RALLY COMP WAYPOINTS

Rev 9/2/17

 # Waypoint Eclipse

WPE-**Waypoint Eclipse** - Used to Guide competitor to a given location(i.e. Start of Special Stage)

WPE Waypoint is always "Open".

WPE Modifier: None

 # Waypoint Masked

WPM-**Waypoint Masked**- Waypont is "Closed/Masked" and arrow is hidden until within a specified Distance/Radius to the waypoint. Once within the specified Distance/Radius the WPM "Opens" and an arrow and distance to the waypoint will appear to guide the competitor to the Waypoint Center.

WPM Waypoint "Opens" at a specified distance.

WPM Modifier: Waypoint Open Radius (ie :200, Open WPM at 200M distance to Waypoint)

 # Start Special Stage

DSS- **Start Special Stage**- Used to start Stage timing. Usually Located 100M outside time control. Competitors do a running start and stage timing starts when they clear the DSS Waypoint

DSS Waypoint is always "Open".

DSS Modifier:None

 # Waypoint Safety

WPS-**Waypoint Safety**-Used to alert Competitors of danger or to guide competitors around danger areas. Buzzer will sound several beeps at the "Open Distance" and when the Waypoint is "Cleared".

WPS Waypoint "Opens" at a specified distance.

WPS Modifier: Waypoint Open Radius (ie :200, Open WPS at 200M distance to Waypoint)

Start Speed Zone

DSZ-**Start of Speed zone**-Used to start Speed Zone at Specified Speed. When within 3KM/Hr of the Speed Zone Speed the Buzzer on the Rally Comp will beep repeatedly. If the Speed exceeds the Speed Zone Speed the Rally Comp Buzzer will sound a constant tone and an Alert Target will appear on the Rally Comp display. Penalty time will be accessed every 2 seconds(usually 1 Minute per violation). There is a 2 Second allowance before the first speed Zone Penalty will be accessed.   Violation time will progressively increase with increased speed.

DSZ Waypoint "Opens" at a distance of 200M.

DSZ Modifier: Speed Zone Speed (ie :60, Speed Zone Speed 60KM/Hr)

Finish/End Speed Zone

FSZ-**End of Speed Zone. IMPORTANT:** Speed Zone violations will continue until a competitor "Clears" the FSZ even if the competitor is outside of the Speed Zone Area. A DSS,FSS, WPM,WPS TCL,CKP will cancel an active speed zone. A STP and CKP will not cancel a Speed Zone.

FSZ Waypoint is always "Open".

DSS Modifier:None

Waypoint Stop

STP-**Waypoint Stop**-Stop for the specified specified number of seconds(Range: 1-900). Used for road crossings, Gas Stops, Etc. At the STP "Open" distance(100M from the STP center) the Rally Comp will display "STOP!!!". Once the competitor comes to a complete stop a countdown will begin for the specified time. When

the coundown is complete the Rally Comp will display "GO!!!". If the competitor has not moved outside of the "Make" radius during the countdown the STP Waypoint will be automatically "cleared"(TheSTP must be Cleared after the countdown). For road crossings the STP center will be at the road crossing. For gas stops the STP center will be at the exit of the gas stop area.

STP Waypoint "Opens" at a distance of 100M before the Waypoint Center.

STP Modifier: Stop Time(ie :005, Stop at Waypoint for 5s, :900 Stop for 900s=15Min.)

Time Control

TCL-Time Control.
STP Waypoint "Opens" at a distance of 100M before the Waypoint Center
TCL Modifier: Transfer/Liason Time(Minutes) to the Next TCL(ie :035,Competitor has 35 Minutes to arrive at the next TCL)
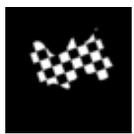
Check Point

CKP-Check Point. Used to send virtual results over the RallyComp tracker. Results will show actual elapsed stage time to that CKP including a summary of any penalties. The results will be displayed on the RallyComp tracking interface.
CKP Waypoint "Opens" at a distance of 100M before the Waypoint Center
CKP Modifier: None

Finish Special Stage

FSS-Finish Special Stage-Stops Special Stage Timing

When competitors Clear the FSS waypoint Special Stage Timing is stopped.

FSS Waypoint is always "Open".

FSS Modifier:None

Notes:

1. When a Waypoint is "Open" the Arrow is on and the Distance to The Waypoint is Visible.

2. A Waypoint is "Cleared" when the competitor is within a specified "Make" Radius/Distance(Usually 30-50M). When a waypoint is "Cleared" the Rally Comp will automatically advance to the next Waypoint

3. The Rally Comp will sound 2 beeps when a waypoint is "Opened" and Sound 3 beeps when the Waypoint is "Cleared". Exception: WPS sounds multiple beeps.

4. Waypoint Numbers correspond to the instruction number in the roadbook(ie WPM15 corresponds to instruction #15 in the roadbook). If the Rally Comp is showing WPM15 and a Competitor is on Roadbook instruction #16 then WPM15 has been missed.

The competitor has 3 choices:

> A. Go back and try to Navigate to and "Clear" WPM15.(No Penalty)

> B. Manually "Open" the Waypoint and have the Arrow and Distance guide the competitor to WPM15.(Penalty Accessed)

> C. Manually "Skip" the WPM15 and continue on.(Penalty Accessed)

5. IMPORTANT: If a Waypoint is missed the competitor MUST advance("Skip") the Rally Comp to the next Waypoint or all successive Waypoints will also be Missed! A penalty(usually 20Min) will be assessed for each Missed/Skipped Waypoint. To "Skip" a waypoint press the #2 button one time followed by #1 button to confirm.

6. Waypoints may be manually "Opened" by the competitor to guide the competitor to the Waypoint. A penalty(usually 10Min) will be assessed for "Opening" a Waypoint. If a competitor is lost It is usually advisable to "Open" a Waypoint to get back on track, NOT to "Skip" the Waypoint. To "Open" a waypoint press the #2 button two times followed by #1 button to confirm.

7. All Waypoints in a Stage MUST be cleared or a competitor will be accessed penalty time.

8. Penalty Times and Waypoint "Open" and "Make" Radius is defined by the Event Organizer.