RALLY COMP WAYPOINTS

The following icons and descriptions apply to BAJA RALLY® competitions and training programs using RALLY COMP and adapted to FIM roadbook standards.

Waypoint Eclipse- WPE

Waypoint Eclipse - Used to Guide competitor to a given location (i.e. Start of Special Stage) WPE Waypoint is always "Open" with an arrow pointing to the WPE location and "distance to" displayed.

Waypoint Masked- WPM

Waypoint Masked is "Closed/Masked" and the arrow is hidden until the competitor is within a specified Distance/Radius to the waypoint. Once the competitor is within the specified Distance/Radius the WPM "Opens" and an arrow with the distance to the waypoint will appear to guide the competitor to the Waypoint Center. The WPM Waypoint "Opens" at a specified distance called the Open Radius and varies depending on the terrain and nature of the WPM.

!!!CAUTION: The arrow points directly at the Waypoint. The rider must follow the course to get to the Waypoint. If the rider follows the arrow directly he/she could encounter dangerous obstacles!!!

Start Special Stage aka DSS-

Start Special Stage- (FIM uses DSS: Depart 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".

Waypoint Safety WPS-

Waypoint Safety- Used to alert Competitors of danger or to guide competitors around danger/ hazard areas. Buzzer will sound 5 beeps at the "Open Distance" and again when the Waypoint Safety is "Cleared" (most typically when the competitor is right on top of or at the specific danger/ hazard area such as a large collapse or sandpit). WPS Waypoint "Opens" at a specified distance depending on expected speed and nature of the danger/ hazard. The competitor know the danger/hazard area has been cleared upon the second sounding of 5 buzzer beeps.

Start Speed Zone- SSZ

Start of Speed Zone is used to start Speed Zone at Specified Speed. When within 3KM/Hr of the Speed Zone Speed Limit 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 1 second (usually 1 Minute per second of speeding violation). There is a 1 Second allowance before the first speed Zone Penalty will be accessed. Violation time will progressively increase with increased speed. For example, a SZ limit of 35kmh will have a more punitive penalty if the competitor reaches a much higher speed such as 70kmh (ie: penalties can double and triple for highly excessive violations). The SSZ Waypoint "Opens" at a distance of 200M.

Finish/End Speed Zone- FSZ

Finish Speed Zone- FSZ
IMPORTANT: Speed Zone violations will continue until a competitor "Clears" the FSZ even if the competitor is outside of the Speed Zone Area. FSZ Waypoint "Opens" at a distance of 200M.

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 countdown is complete the Rally Comp will display "GO!!!". If the competitor has not moved outside of the "Make" distance during the countdown the STP Waypoint will be automatically "cleared" (The WPS 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.

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" when the next waypoint is the finish of the special stage.

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 15 meters). 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: WPM015 corresponds to instruction #15 in the roadbook). If the Rally Comp is showing WPM015 and a Competitor is on Roadbook instruction #16 then WPM015 has been missed. The competitor has 3 choices:
    A. Go back and try to Navigate to and "Clear" WPM015 (No Penalty)
    B. Manually "Open" the Waypoint and have the Arrow and Distance guide the competitor
      to WPM015. (10 min Penalty Accessed)
    C. Manually "Skip" WPM015 and continue on. (20 min 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. CAUTION: The arrow points directly at the Waypoint. The rider must follow the course to get to the Waypoint. If the rider follows the arrow directly he/she could encounter dangerous obstacles!!!