

RallyAppLive



Users Guide

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Competitors

Acknowledgement

Produced by Gerry Potter from original information provided by John Clavey of Sapphire Solutions.

This Guide is based on RallyAppLive Version 1.56

Competitors Guide

Necessary Devices

You will need a reasonably modern, fully charged Mobile phone running iOS or Android.

During the rally, the GPS and Data must be switched ON, even though a mobile signal may not be available. Data will be available at the start to enable initial login. Allow Location Access for RallyAppLive must be activated.

It is strongly recommended that you install a suitable USB charging Point in the car to reduce the risk of the phone running out of battery charge.

A suitable solid screen or dash mount for the mobile phone is required to provide clear view and reach for the Navigator while seated wearing a seatbelt.

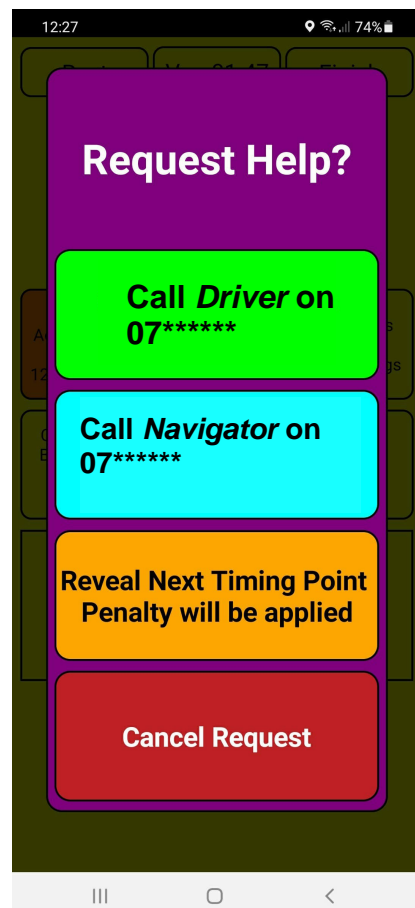
You do not need a constant mobile signal, times are stored on the phone until they can be uploaded. On a longer event, designated upload areas may be defined to provide data for the results system and interim Results.

At the finish, Results can be viewed on a mobile phone.

A “**Request Help**” facility is available – if you have not moved for more than 5 minutes, then you will be asked whether you would like to contact the Organiser. If you decide that you need help, the touch of a soft button will alert the organisers, providing car number and location. The prompt repeats every minute, attempting to ensure that you are ok.

If there is no problem cancel the request.

In addition, if you are very lost then if you tap the ‘HELP’ button on your screen a dialog box will appear, as shown, and you can select Reveal Next Timing Point to see the Map Reference of the next TP. There will be a penalty for this which will have been specified in the event SR’s.



Entry Management:

Register your Entry on RallyAppLive using your browser and going to:-

<https://rally.sapphire-solutions.co.uk/livesites.php>

Scroll down and select the organising Club.

Select the event and follow the on screen prompts to register your entry.

Note that you can set up an account to save you having to enter your details for every event that you do, but it is not mandatory.

The Regulations and URL to access entries for the Event will be distributed to potential Competitors via email, Social Media and the Club website.

The latest Motorsport UK Sign-On and declaration form can be viewed, downloaded and submitted.

You can choose to open an account to avoid having to fill in all your details every time you enter an event, but this is not mandatory.

However it is strongly recommended as, if you do not, the Entry Form must be completed in full, you will not be able to amend it later.

Prior to the event, you have to download the RallyAppLive application from the Google Play Store or Apple Store, depending on whether you are using an Android or IOS (Apple) device.

A list of Entrants will be available for you to see through the browser.

PayPal payment is preferred, you can just click on the PayPal icon in the list to pay for any entry. Payments can be seen by Organisers and associated to individual entries.

If you wish to pay externally through BACS. Payment identifiers can be associated with individual Competitors to track payment.

The entry list will be used to generate email distribution lists to communicate with entrants with Finals, Results and other communications.

Personal details for the Event are hidden from those with insufficient privilege to ensure adherence with GDPR.

Arrival at the Start venue.

The Event is normally “turned off” before the start to avoid Competitors inadvertently picking up Controls for the Event on their way to the Start. The Event is “turned on” just before the first car is due to Start.

When you arrive at the Start venue open the application which will bring up the Start up screen.

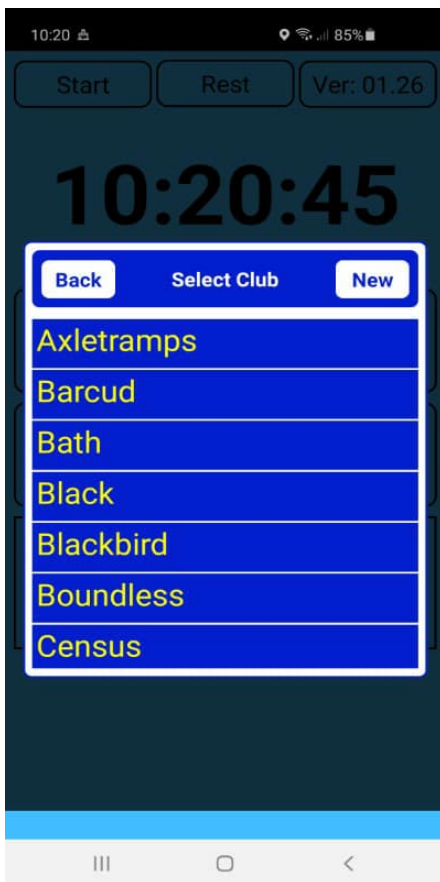
Tap ‘**Start**’ and it will bring up the ‘**Club Selection**’ screen. Select the Club Event that you are entering (a Club may be running more than one Event using the overall AppLive suite of solutions).

This will bring up the **Mobile Number Entry** Screen Enter the mobile phone number that you provided on the Entry management form. It **MUST be exactly the same!**
Note: 07767***** is **not** the same as 44 7767***** !!

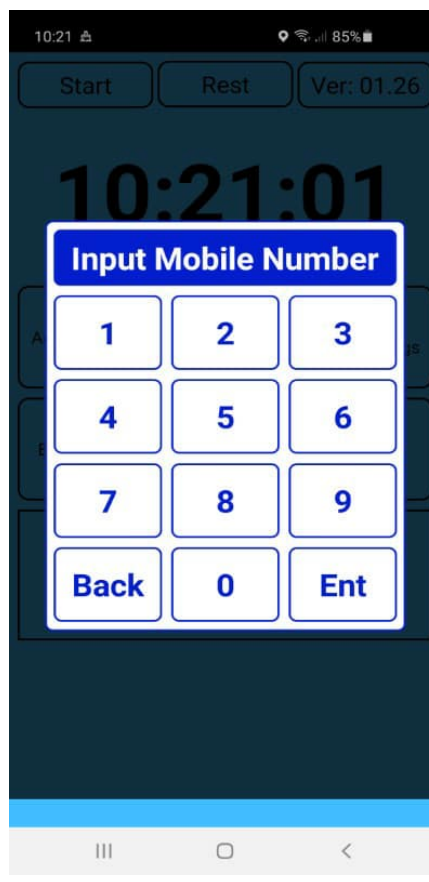
You will then see a **Logged In Screen** and the GPS accuracy box will highlight once the GPS signal has been acquired. This is screen you will see when between controls



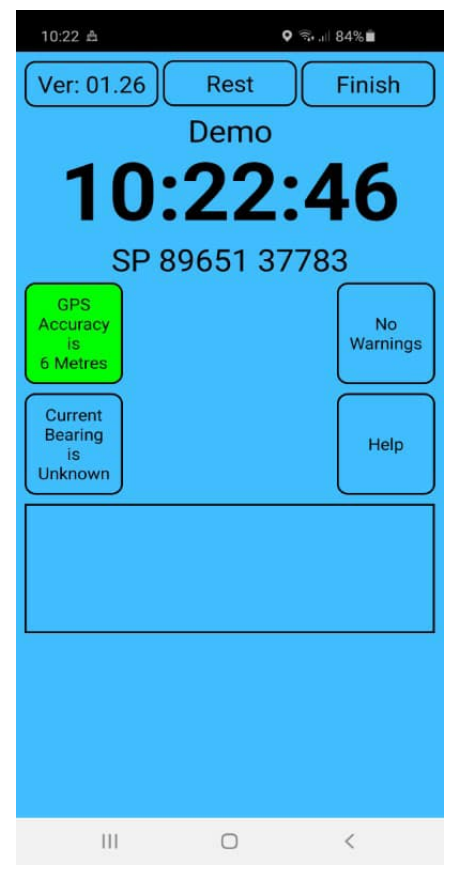
START Screen



Club Selection Screen



Mobile Number Entry Screen



Logged In Screen

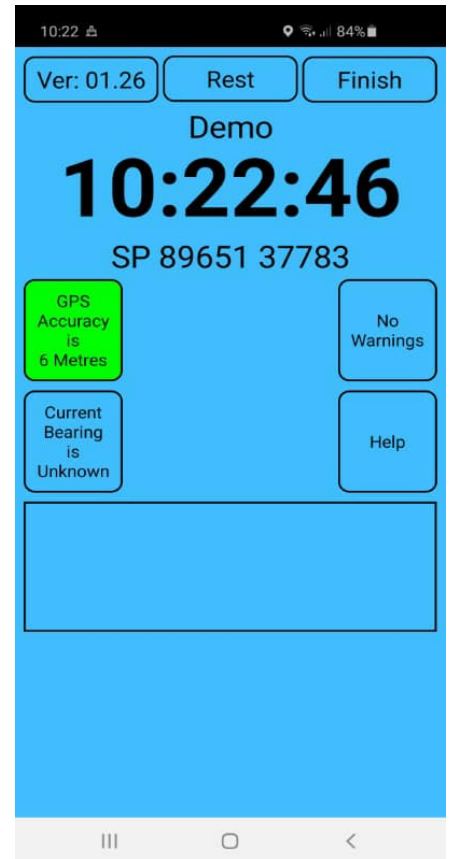
Your screen will be blue when on the event between Controls, displaying the time and your location.

When approaching a control zone the screen will turn yellow and an audible alert will sound. It is recommended that your device is enabled and the volume set at a suitable level so that these alerts can be heard.

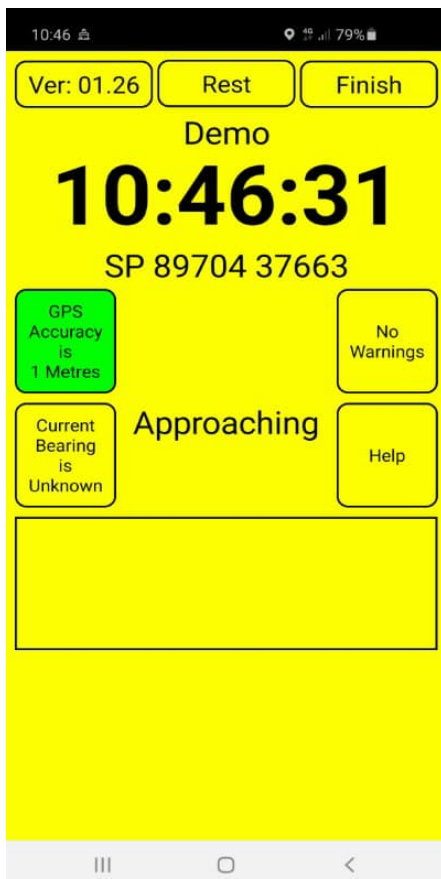
You will see the screen change colour to yellow as you enter the **Main Time Control** at the start. The display will show an **Orange Square** 'soft button'.

When your due time arrives, tap the soft button on the screen to accept the time and tap the 'Yes' button to confirm. At this point you will be provided with information, such as which instruction to use to reach the next Control.

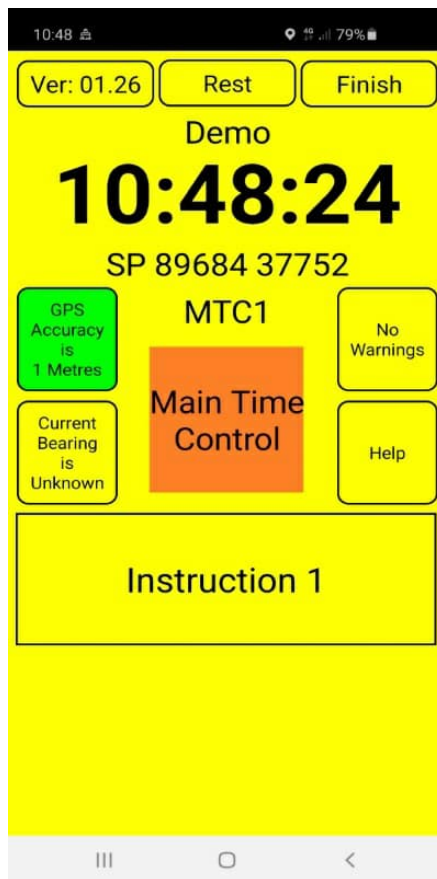
The method of providing this information (sealed, numbered envelope for instance) will be specified by the Organisers in Final Instructions.



Logged In Screen



Approach Screen



MTC Screen



Confirm Screen

When approaching an **Unmanned Time Control**, the display changes colour from blue to yellow, warning that the Control is nearby. If you are approaching from the wrong direction you are informed.

The warning will typically be initiated approximately 200m before the Control.

'**Approaching**' will typically be shown approximately 100m before the Control.

The **Control Area** typically has a minimum 50m radius around the Control Point. The App will activate anywhere within the Control Area.

When within the Control area, the display on your device changes and shows a Red octagon 'soft button' if you are early you can wait for your due time if desired.

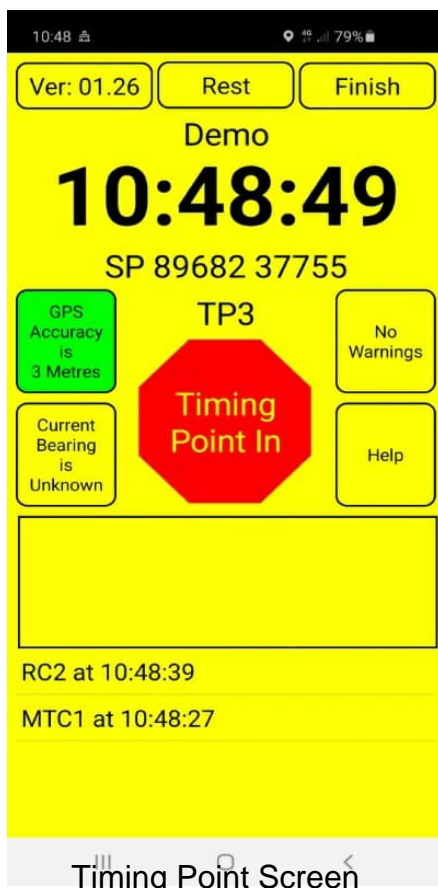
You accept the time by tapping the soft button and the '**Confirm**' button on the next screen. Instructions for the next section will then be identified. A **Continue** screen will then appear confirming that all activities have been completed and you can proceed.

Further information may also be displayed if the Organisers feel that this is needed.

The Organisers may modify these distances and further information such as Control Boards may be used and will be specified in Final Instructions.



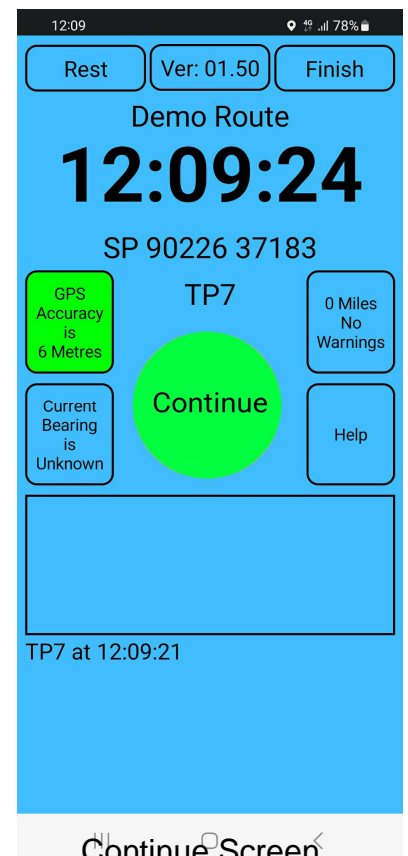
Approach Screen



Timing Point Screen



Confirm Screen



Continue Screen

When approaching a **Manned Time Control**, the display changes colour from blue to yellow, warning that the Control is nearby. If you are approaching from the wrong direction you are informed.

The warning will typically be initiated approximately 200m before the Control.

'**Approaching**' will typically be shown approximately 100m before the Control.

The **Control Area** typically has a minimum 50m radius around the Control Point. The App will activate anywhere within the Control Area.

When within the Control area, the display on your device changes and shows a Red octagon 'soft button' if you are early you can wait for your due time if desired. Marshal Recorded will show on your screen.

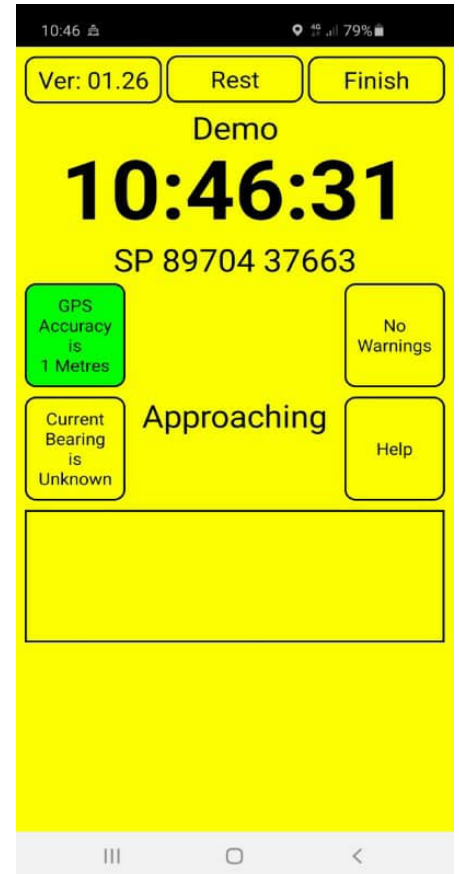
You do not need to touch your screen.

The Marshal will give you your time as per normal and tell you which instruction applies for the next section, once the Marshal has confirmed your acceptance of the time you may then proceed.

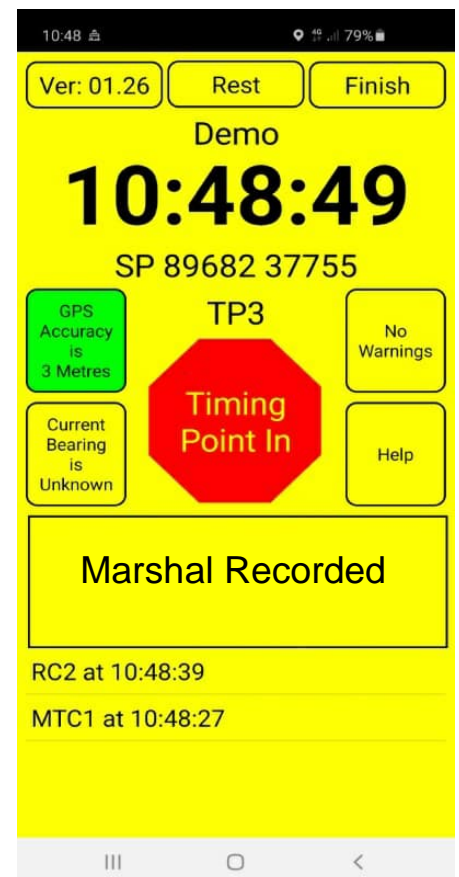
If there is adequate data signal and data transfer is active on both phones, the time given will then appear in the review section of your screen. A **Continue** screen will then appear confirming that all activities have been completed. If this does not happen the control will be added later once the Marshal has been able to upload the data.

Further information may also be displayed if the Organisers feel that this is needed.

The Organisers may modify these distances and further information such as Control Boards may be used and will be specified in Final Instructions.



Approach Screen



Timing Point Screen

Code Boards may be included in the Event to ensure that you are travelling on the correct roads. When you reach a Code Board the grey Code Board icon will appear.

Tap the icon and the selection screen will appear, tap the button that contains the Code that you can see on the board.

The **Continue** screen will then appear confirming that all activities have been completed and you can proceed.

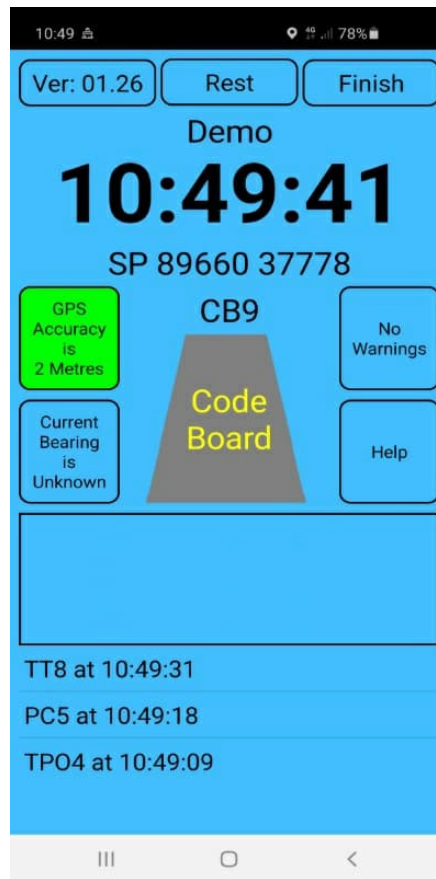
Codes may be different to that shown, the Organisers should have displayed a sample at the start for you to see.

If you see the yellow warning screen, but not the blue, it is possible that the code board is situated on another road close by. It is also possible that you can see the blue screen, but not the Code Board, in which case you may be on the wrong side of a triangle....!

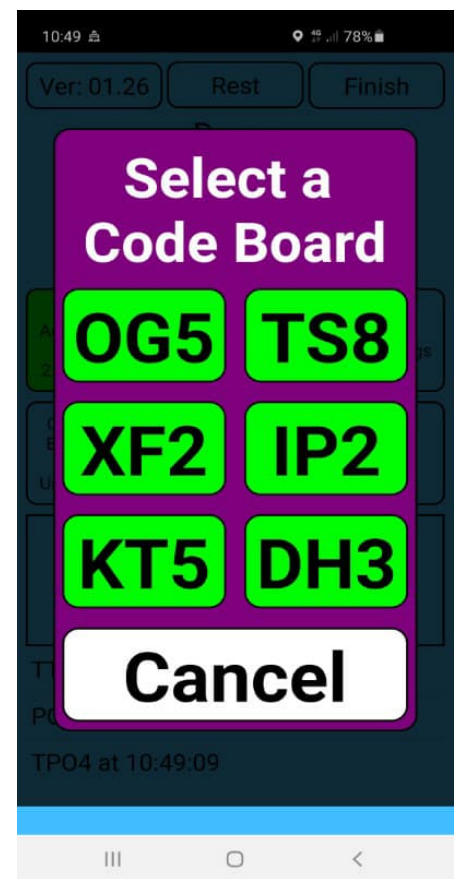
Route Checks may be used to confirm that the correct route has been used. They will be recorded automatically as you pass, no action is required.

Passage Controls may be used to simulate a Marshal completing a Timecard.

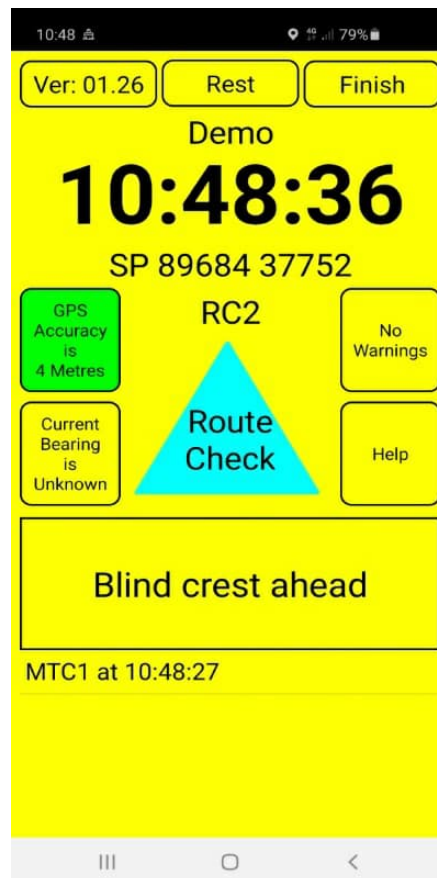
They may be Automatic and you may be required to Stop. In addition you may be required to Stop for 5 secs, in which case a timer on your phone will count down.



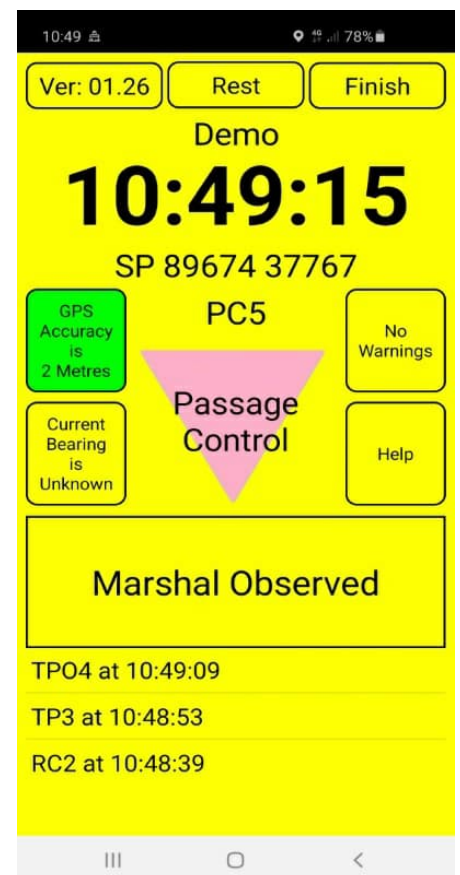
Code Board Screen



Code Board Selection



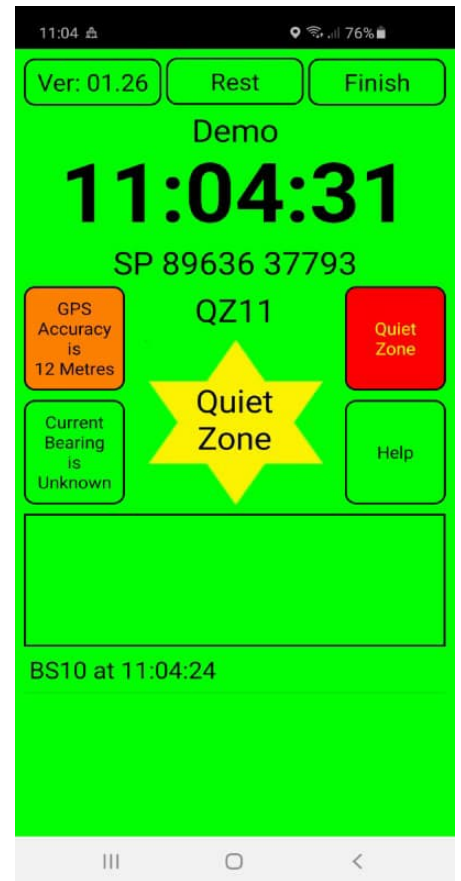
Route Check



Passage Control

Quiet Zone

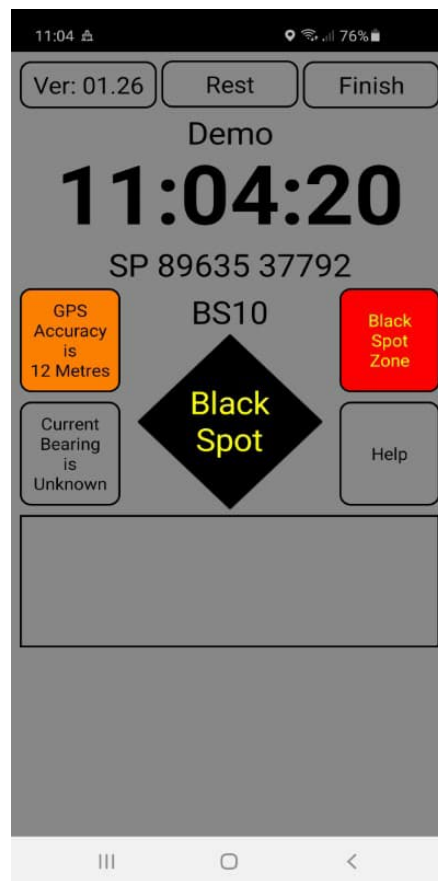
The App will inform you when you enter a quiet zone. No action required.



Quiet Zone Screen

Black Spot

You may get a warning of a Black Spot approaching or simply be informed of this penalty. No action required.



Black Spot Screen

Stop & Give Way

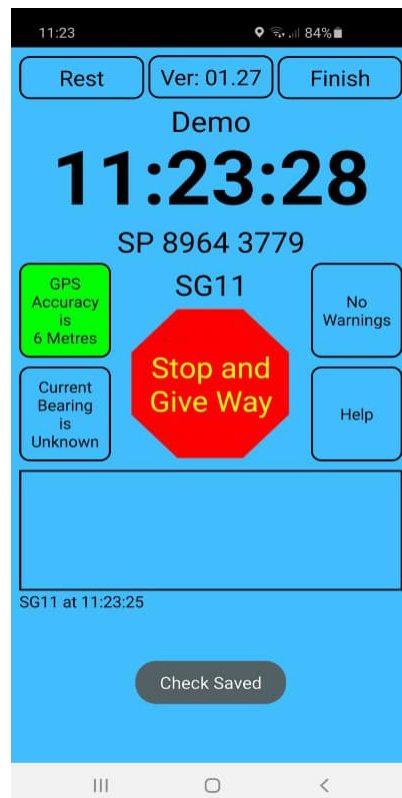
Stop for a minimum of 2 seconds, the App will record automatically .

The Organisers may use a Stop & Give Way plus 5sec delay in this situation. If so, you must stop and await the count down to complete before proceeding.

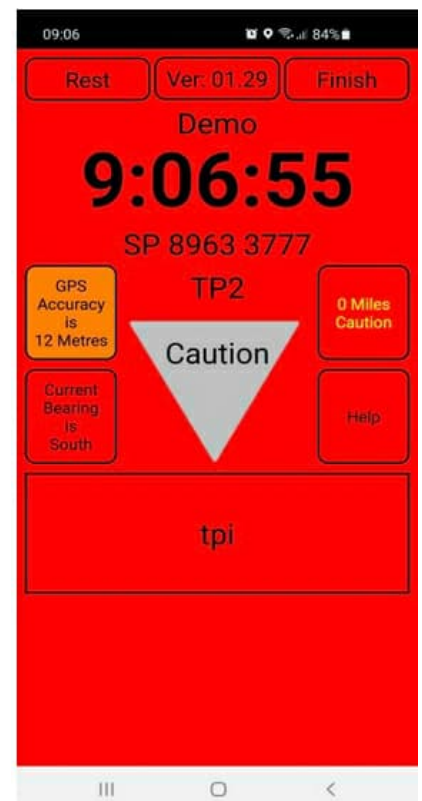
If you are travelling at more than 2 mph this screen will not appear and the App will record a non-compliance.

Caution

Warnings may be given to alert you to potential hazards ahead, e.g.potholes , no action required.



Stop and Give Way



Caution Screen

Final Time Control

The final Time Control will usually be an MTC** and may not be at the Finish venue.

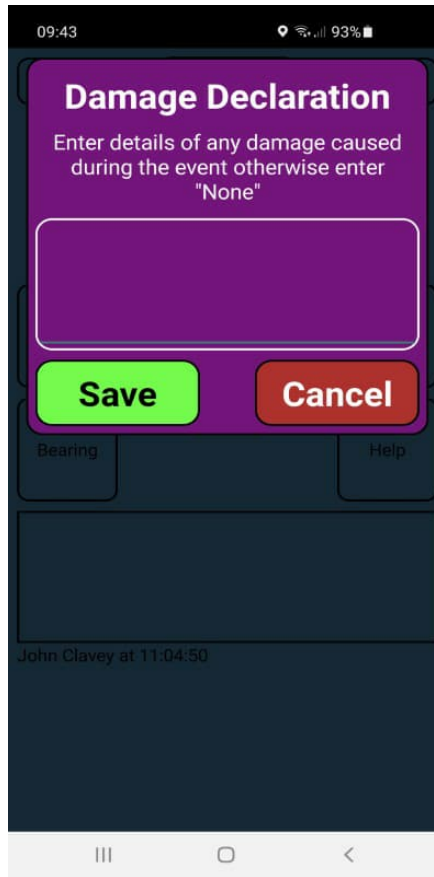
Accept the time and (if necessary) drive to the Finish venue and select 'Finish' to complete the rally. If necessary, enter any details of damage.

The App will do one final send once you are within range of the data connection.

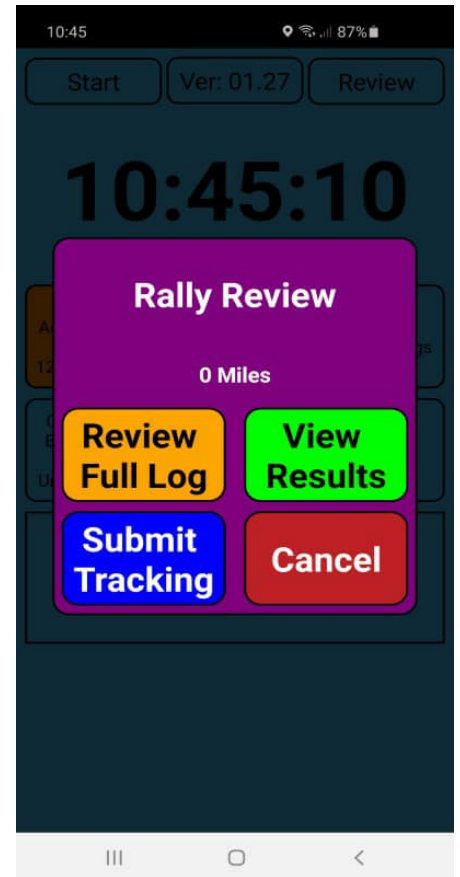
Review Screen.

At the end of the event, at the finish venue, you can view the current results, review locations and if needed submit tracking details.

You are not required to submit tracking information, but it is highly recommended as, in case of a dispute, detailed tracking can be used as proof of route .



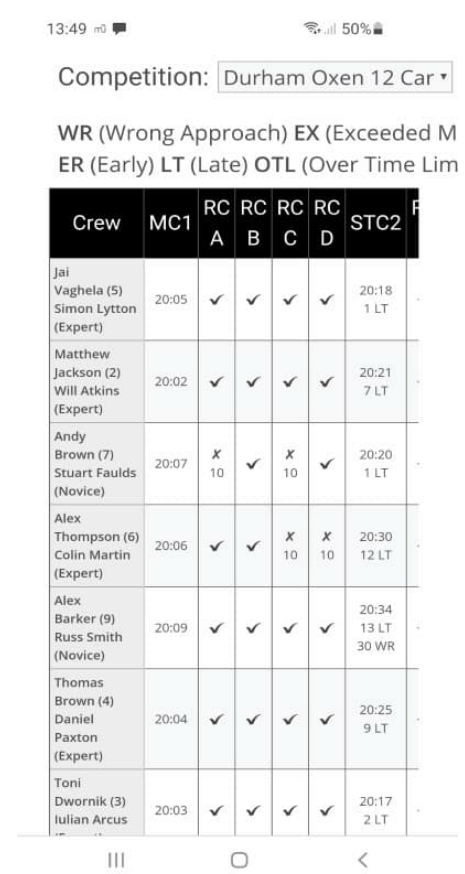
Damage Declaration



Review Screen



Review Full Log



View Results