



2024 Tyres & More Hemmant Working Dog Rally

Event Date: 5 – 6th October 2024

Date: 30/9/2024

Time: 1500 hrs

Permit No.: 224/0610/01

Subject: BULLETIN NO: 001

From: The Clerk of the Course

To: All Competitors / Crew Members

Number of Pages: 6 Attachments: 3

Approved by MA: 3/10/24

1. Amendments to the Supplementary Regulations of the Rally

Art. 1 Event Program (changes and additions):

Date	NSW Time	QLD Time	Details	Venue
Saturday 5 th October 2024	1400— 1630hrs 1400 – 1550hrs	1400— 1630hrs 1400 – 1550hrs	Hand out of Road Books, Door Numbers, Rallysafe, Units etc	Rally HQ - Bonalbo Showground
Saturday 5 th October 2024	1700hrs 1600hrs	1700hrs 1600hrs	Competitors start to arrive at the Ceremonial Staging Assembly Area	TBA Peacock Street, Bonalbo
Saturday 5 th October 2024	1800hrs	1800hrs	Competitor Briefing	Rally HQ – Bonalbo Showground Bonalbo District Memorial Hall, Koreelah Street, Bonalbo
Saturday 5 th October 2024	1850hrs	1850hrs	Ceremonial Start – First Car on Start Ramp. Each Car will be 1 minute apart.	Peacock Street, Bonalbo
Saturday 5 th October 2024	1830hrs 1900hrs	1830hrs 1900hrs	Event Start: Car 1 into TCOA Rallysafe Tech Zone & Overnight Parc Ferme	TCOA Bonalbo Showground
Sunday 6 th October 2024	0700hrs 0720hrs	0600hrs 0620hrs	Car 1 Starts from at TCOB Parc Ferme Out/Service In	TCOB Bonalbo Showground
Sunday 6 th October 2024	1617hrs 1635hrs	1517hrs 1535hrs	Car 1 Finishes TC3 9A Parc Ferme In	TC3A Bonalbo Showground

Art. 3.5 Organising Committee (additions):

Results Manager	Adriana Pallister	M: 0418 611 224 E: adriana.pallister@ohmgroup.com.au	9767605
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The following officials have been appointed:

Position:	Name:	Licence #:
Chief Steward	FBA Zachary Dawes	1709363
Steward	FBA Terence Stanley	1147725
Steward	FBA Paul Henningsen	9130327

Art. 4 Competition Details (changes):

Table 2 –Event Format

Event Format	
No. of Heats	3 Heats for all Championship and Series except the QLD Novice Series: Heat 1 begins at TC0B and ends at TC3A TC0A and ends at TC3B Heat 2 begins at TC3C and ends at TC6A TC6B Heat 3 begins at TC6C and ends at TC9A
Competitive Distance (km)	120.18km 118.17km
Liaison Distance (km)	217.11km 220.11km
Total Distance (km)	337.29km 338.28km
First Car Starts at TC0A	Saturday 5/10/24 0730hrs 1900hrs NSW Daylight Savings Time (0630 1900hrs QLD)
First Car Finishes at TC9A	Sunday 6/10/24 1617 1635hrs NSW Daylight Savings Time (1517 1535hrs QLD)

Art. 4.8 Ceremonial Start and Competitor Briefing (changes and additions):

A ceremonial start will take place on Saturday 5th October, 2024 between 1700hrs – 2100hrs in the centre of Bonalbo, NSW.

Cars are to arrive and assemble in Peacock Street as per the timetable to be posted before the event (cars will assemble at specific times between 1600hrs – 1640hrs). The cars will then be directed into position by officials into the display area on Sandilands Street. Cars must be placed in car number order for the ceremonial start. Drivers and Co-Drivers must be dressed in their driving suits.

The cars will be on display from 1700hrs until the first car processes over the start ramp at 1850hrs. Both the Driver and the Co-Driver must be in the car as they proceed through the Ceremonial Start at one minute intervals and then travel to TCOA at the Bonalbo Showgrounds. Route chart instructions will be provided for the liaison.

IMPORTANT NOTE: No antilag or over-reving of engines allowed at the ceremonial start due to horses etc. in the paddocks surrounding the area.

A Competitor Briefing will be held at Rally HQ at the Bonalbo Showground the Bonalbo District Memorial Hall, Koreelah Street, Bonalbo: <https://maps.app.goo.gl/9y6kA57jLwAQ5gJw7> at 1800hrs on Saturday 5th October 2024. The hall is located across the road from the Ceremonial Start. The Driver and Co-Driver must attend the Competitor Briefing.

Ceremonial Start and Drivers Briefing Location Map



Art. 7.3 RallySafe (the following is an addition to the article):

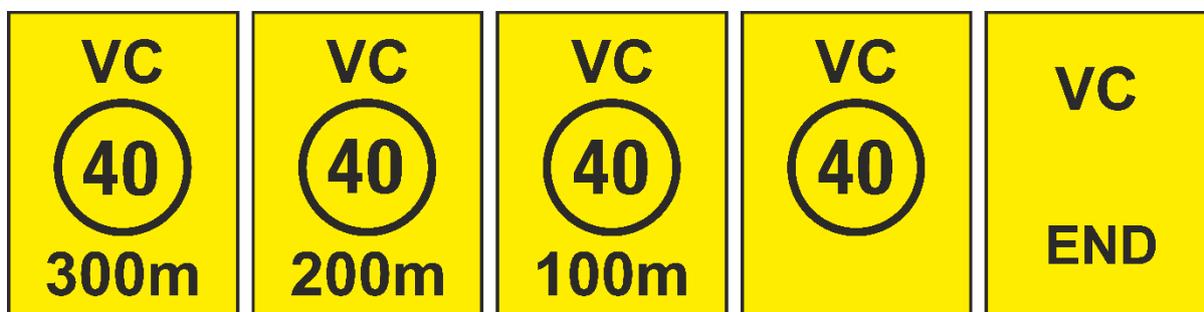
The RallySafe system will be used at the event and each competitor MUST be familiar with using the RallySafe unit. PLEASE READ THE UPDATED “RALLYSAFE COMPETITOR USER MANUAL” attached to the Bulletin. Also, watch the following videos:

- RallySafe Unit Briefing Video: <https://www.youtube.com/watch?v=OXHX6oz4bAQ>
- Push to Pass System Video: [RallySafe P2P diagram 2 2024 2.mp4](#)

The event will be utilising Virtual Chicanes and the “Spectator” button to report any Fauna strikes in the stages:

Virtual Chicanes (VC)

Virtual Chicanes will be used in the event and competitors must slow to 40kph. A Virtual Chicane works 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. Virtual Chicanes will be indicated on the RallySafe unit, as well as physical boards on the approach an start and finish of the zone. PLEASE READ THE “SAS Virtual Chicane User Manual” attached to the Bulletin. Yellow VC boards will indicate the start and finish of the VC area and the VC zone is noted in the roadbook:



Fauna Strike Button

A modification has been made to the RallySafe Unit, to add a “Spectator” button. The event will be using this “Spectator” button so that competitors can inform Rally HQ of a Fauna strike e.g if any animals are sighted and injured on the stage.

The 3rd button from the left will read “Spectator” on the RallySafe Unit and will allow the competitor to send a message, reporting the location of a Fauna strike to Rally HQ. PLEASE READ THE “RallySafe Spectator Button” document attached to the Bulletin.

Art. 7.4 7.4 Rally Safe Technical Zone and Parc Ferme (additions):

This is a Parc Ferme, and all Parc Ferme conditions apply. Only RallySafe personnel and Event Officials are allowed to work on the RallySafe unit and fittings in the vehicle at this time. If there is a problem with the RallySafe unit and fittings and another needs to be installed, a crew member may help with this ONLY IF THE RALLYSAFE PERSONNEL AND EVENT OFFICIALS DEEM IT NECESSARY. A Crew member must stand by the vehicle while the RallySafe personnel check the car in case they are called upon. Once the RallySafe personnel have completed their checks, the crew member is allowed to lock the vehicle to make it secure for the overnight parc ferme.

Art. 7.3 Early Book in at Time Controls (remove line):

Competitors may book into the following controls early WITHOUT Penalty:

- TC0A — Saturday night RallySafe Technical Zone and Parc Ferme
- TC9A – Parc Ferme In Control at the end of the event

Art. 7.7 Servicing (changes and additions):

- The closest 98 pump fuel is available in ~~Casino 68km away~~ **Tabulam 29km from the Service Park in Bonalbo. The brand new Tabulam Service Station is located on the left before the left turn into the remote refuel area at Tabulam, between Stages 2&3, 5&6, 8&9. The Service Station has premium 98 (BP). The location of the Service Station can be found here:**
<https://maps.app.goo.gl/f9rT5Hyuk1KLXB38A>

Art. 8.2 Odometer Check (changes):

Directions to the Odometer Check will be ~~included in the Road Book~~ **handed out as a separate set of instructions when you collect your road book etc. at the event.**

Art. 8.3 Route Instructions (addition to the article):

Competitors are allowed to deviate off the route ONLY to visit the Tabulam Service Station on the liaison between Stages 2&3, 5&6, 8&9 before arriving at the optional Remote Refuel turn off noted in the Road Book.

Art. 8.9 Heats (changes):

- Heat 1 begins at ~~TC0B and ends at TC3A~~ **TC0A and ends at TC3B**
- Heat 2 begins at TC3C and ends at ~~TC6A~~ **TC6B**
- Heat 3 begins at TC6C and ends at TC9A

Art. 11 Workplace Health and Safety Advice for Entrants & Service Crews (clarification):

- Suitable fire extinguisher required to be readily available when refuelling. **The fire extinguishers located in the competing vehicle meet the suitable requirements for refuelling. Please make sure the doors of the vehicle can open (that no other service activity is preventing access to the fire extinguishers) to allow easy access to the fire extinguishers inside the vehicle while refuelling.**

Appendix B: Draft Final Event Itinerary (changes):



Event Itinerary



Location	SS Distance	Liaison Distance	Total Distance	Time Allowed	1st Car Due	
Saturday 05 / 10 / 2024						
TC0A	Parc Ferme IN				19:00	
Sunday 06 / 10 / 2024 - SUNSET 18:53hrs						
TC0B	Parc Ferme OUT / Service IN				7:20	
	Service A (Bonalbo SP) Incl. Refuel			0:10		
RZ 0	Distance to next refuel	25.53	44.08	69.61		
TC0C	Rally Start				7:30	
TC1			18.53	18.53	0:27	7:57
SS1	BUCCINI BLAST 1	15.88			8:00	
TC2			14.43	30.31	0:40	8:40
SS2	KICKASS QUICKPASS 1	9.65			8:43	
RZ1	Remote Refuel (Tabulam)			(20.77)		
	Distance to next refuel	13.86	29.29	43.15		
TC3			32.27	41.92	0:45	9:28
SS3	ACCENT HOOT 1	13.86			9:31	
TC3A	Service IN		8.14	22.00	0:25	9:56
	Service B (Bonalbo SP) Incl. Refuel	39.39	73.37	112.76	0:30	
TC3B	Service OUT / Regroup IN				10:26	
	Regroup A			0:20		
TC3C	Regroup OUT				10:46	
TC4			18.53	18.53	0:25	11:11
SS4	BUCCINI BLAST 2	15.88			11:14	
TC5			14.43	30.31	0:40	11:54
SS5	KICKASS QUICKPASS 2	9.65			11:57	
RZ3	Remote Refuel (Tabulam)			(20.77)		
	Distance to next refuel	13.86	29.29	43.15		
TC6			32.27	41.92	0:45	12:42
SS6	ACCENT HOOT 2	13.86			12:45	
TC6A	Service IN		8.14	22.00	0:25	13:10
	Service C (Bonalbo SP) Incl. Refuel	39.39	73.37	112.76	0:40	
TC6B	Service OUT / Regroup IN				13:50	
	Regroup B			0:20		
TC6C	Regroup OUT				14:10	
TC7			18.53	18.53	0:26	14:36
SS7	BUCCINI BLAST 3	15.88			14:39	
TC8			14.43	30.31	0:40	15:19
SS8	KICKASS QUICKPASS 3	9.65			15:22	
RZ4	Remote Refuel (Tabulam)			(20.77)		
	Distance to next refuel	13.86	29.29	43.15		
TC9			32.27	41.92	0:45	16:07
SS9	ACCENT HOOT 3	13.86			16:10	
TC9A	Parc Ferme IN		8.14	22.00	0:25	16:35
Total		118.17	220.11	338.28		



RALLYSAFE COMPETITOR USER MANUAL

STATUS AWARENESS SYSTEMS
14 Short St, Ulverstone, 7315 Tasmania, Australia

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1. Purpose

The purpose of this document is to detail the general use and functions of a RallySafe tracking unit for competitors. Also included are links to FAQ's and the RallySafe Unit fitting guide.

2. Scope

This document has been prepared for competitors who are competing at an event where the RallySafe system is being used for vehicle tracking and safety communication.

3. Responsibilities

It is the competitor's responsibility at each and every event to do the following -

- Purchase and have installed a RallySafe Fitting Kit prior to attending event.
- Collect RallySafe Tracking Unit during the allocated time. (**See event Supp. Reg's.**)
- Install the RallySafe Tracking Unit as soon as possible.
- Contact a SAS team member if there seems to be any issues with your RallySafe Tracking Unit or RallySafe Fitting Kit.
- Upon completion of the event, return the RallySafe Tracking Unit, and any other equipment supplied, immediately to a SAS team member.

4. Procedure

4.1 Powering the Unit On

Please power the unit on early before the event to give it time to run checks and allow a check of the full system. Once you have received the unit please install and powerup. 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.

The RallySafe Tracking unit is pre-loaded with all the stage coordinates and is activated when powered on.

To power on the unit, you must do the following:

1. Confirm the RallySafe Power Plug has a green indicator light on the connector.
NOTE: Do not connect the power plug if this indicator light is not green. Contact a SAS team member if this light is Red.
2. Install the antenna connectors to the corresponding colour-coded connections.
3. Connect the Power plug to the RallySafe unit.
4. The RallySafe unit will now "boot up". (This can take a minute.)

The unit should NOT be powered off at any stage during “boot up”.

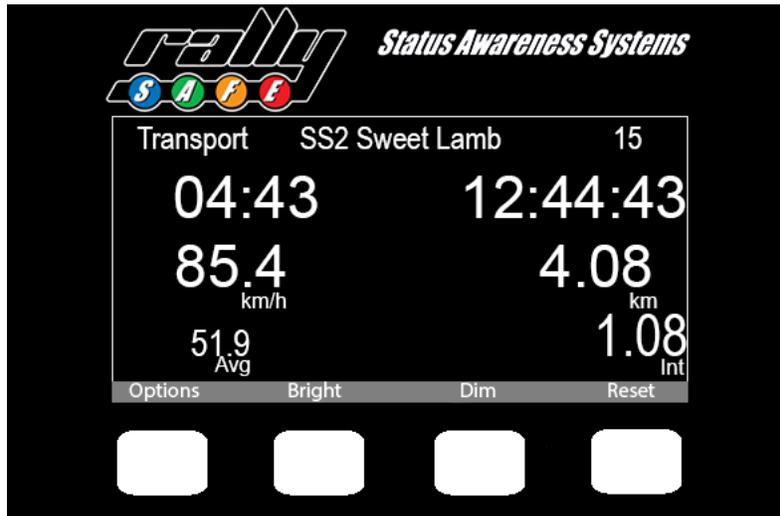
The unit will go into sleep mode within a few minutes of inactivity but will re-wake when the vehicle moves or when any button on the unit is pressed.

4.2 Unit Modes

Transport Mode

When powered on the unit will display the transport screen.

While on a transport stage the unit will display your car number (top corner), time in transit, current time, speed, average speed, and accumulative and intermediate distances (Screen 1).



Screen 1

The name of the next point you are travelling to is displayed and whether it is a service or a competitive stage.

The unit has four white buttons where you can reset the intermediate and main trip meter and dim or brighten the screen. **Full brightness is recommended for daytime.**

For details of functions available under the 'options' button see Section 4.7 'Transport Mode' below.

Stage Mode

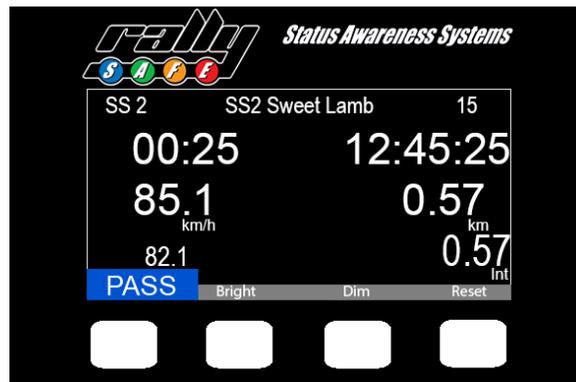
Once you have checked in and the unit is within 20meters of the start line the unit will then proceed to stage start mode indicated by "Ready to start" (Screen 2).



Screen 2

On commencement of the stage the unit will then switch to on stage mode (Screen 3)

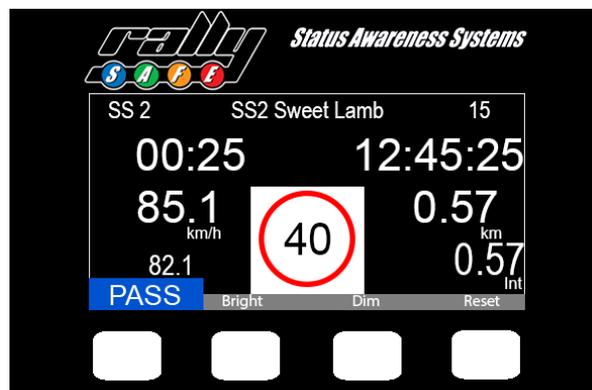
The unit will start timing and the push to pass option will appear (this function is event dependant).



Screen 3

Speed Monitoring

In events or categories that have a speed limit there is a warning that displays when approaching the speed limit (Screen 4)



Screen 4

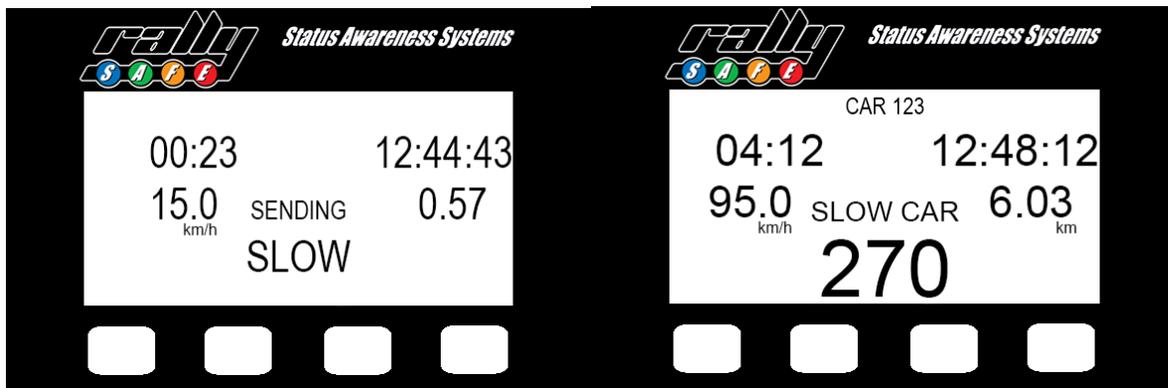
4.3 Safety Notifications

Sending Slow

The unit will automatically transmit a SLOW CAR message if your speed falls below pre-defined limits when you are on stage. This will show on your screen as “Sending Slow” (Screen 5).

Cars approaching you will be alerted of a “Slow Car” (Screen 6). In this case there is a slow car (#101) that is 123 meters ahead.

If the “Slow Car” speeds up to above 30kp/h they will return to stage mode but **be aware they may still be travelling significantly slower than you.**



(Screen 5)

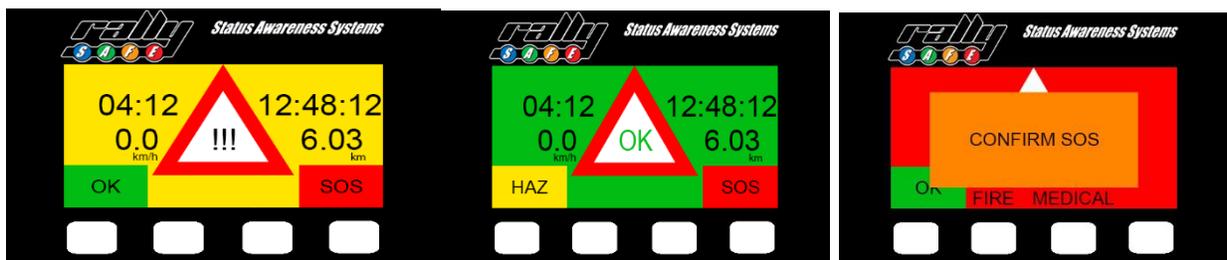
(Screen 6)

4.4 Hazard Alerts

Sending Hazards

The unit’s primary function is to alert competitors and race control of Incidents and Hazards

An incident is conveyed to race control and approaching cars with different levels of hazard depending on the severity of the incident.



(Screen 7)

(Screen 8)

(Screen 9)

When Stationary on a competition section, the RallySafe unit will automatically transmit a “Hazard” (Screen 7). Even if you select OK, as you are stopped, it will still notify approaching vehicles of your “OK” status.

If you are “OK” and do not require the “Hazard” alert, press the button under ‘OK’ (Screen 7), this will be confirmed by the system as acknowledged (Screen 8).

To upgrade the “Hazard”, press the button under the ‘SOS’ (Screen 7).

You will then need to confirm “FIRE” or “MEDICAL” by selecting the corresponding button (Screen 9).

You can downgrade or upgrade the hazard status at any time.

If assistance is not required, you downgrade the “Hazard” by selecting “OK”.

If your vehicle is involved in a high G-Force impact, the “SOS” screen will automatically display (Screen 9).

If you stop at a situation where help is required, press your SOS button as well. If they have their OK boards showing, get the competitor to downgrade their hazard status to an OK. Otherwise Race Control may neutralise the stage.

Receiving a Hazard

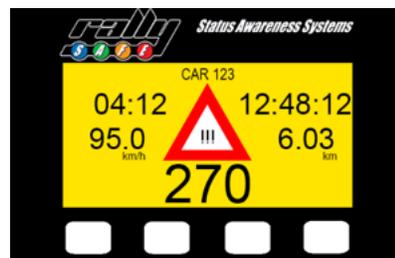
The RallySafe unit will notify you of upcoming hazards as you approach an incident.

A Green **OK** Hazard indicates the vehicle and crew ahead are “OK” and you may proceed at speed (screen 10). In this example the hazard is 270m ahead.



Screen 10

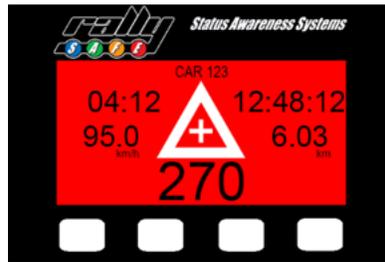
A Yellow **HAZARD** indicates that the crew involved in the hazard ahead are OK, but the hazard indicates their vehicle is stopped and may be partially, or fully blocking the road, proceed with caution (screen 11).



Screen 11

A Red **SOS** indicates that the crew involved in the hazard ahead have signalled that they require emergency assistance (screen 12).

Please activate the event emergency proceedings for SOS situations. (See event Supp. Reg's.)



Screen 11

The RallySafe Hazard notification system run in conjunction with existing event safety systems.

You must still show OK and SOS boards as per event regulations.

4.5 Push to Pass

The “Push to Pass” function allows a vehicle behind to alert a vehicle in front that they have caught them on stage and wish to overtake safely.

To activate this function, press the white button under the “PASS” section. (screen 13)



Screen 13

This will enable the Push to Pass function for 10 seconds which will be indicated by a blue screen (screen 14). **This is not a confirmation of a competitor allowing you to pass** – it is only showing your request to pass.



Screen 14

The screen in the vehicle ahead (to be overtaken) will also turn blue (Screen 15). (In this example the car requesting to overtake is Car 123 and is 290m behind.)



Screen 15

4.6 Speed Zones

The RallySafe System can be used by event/race control officials for speed monitoring - both on stage and in transport.

These zones will be in your roadbook, but the RallySafe unit will also display a warning as you approach the zone.

Virtual Chicane

Virtual chicanes are often used by events 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 16)

(Screen 17)

(Screen 18)

The procedure of a virtual chicane is as follows:

1. As you near the virtual chicane you will receive a warning of the upcoming zone – you will be advised of the distance to the zone and the speed required within the zone (Screen 16).
2. After entering the virtual chicane, the speed required to achieve will be displayed (Screen 17).
3. Once you have achieved this speed the display will turn green, continue racing (Screen 18).

Quiet and Restriction Zones

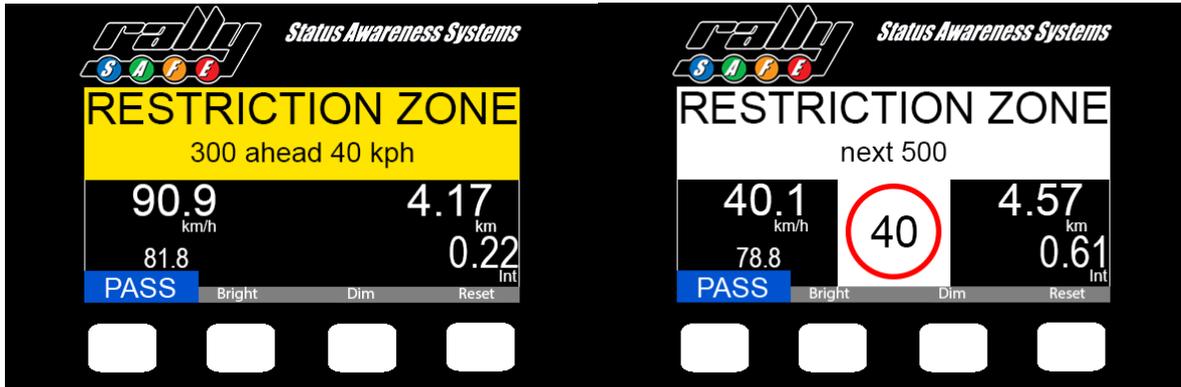
The RallySafe unit will provide a countdown to the start of Quiet and Restricted Zones.

In these zones the speed limit MUST be maintained for the duration of the zone.

Restricted Speed Zone

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

A countdown to the zone is given (Screen 19) and you are advised once you are in the restricted zone (Screen 20).



(Screen 19)

(Screen 20)

Restricted Time Zone

You are required to remain in the zone for a specified time.

You are advised of the upcoming zone (Screen 21), the remaining time of the zone is shown in the white banner as a countdown (Screen 22). On completion of the zone you will be advised (Screen 23).



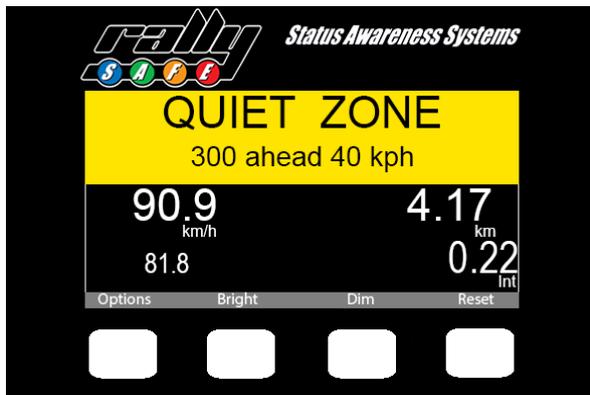
(Screen 21)

(Screen 22)

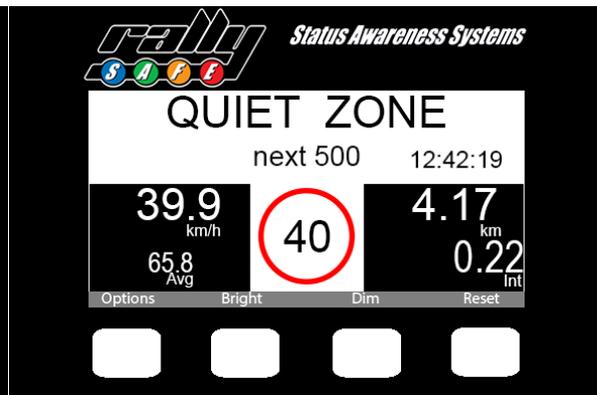
(Screen 23)

Transport Quiet Zone

This is an "off stage" Quiet Zone. You are required to remain below the speed limit for the duration of the zone. You are advised of the approaching zone and speed limit (Screen 24) and once on the zone the speed limit is displayed continuously (Screen 25).



(Screen 24)



(Screen 25)

4.7 Transport Menu

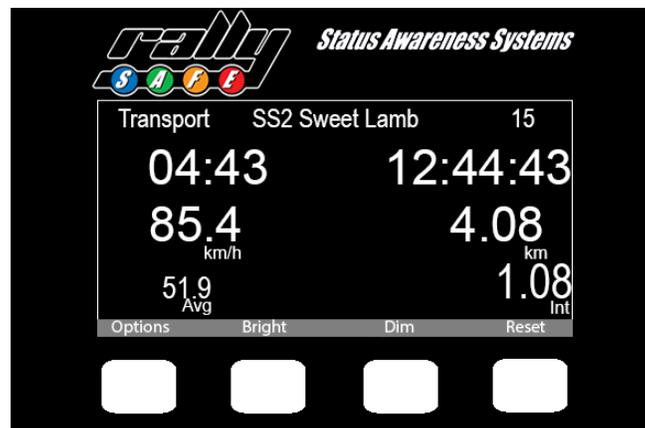
In “Transport Mode” the unit has a menu that can be accessed by pressing the options button.

In this menu you can send a allows you to send a manual hazard or view your stage times.

Manual Hazard

To manually send a Hazard Message during a transport stage:

1. Select Options (Button 1) on the transport screen (Screen 26)

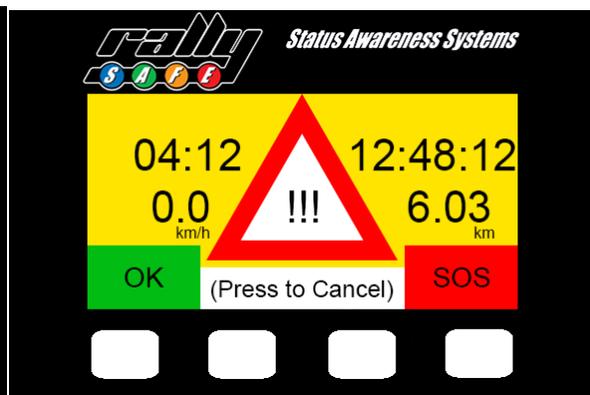


Screen 26

2. Select “Send Hazard” (Button 4) (Screen 27)
3. You are now Sending out a “Hazard” Message.
4. To send an SOS, select “SOS” (Button 4) (Screen 28)
5. To Cancel the “Hazard Status” either start driving or select “Press to Cancel” (Button’s 2 or 3)



(Screen 27)

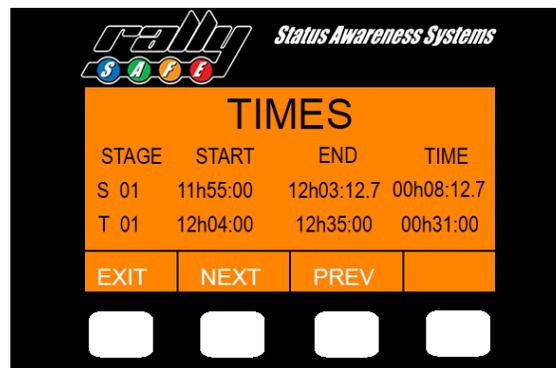


(Screen 28)

Stage Times

To view stage times from completed stages, do the following:

1. Select Options (Button 1) on the transport screen,
2. Select “View Times” (Button 2) (Screen 27 above),
3. The display now shows the stage time for SS1 (Screen 29),



(Screen 29)

4. To see times from other stages, select “NEXT” (Button 2), or “PREV” (Button 3) to cycle between stages,
5. When finished viewing stage times, select “EXIT” (Button 1) to return to the normal transport display.

Note – It is not possible to view times when near a Time Control or a Stage Start.

5. References

[RallySafe Fitting Kit Installation Manual](#)

[RallySafe Fitting Kit Installation Manual \(Off-Road Racing\)](#)

6. Definitions

Phrase	Definition
3-in-1 Antenna	GPS, IRI, WIFI all included in 1 box antenna
Beam	A timing beam that is used as either the primary or back up timing system at an event
Competition	The event that a competitor has entered and is actively competing in.
Entry	A vehicle involved within a competition event.
EventManager	Program used to upload course and competitor information to a RallySafe Unit.
FIA	Federation Intentionale de l'Automobile, the world-wide governing body for motorsport.
Flying Finish	GPS precise point where the car finished the stage without stopping
Geoff	Program used to update unit code and pull log files off a RallySafe unit.
GPS	Global Positioning System, is a satellite-based radio navigation system owned and operated by the United States Government
GSM	Global System for Mobile Communications, most seen as 3G, 4G, LTE and 5G as used by your mobile phone.
Hazard	Vehicle stopped on any section of a special stage.
IRI	See Iridium.
Iridium	The Iridium satellite constellation provides data information to be transferred worldwide and in remote locations.
Knuckle	The short arm between the RallySafe unit's ball mount and the ball mount secured to your vehicle.
Log	See Log file.
Log File	All data recorded on the units SD card
Mobile Device	Your personal mobile phone, Status Awareness Systems supports both iPhone (iOS) and Android Devices.
MT	Satellite command message from Race Control Web App to a RallySafe unit or RSLite enabled device.
Polylines	A digital trace of a competition stage
Push-to-Pass	RallySafe's advising system for requesting the vehicle in front to let you pass during a special stage.
Quite Zone	A Quiet Zone is a speed monitored zone used only on transport sections of a rally.
Race Control Web App	RallySafe's interface where all the data is readable and reviewable.
Race Control/ Rally Control	The main office where event officials will be monitoring and managing the event. Can also refer to the people working in race control.
RaceCommander	program used to upload control times to a competitors RallySafe unit.

RallySafe	The world's most advanced Rally Management System
RallySafe App	The publicly available mobile application where you can track the location and times of all the rally competitors at any time during the event.
RAM® Mount	Ram® Mounts is the industry leader in rugged motorcycle and car mounting solutions and is used by Status Awareness Systems as the preferred mounting solution for their products.
RC	Acronym of Race Control, mostly referring to our Race Control Web Application
Restriction Speed Zone	A Restricted Speed Zone is used on a stage to control vehicle speed over a section of road for a designated length or speed, as required.
Restriction Time Zone	A Restricted Time Zone is similar to a Restricted Speed Zone, but rather than controlling speed in a designated zone, the car must spend a set amount of time within the Restricted Time Zone parameters.
RSLite	RallySafe lite, a mobile phone application that monitors and reports your tracking information during a competition event.
SAS	Acronym of Status Awareness Systems
Slow Car	A car the drops below the pre-defined SLOW limit
SOS	A serious incident occurring during the event, requiring additional support from Fire or Medical teams.
Special Stage	A competitive section of an event, normally timed for competitive results.
Start Control	The officials and crew working at the start of a competition stage, issuing start times and confirming that each vehicle is starting in a safe manner.
Status Awareness Systems	The parent company of RallySafe
Stop Point	The point at the end of a special stage where the car stops
Time Control	A control where a car is required to hand over a time card and check in
Transport	The distance between one competition stage and another.
Unit	The RallySafe device, most commonly referred to as 'the unit' or 'the RallySafe Unit'.
Virtual Chicane	A Virtual Chicane is used to help reduce average speeds and terminal speeds on high-speed parts of rallies. Competitors must reduce speed to a pre-set speed within the designated area given.
Zero Point	A Zero Point was designed for use when a vehicle, in an endurance type event, has to come to a complete stop prior to crossing a live/open road.

7. 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 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.



SAS Virtual Chicane User Manual

1. Introduction

Virtual Chicanes are often used to break up long straights or slow vehicles down prior to a dangerous section of road in competitive stages, where physical chicanes are not possible. A Virtual Chicane works 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. Virtual Chicanes will be indicated on the tracking unit, as well as physical boards on the approach and start and finish of the zone.

Some typical Virtual Chicane characteristics are as follows:

- A Virtual Chicane length of 200m to 300m
- A Virtual Chicane speed target of 40 to 60kph.

1.1. How to use a Virtual Chicane

When a car approaches the Virtual Chicane zone and reaches 300m prior to the zone, the unit will display a count down in meters as well as display the target speed of the zone on yellow, as seen in [figure 1](#) (below).



(figure 1)

When the vehicle finally reaches the start of the Virtual Chicane zone, the unit will begin to count down the remaining distance of the zone on white, with the target speed in the centre of the unit, as seen in [figure 2](#) (below). Once the vehicle has entered the zone, the vehicle should decelerate to the target speed immediately.



(figure 2)

Once the target speed has been reached, the top section of the screen will display green with "Speed Achieved – GO", as seen in [figure 3](#) (below).



(figure 2)

Once the top section of the screen has turned green and "Speed Achieved – GO" is displayed, the vehicle can return to competition speed.

1.2. What to do in case of unit failure

In the unlikely scenario that your tracking unit fails, there is a correct procedure to follow to ensure you meet the safety requirements of the stage, and ensure a fair sporting outcome.

When approaching the virtual chicane zone with a non-operation tracker, the crew are required to use the physical boards as the indication of the 300, 200, 100m, and when they are in the zone, indicated by the virtual chicane zone start board, they are required to reduce their speed to the speed target, utilizing the vehicles own speedometer, once the target speed is reached on their speedometer, that can proceed at competition speed.

Virtual Chicanes will be monitored by an external judge of fact to ensure that any vehicles with a non-operational tracker slow down the required speed target.

NOTE: Competitors should only use a different speed source in case the tracker is non-functional. In any other case, the tracker should be the only source of achieving the target speed.

1.3. Recommendations

Following is a list of recommendations to ensure to correct and smooth operation of the Virtual Chicane:

- Begin decelerating the vehicle as soon as you enter the Virtual Chicane zone; this ensures you have as much room to achieve the target speed as possible.
- The driver should remain focused on the road, and verbal notification of achieving the target speed should come from the co-driver.
- The only source of speed or achieving the Virtual Chicane shall be the Tracking unit; only if the tracking unit is not functioning shall the crew revert to the vehicle's speedometer.

2. Contact us

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

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



RallySafe Spectator Button

“Dangerous Spectators”

“Dangerous Spectators” are defined as spectators not conforming to the Motorsport Australia Spectator Safety rules.

Information for Competitors



At the request of Motorsport Australia, a modification has been made to the RallySafe Unit, to enable competitors to inform Race Control of the location of “Dangerous Spectators”.

When on stage, with safety functions enabled (this is automatic), the 3rd button from the left will allow the competitor to send a message, reporting the location of “Dangerous Spectators” to Race Control.

Please Note: while on stage, the RallySafe Unit screen can be made brighter, but not dimmed. The “Dim” option will still be available prior to going on stage.

The RallySafe Unit screen will flash to “Info Sent” for 1 second to inform you that the message has been sent.

Marshals and/ or Race Control will review any areas of concern once the button is pressed.

Note – the “Spectator” button is not there to inform Race control of “all spectator locations”, only the location/s of “Dangerous Spectators”. If a competitor misuses the Spectator function by continuously pushing the button on their in-car RallySafe Unit, the function can be disabled remotely by Race Control.

STATUS AWARENESS SYSTEMS

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