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TROPHY**



**2021
SCHOTTER CUP**



COMPETITOR USER MANUAL LAUSITZ RALLYE 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.

NOTICE: In addition to the use of this tracking system, the regulations of the FIA Regional Rally Sporting Regulations, in particular Art. 53 - Competitors Safety).

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 color 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 color-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 black 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 passed the TC 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

4 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 5) Sending a Hazard

SCREEN 5 - 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.



Version 3.0
Lausitz rallye 2021 28/10/2021



(SCREEN 6) Sending OK

SCREEN 6 - 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 (screen 7)



(SCREEN 7) Sending Hazard



(SCREEN 8) SOS Confirmation

SCREEN 8 – 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 organizing resources, if you stop at a SOS where help is required, press your SOS button as well. If they have OK boards showing, they must remove the SOS warning.



(SCREEN 9) Medical Assist Required



(SCREEN 10) Fire Assist Required

If no urgent assistance is required, you must “CANCEL” the **SOS** by pressing **OK**. Race Control will be informed, and monitor the situation.

Receiving Hazards-

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

SCREEN 11- **(OK)** The vehicle and crew ahead are OK and in a safe place, you may proceed.

SCREEN 12- **(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 13- **(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 11) OK

(SCREEN 12) Hazard

(SCREEN 13) SOS

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

5 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.

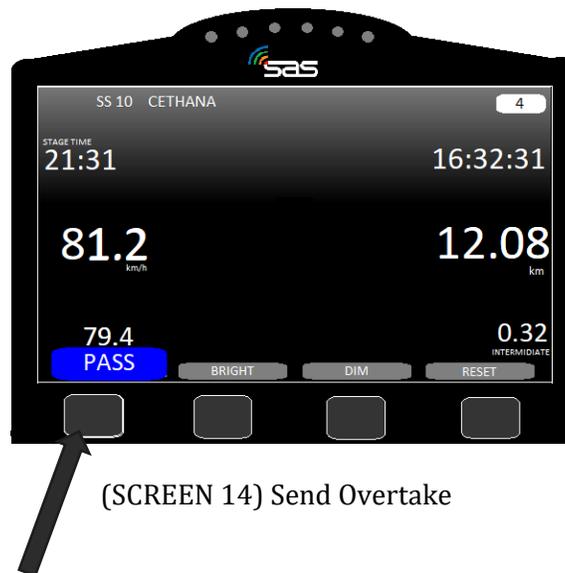
To activate this function, press the button under the **"PASS"** section. See screen 14.

SCREEN 19 - 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 20 - 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 220meters 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 15) Transmitting overtake



(Screen 16) Receiving Overtake

Stage RED Flagged

Race control has the ability to inform competitors that a stage has been cancelled. This is to reduce speed on stage. Once received the information must be Acknowledged within 1 minute.



(SCREEN 17) RED FLAG & Acknowledgment mode

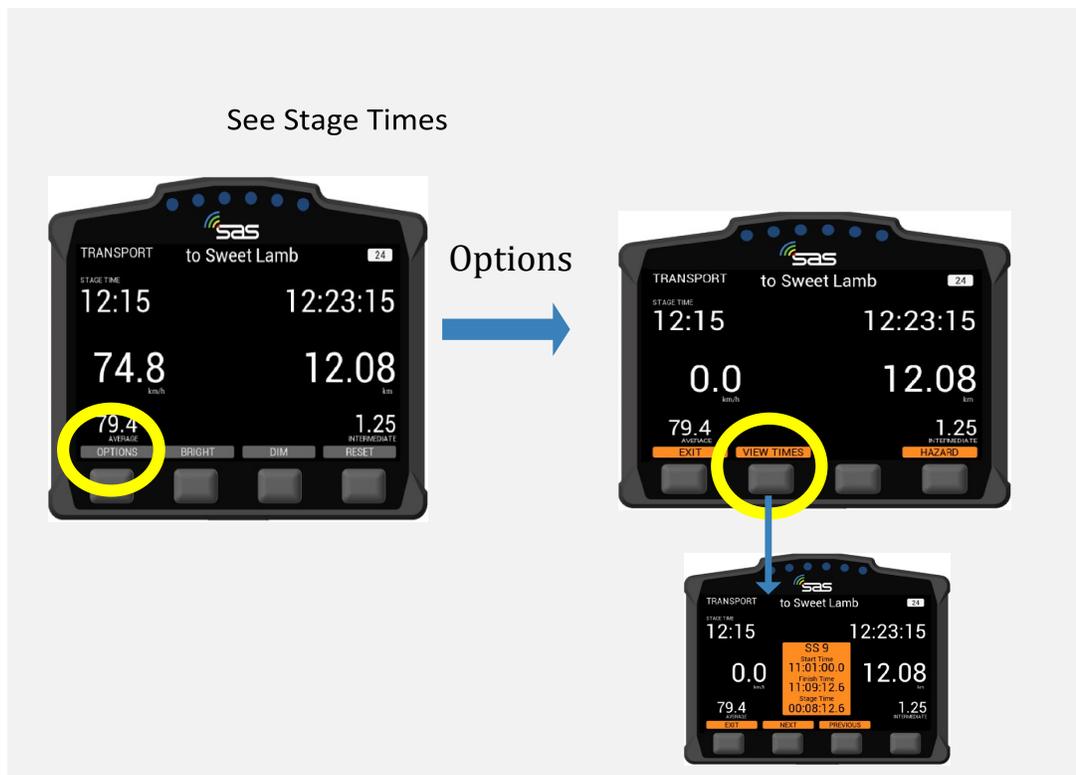


(screen 18) RED FLAG in special stage

6 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.

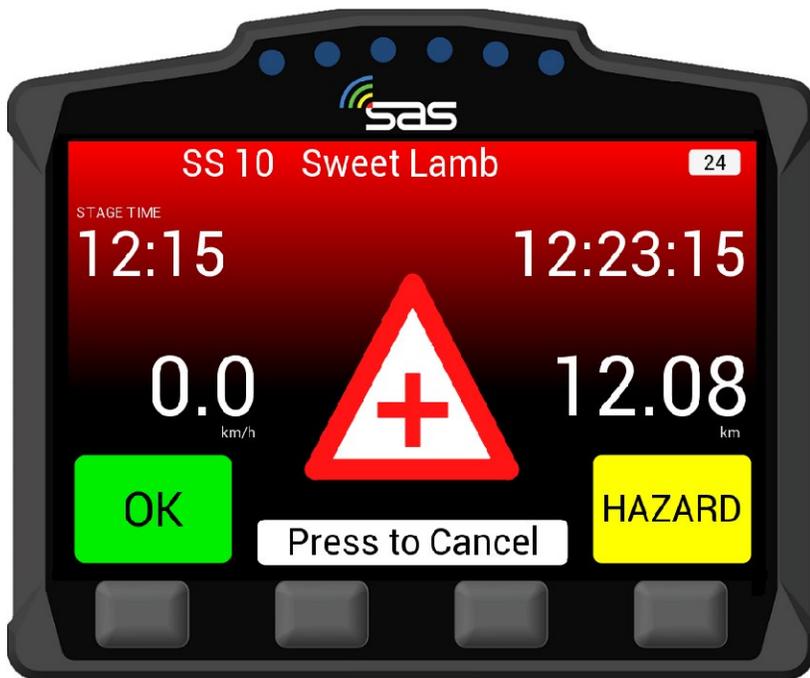


Stage Times-

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.

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.



7 Contact us

For assistance, please contact the RallySafe Support Team by emailing: contact@rallysafe.nl

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

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



