



## RallyComp Waypoints Rev:2/09/26

Name	Description	Open/Masked	Range	Beeps	Note
WPE	Waypoint Eclipse	Open	NA	Open-2, Clear-3	
DSS	Start Special Stage	Open	NA	Open-2, Clear-3	Starts Stage Timing
FSS	Finish Special Stage	Open	NA	Open-2, Clear-3	Ends Stage Timing
WPM	Waypoint Masked	Masked	50-999 Meters	Open-2, Clear-3	
SSZ	Start Speed Zone	Opens 200M	0-999 Km/hr	Open-2, Clear-3	
FSZ	End Speed Zone	Open	NA	Open-2, Clear-3	
WPS	Waypoint Safety	Masked	50-999 Meters	Open-5, Clear-5	Slow Down until Clear
STP	Stop	Opens 75M	0-999 Seconds	Open-5, Clear-3	Road Xing & Gas Stops
SN	Start Neutralization	Open	0-999 Minutes	Open-2, Clear-3	FN Ends Neutralization
FN	End Neutralization	Open	NA	Open-2, Clear-3	
CKP	Checkpoint	Opens 200M	NA	Open-2, Clear-4	Sends Interum Results
GAS	Gas	Open	NA	Open-2, Clear-3	Un-Controlled Gas Stop
WPC	Hidden Waypoint	Opens 300M	NA	Open/Clear-5	
WPP	Precise Waypoint	User Defined	NA	Open-2, Clear-3	
WPN	Navigation Waypoint	User Defined	NA	Open-2, Clear-3	

### Notes:

User Defined Waypoint Open and Clear Radius are displayed in the bottom left corner of the display

Waypoints are numbered by Instruction number in the roadbook(i.e. WPE10 means a WPE at instruction 10)

All Waypoints in the roadbook must be Cleared/Validated

If a Waypoint is not physically Cleared it must be Skipped(Penalty Assessed) to collect the following Waypoints

A lost Rider may "Open" a Waypoint to guide them to the location(penalty assessed)

"Open" means an Arrow and Distance to the Waypoint are visible.

The Previous Waypoint may be Opened to guide a rider back to a previous instruction(Waypoint must be Re-Cleared)

Waypoint and Speeding penalties are assessed whether inside or outside the Special Stage

Any Waypoint type not listed is treated as a WPE

The Clear Radius is the same for all Waypoints(Usually 30-50M)

### Speed Zone(SSZ)

The arrow opens and 2 beeps sound 200M before the speed zone.

The Racer has 2s after the SSZ is Cleared to reduce their speed below the speed limit.

If the Racer is 0-3 Km/hr below the speed limit the beeper will give a pulsing beep(No Penalty)

If the Racer is above the speed zone speed the buzzer will beep a constant tone and after 2s penalty will be assessed.

Penalty time is 1 Minute for every 2s for 1-10 Km/hr above the speed limit

Penalty time is 2 Minutes for every 2s for 11-30 Km/hr above the speed limit

Penalty time is 10 Minutes for every 2s for above 30 Km/hr above the speed limit

Clearing FSZ ends speed zone

### Controlled Stop (STP)

75M before the Stop 5 Beeps and "STOP!" shows on the RallyComp display.

Racer decelerates and stops at the instruction location in the roadbook(i.e. At the road crossing)

Once stopped the RallyComp will begin a countdown(5,4,3,2,1)

When the countdown is complete the RallyComp Display will show "GO!"

The STP Waypoint may now be cleared if Racer is within the Clear Radius

The Racer may proceed when safe

At a controlled Gas stop the Racer must clear the STP waypoint after the countdown and before leaving the fuel area

### Neutralization (SN, FN)

When The SN is cleared a countdown will appear in the lower display of the RallyComp

The end of the Neutralized zone is at the FN

The Racer may proceed to the FN but must not clear the FN until the countdown is complete(Numbers go negative)

Clearing the FN prior to the countdown will result in 2 Min penalty for every min or fraction of a minute early

Arriving late is no penalty but the racer does not get credit for the time that they were late.

Example Penalty: 1s-60s early = 2 Min Penalty, 61s-120s early = 4 Min Penalty