting "Activate" and choosing between the options of Dry, Intermediate, Wet

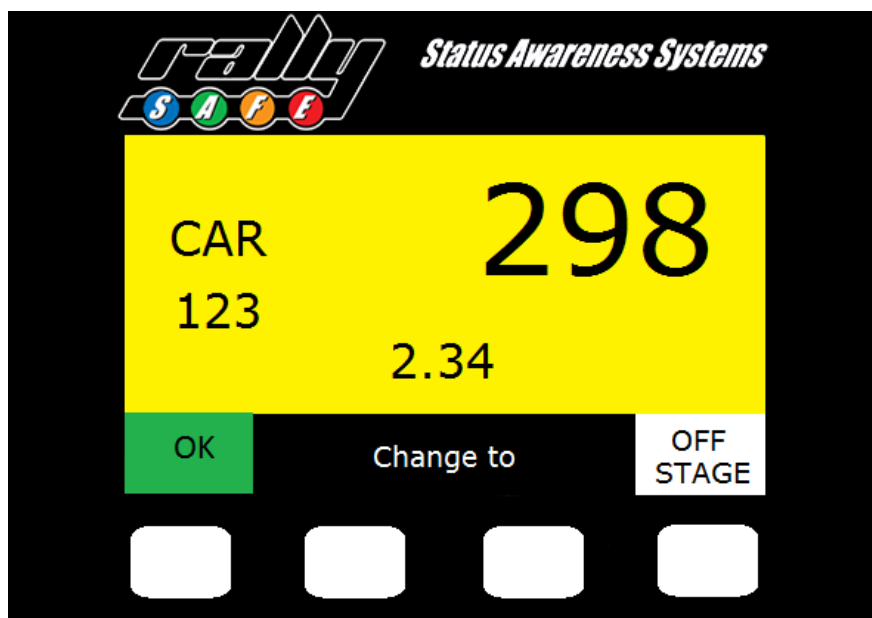
Sweep: By being able to see hazards, they can be dealt with as the course is checked.

Any course car needs to downgrade a SOS once the event is dealt with so that other competitors don't need to stop at the scene. This is particularly important if a stage is to be used for a second pass.

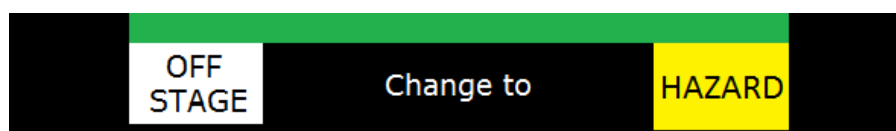
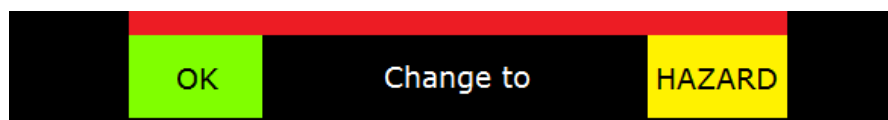
Note: Car 0 is treated as a competition vehicle. This car should not stop on course, so the transmission of a hazard from this car is of high priority.

Management of Hazards

When a course car approaches a stopped car – the type of hazard and distance to the hazard will be displayed, along with the distance into stage.



If a Course Car detects a hazard it can change the hazard of the stopped car.

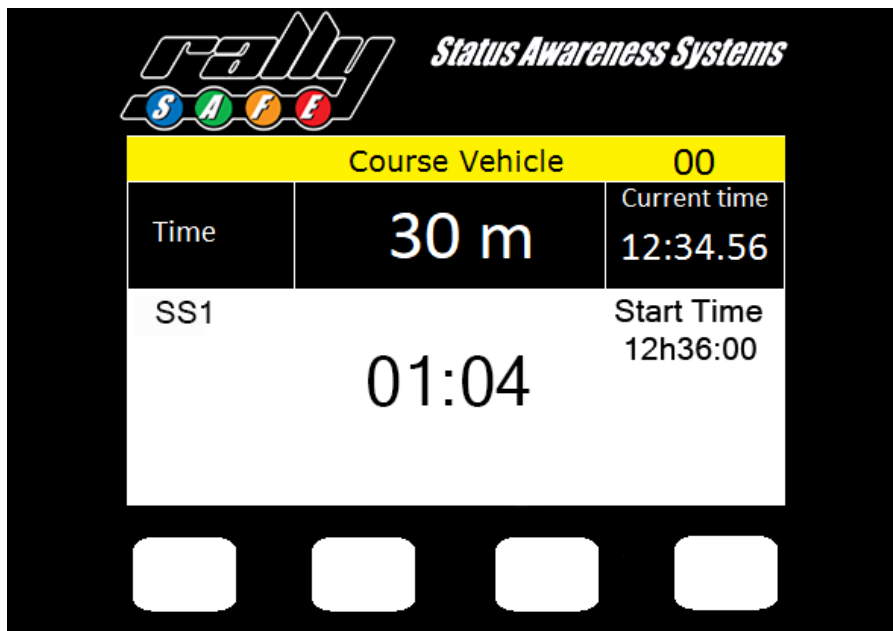


The options are

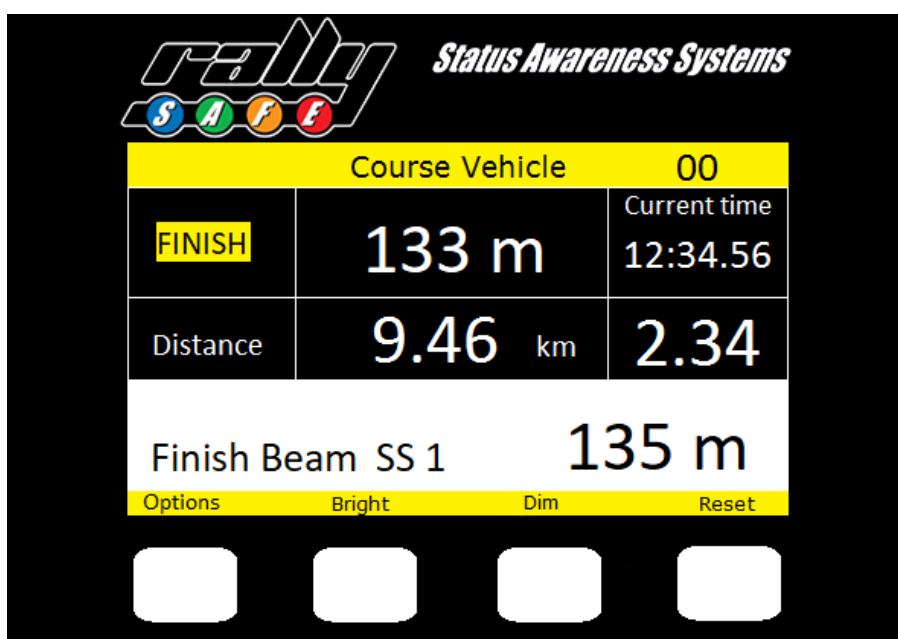
- **OK.** If a stage is to be continued or run for a second time and that the stopped car is in a safe location
- **Hazard:** If a stage is to be continued or run for a second time and other competitors need to be aware that the stopped car is in a hazardous location.
- **Turn off:** If a stage is to be continued or run for a second time and the car is off the course. Or if the stage is completed and the car will not be completing the stage. (Note: a car can only be taken off stage if it is transmitting Hazard or OK.)

Timing Functions

A start time can be issued to 00 or 000 simply by entering the car number into the surface.



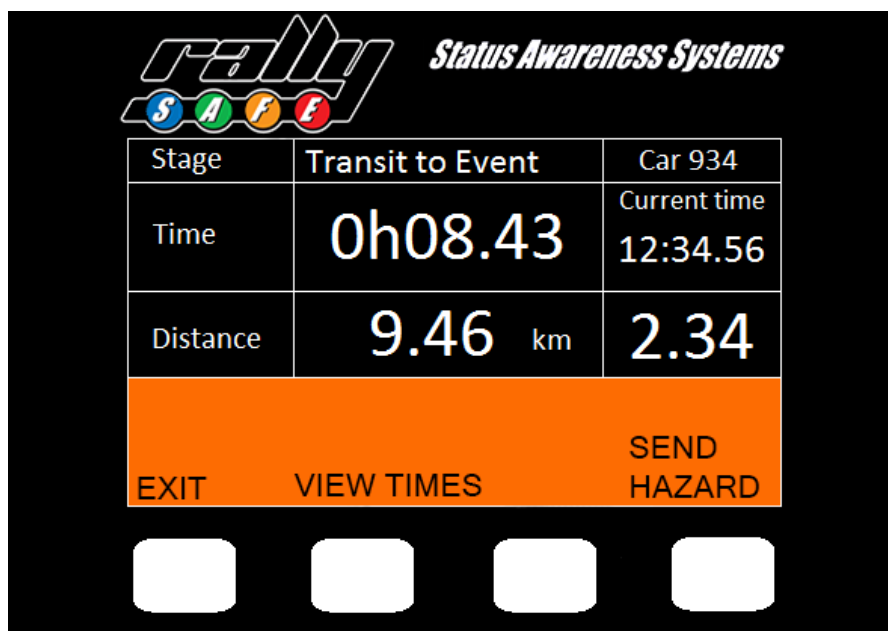
This serves two purposes. It allows the 000 and 00 cars to confirm that the surface is set to the correct stage and synchronises the unit to the event coordinates. The coordinate distance is then displayed from a distance of 350m, to allow the course car to check placement of boards and control points.



When Timing beams are in use, the distance to the beam will be displayed from 350m, if the beam is turned on and aligned.

Hazard Notification to Race Control

A hazard can be sent from a course vehicle to warn other vehicles or attract the attention of Race Control by pressing the options button (1) and then selecting Send hazard (4).



This Hazard can be cancelled if required (buttons 2 or 3) or upgraded or downgraded depending on the situation. Upon moving again, the hazard will disappear automatically.

