

ASTP Mobile App for Drivers user guide

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Introduction

The ASTP Mobile App for Drivers will enhance the service quality for our customers and ensure the safety and wellbeing of students whilst on transport.

KEY FEATURES

- Provide assurance mechanisms by assisting drivers;
- Improved transport monitoring and reporting;
- Enhanced overall service quality for customers and safety of students whilst on transport;
- Display the next 48 hours of transport details.

WHO HAS ACCESS

Only approved ASTP primary drivers are able to log into the Mobile App and access their run details for the next 48 hours. At this stage, it is not intended for the Mobile App to replace the run card, and is not available to Contractors or relief drivers.

DOWNLOAD

The ASTP Mobile App for Drivers is available now and free to download from the [App Store](#) and [Google Play](#).



LEGAL MOBILE PHONE USE

Please ensure that all your drivers adhere to the Transport for NSW road rules, and have a secure phone cradle fixed to their vehicle as outlined on the [Mobile phone use - Know the rules](#) webpage.

TECHNICAL SUPPORT

If you have questions about the ASTP Mobile App for Drivers, please email businessassurance.astp@det.nsw.edu.au or call [1300 338 278](tel:1300338278) and **press 2** (for Eligible Services Provider enquiries) **and then press 6** (for Technical enquiries).

DISCLAIMER

The information contained in this user guide, including names, addresses, contact details and images, have been created for demonstration purposes only. Please note that the screenshots used for this user guide have been based off the Android App version. Minor differences are apparent for iOS including 'Close' instead of a back arrow, and 'Cancel' instead of 'No' or cross button for popups and overlays.

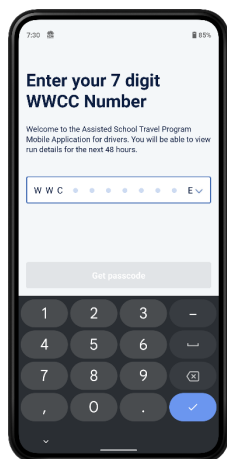
Login Authentication

Following are the login authentication steps required to access to your account on the App. Once this step is completed, you will only be required to enter your chosen 4-digit PIN thereafter, unless you logout of the App, or 30 days have passed, where you will be required to complete this step again.



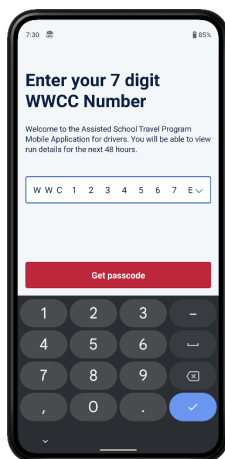
STEP 1

From your mobile device, open the ASTP Mobile App for Drivers



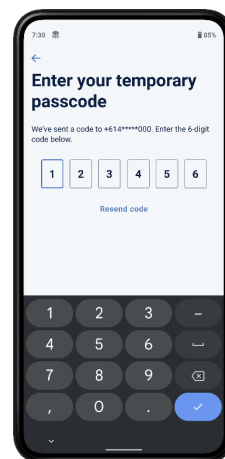
STEP 2

Enter the 7 digits of your WWCC Number



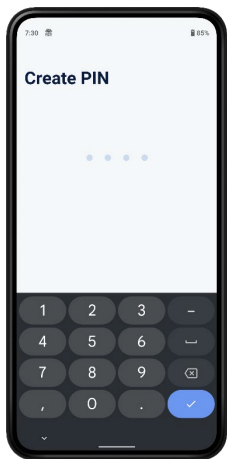
STEP 3

Tap the *Get passcode* button



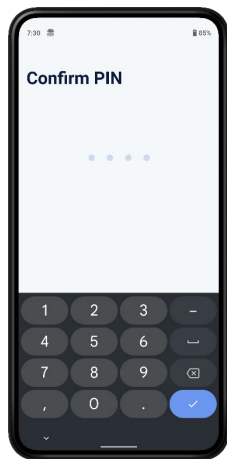
STEP 4

Enter the 6-digit code received on your mobile device*



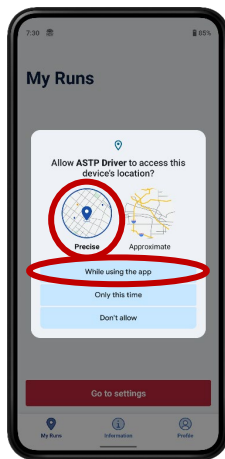
STEP 5

Create a 4-digit PIN that you will use to open the App



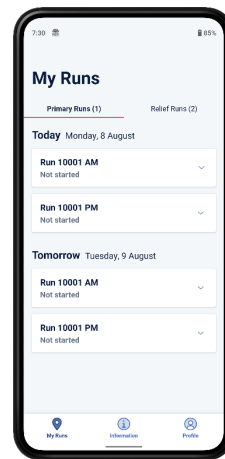
STEP 6

Confirm the 4-digit PIN by entering it again



STEP 7

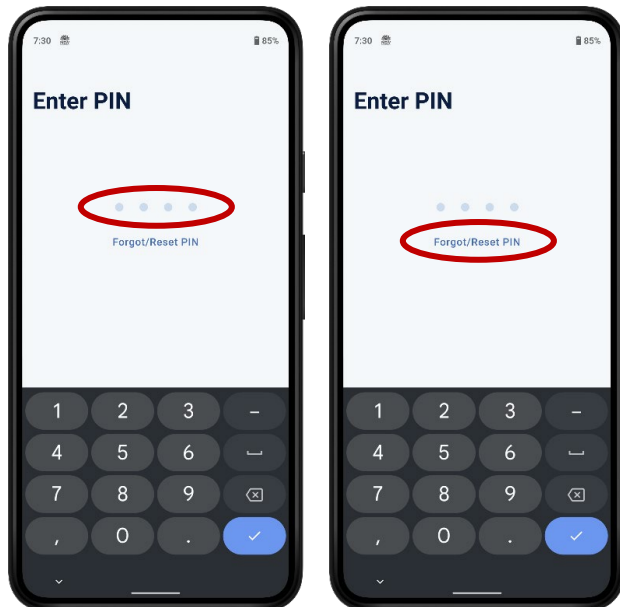
Choose 'Precise' and 'While using the app'



Once logged in you will see the *My Runs* screen

* Note that text messages may take up to a minute, however, normally it only takes a few seconds. If you have not received the code after 5 minutes, tap the *Resend* code link to issue another text message.

Login, Forgot/Reset PIN, Logout



Enter PIN

Forgot/Reset PIN

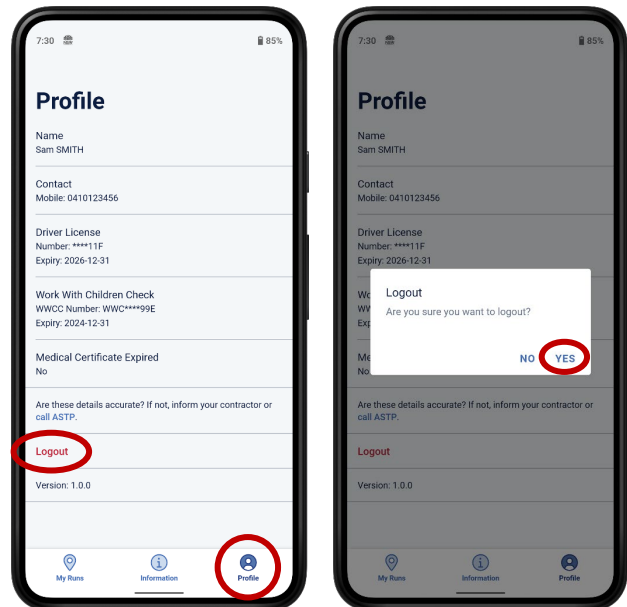
LOGIN

After closing and reopening the App on your mobile device, or opening the App again after a long period of inactivity, you will only be required to enter your chosen 4-digit PIN to login.

FORGOT/RESET PIN

If you cannot remember your 4-digit PIN, tap the *Forgot/Reset PIN* button to reset it.

This process is the same as the *Login Authentication* steps outlined on the previous page.



Logout

Logout confirmation

LOGOUT

To fully logout of the App, navigate to the *Profile* screen and tap the *Logout* button.

The *Logout* confirmation popup will appear to confirm the action.

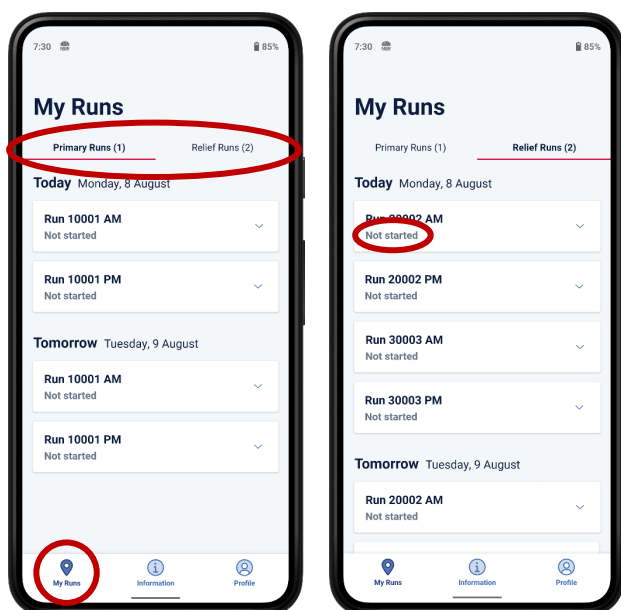
Note that logging out of the App will require you to complete the *Login Authentication* steps again, including providing your WWCC Number and setting up a 4-digit PIN.

If you would like to simply close the App instead of logging out, you can do so by swipe closing the App depending on the make/model of your mobile device.

My Runs – Overview

The *My Runs* page is the home screen of the App after logging in. From here you can see your runs for the next 48 hours grouped into Primary and Relief Runs as assigned by your contractor. This section provides a general overview of the run card and for starting, completing and abandoning runs. Following this overview, you will find the ATSOs and Students tab features for both AM and PM runs.

My Runs overview



Primary/Relief Runs tabs Run statuses

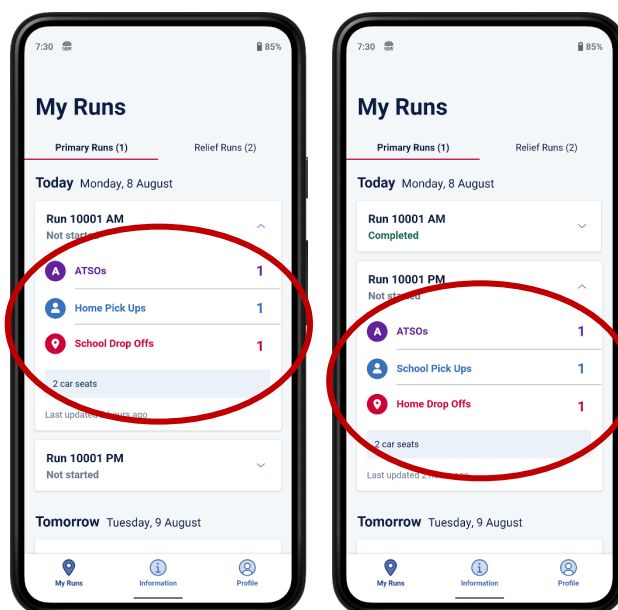
PRIMARY / RELIEF RUNS

Tapping the relevant tab will display your runs as assigned by your contractor.

RUN STATUSES

For each AM and PM run card, you will see one of the following statuses:

- **Not Started** - The run has not yet started
- **In Progress** - The run has started
- **Students Offboard** - Dropped off all Students but not ATSOs
- **Completed** - The run is completed
- **Abandoned** - The run was started but then abandoned



AM run card summary PM run card summary

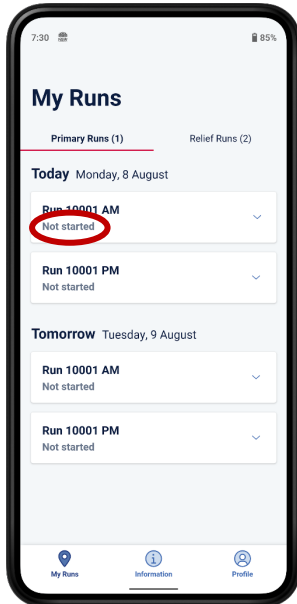
AM/PM RUN CARD SUMMARY

Tapping the AM or PM run card will expand to reveal the following summary details for the run:

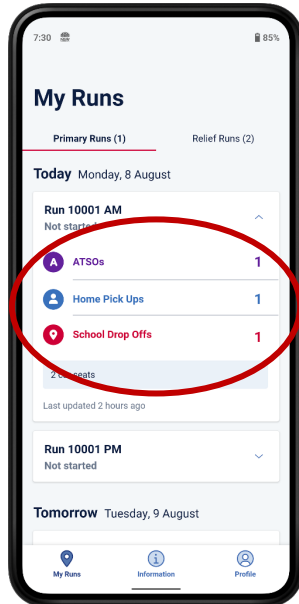
- ATSOs
- Home/School Pick Ups
- School/Home Drop Offs
- Special transport requirements (e.g. car seats, wheelchair, medical)
- Last updated time of run data

To enter the run, tap anywhere on the expanded view summary details.

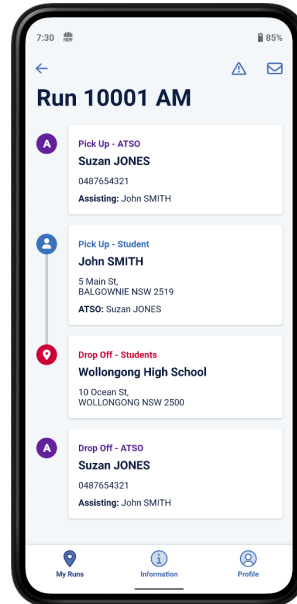
Starting a Run



Collapsed Run card



Expanded Run Card



In Progress run status

STEP 1

To start a run, tap on the desired AM or PM run to expand it, then tap anywhere on the summary details.

To collapse the run card, tap on the card header again.

Note that only *Not started* runs can be started, and *Abandon* runs can be resumed.

If a run has been *Completed*, you will not be able to enter it again.

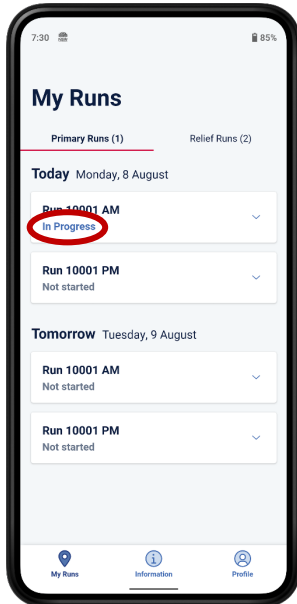
STEP 2

Once in the run details of the AM or PM run, a run will only start when one of the following first actions is taken:

- Mark the ATSO as Onboard or Absent
- Onboard a relief ATSO
- Mark the Student as Onboard or Absent
- Start the 3 minute wait timer
- Report incident
- Add a note

When the run has started, the status will change to *In Progress*.

Completing a Run



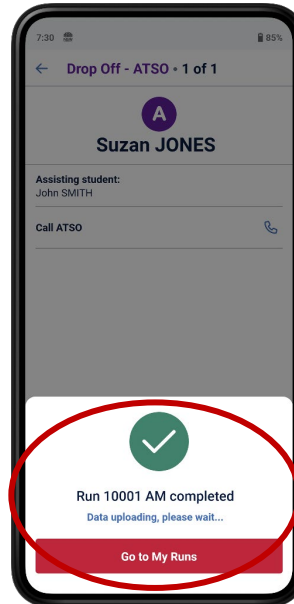
Run status In Progress

STEP 1

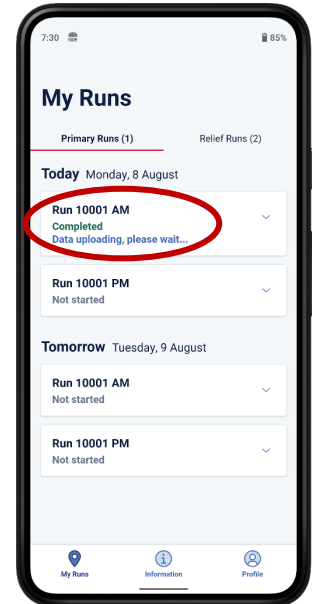
When a run has started but not yet completed, the status will be *In Progress*.

To complete a run, you must pick up and drop off all the required ATSOs (if applicable) and Students for the run.

There are various messages within the App to assist you in completing the Run correctly, and it is important to ensure that all actions during the run are completed as required.



Run completed notification



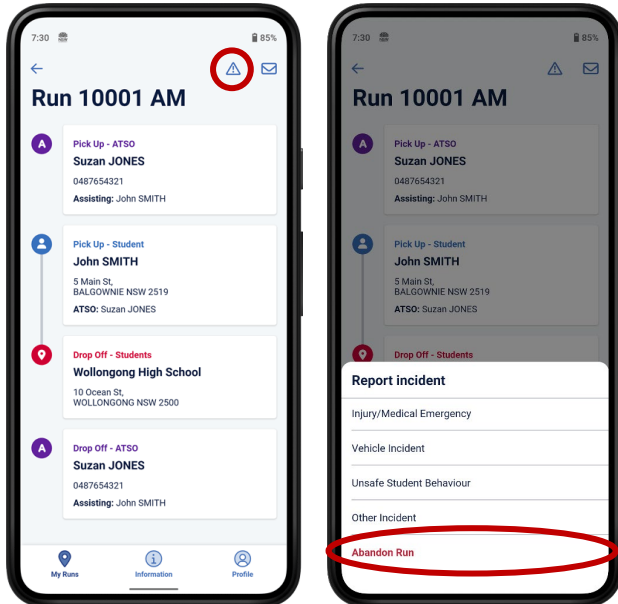
Run status Completed

STEP 2

Please ensure you see the Run Completed notification when you finish a run.

Note: if the *Data uploading, please wait...* message persists, this may be related to a poor network connection. You can continue to use your mobile device as usual - do not force close or sign out of the application until the message disappears. This will ensure that your contractor and the ASTP receive the completed run information from your device.

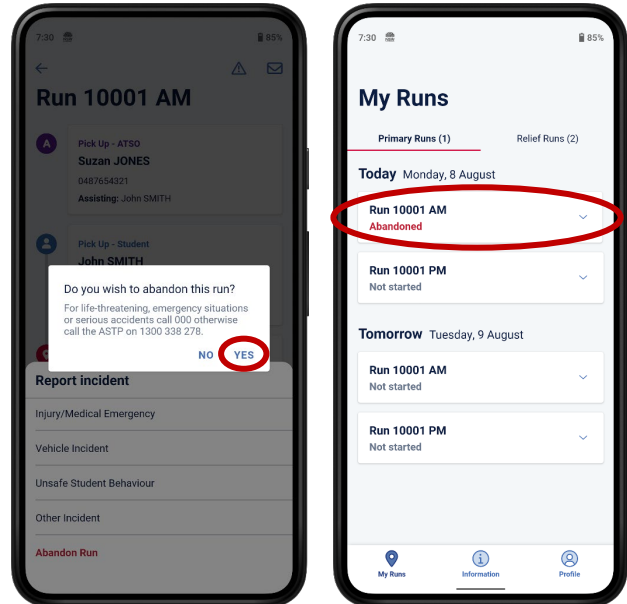
Abandon a Run



Run status Abandoned

STEP 1

If you have started a run but need to Abandon it, you can do so by tapping the *Report incident* icon and selecting *Abandon Run*.



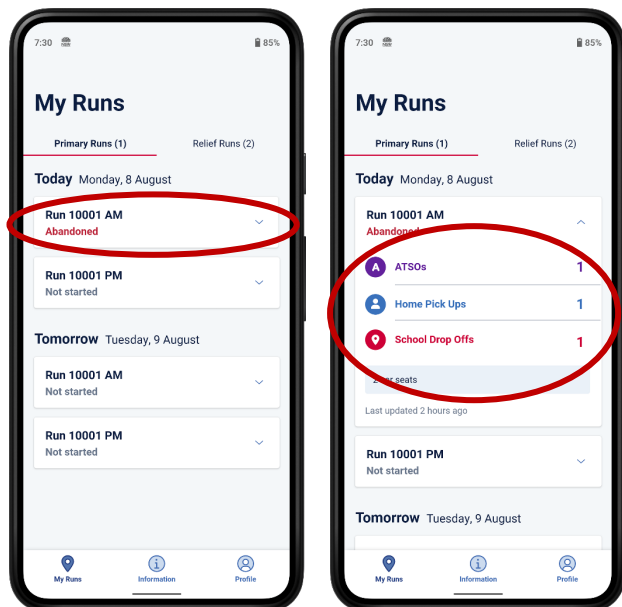
STEP 2

The *Do you wish to abandon this run?* popup will appear to confirm the action.

Tap the *YES* button to confirm, or *NO* button to cancel the action.

Navigating back to the *My Runs* screen, the status will show as *Abandoned*.

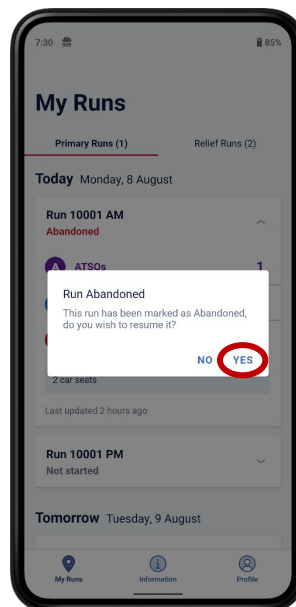
Resume an Abandoned Run



Run status Abandoned

STEP 1

If you have Abandoned a run but would like to resume, you can do so by expanding the run card and tapping anywhere on the summary details.



STEP 2

The *Run Abandon* popup will appear to confirm the action.

Tap the *YES* button to confirm, or *NO* button to cancel the action.

My Runs – Run Details - ATSOs

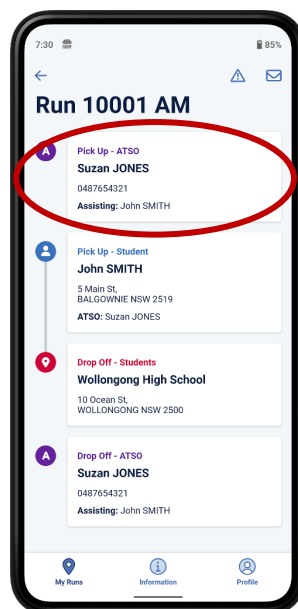
ATSO list summary



No ATSOs on Run

NO ATSOs ON RUN

If your run does not have an ATSO, there will be no ATSO cards listed.



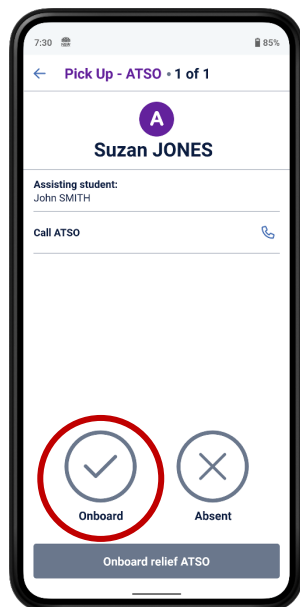
ATSOs on Run

ATSOs ON RUN

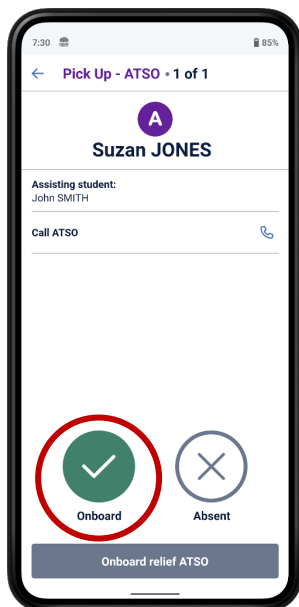
If your Run has an ATSO, you will see a list of ATSOs required for the run and the student(s) they assist.

To see more details about the ATSO, including to mark as Onboard/Absent, or to substitute with a relief ATSO, tap anywhere on the card.

Mark ATSO as 'Onboard'



ATSO details

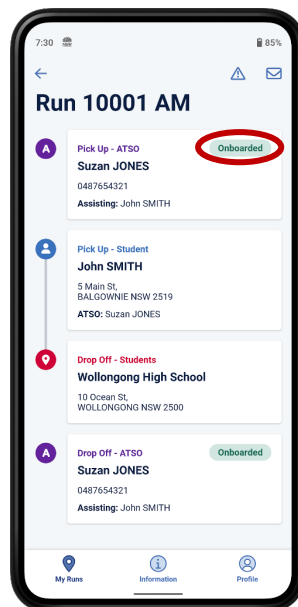


Onboard ATSO

STEP 1

From the ATSO details screen, tap the *Onboard* button where it will change to green.

Note that you can undo this action by tapping the button again if it was tapped by accident.

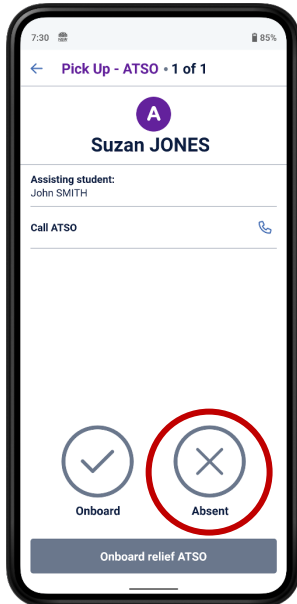


ATSO status Onboarded

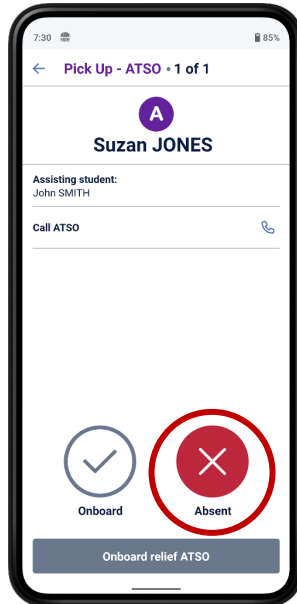
STEP 2

Navigating back to the Run details screen, the ATSO card will also display the *Onboarded* badge for confirmation.

Mark ATSO as 'Absent'



ATSO details screen

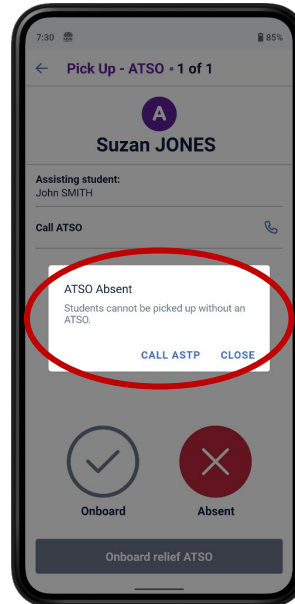


Absent ATSO

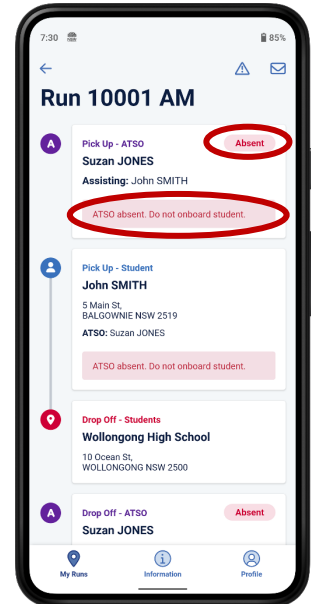
STEP 1

From the ATSO details screen, tap the *Absent* button where it will change to red.

Note that you can undo this action by tapping the button again if it was tapped by accident.



Absent ATSO message



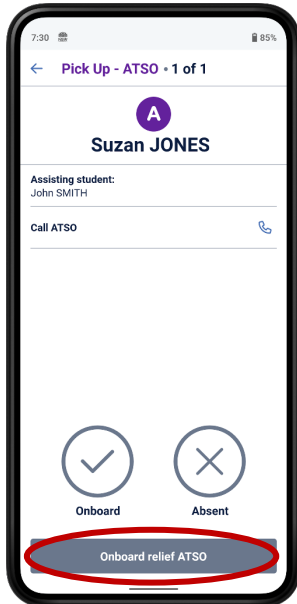
ATSO status Absent

STEP 2

The *ATSO Absent* popup will appear to remind you that *Students cannot be picked up without an ATSO*. Further, you can tap the *CALL ASTP* button to contact the ASTP and inform them of the absent ATSO.

Navigating back to the Run screen screen, the ATSO card will also display the *Absent* badge for confirmation, including an additional reminder to not onboard students that require this ATSO.

Onboard relief ATSO

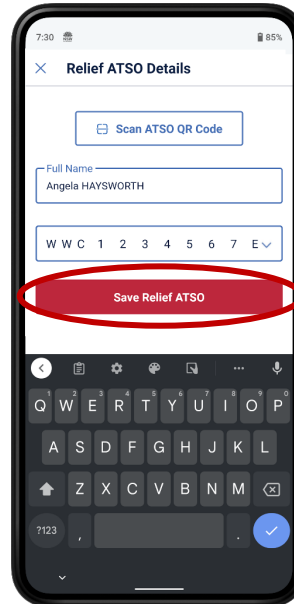


ATSO details

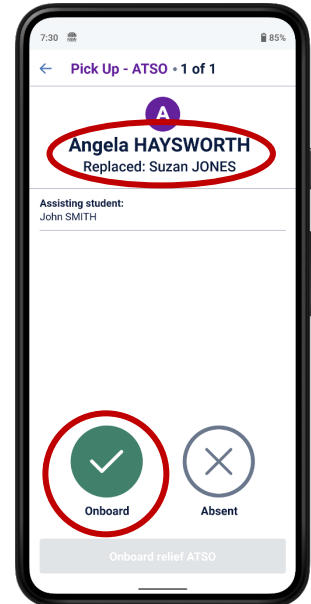
STEP 1

From the ATSO details screen, tap the *Onboard relief ATSO* button.

Note, adding a relief ATSO will mark the primary ATSO as absent automatically.



Relief ATSO details



Relief ATSO Onboarded

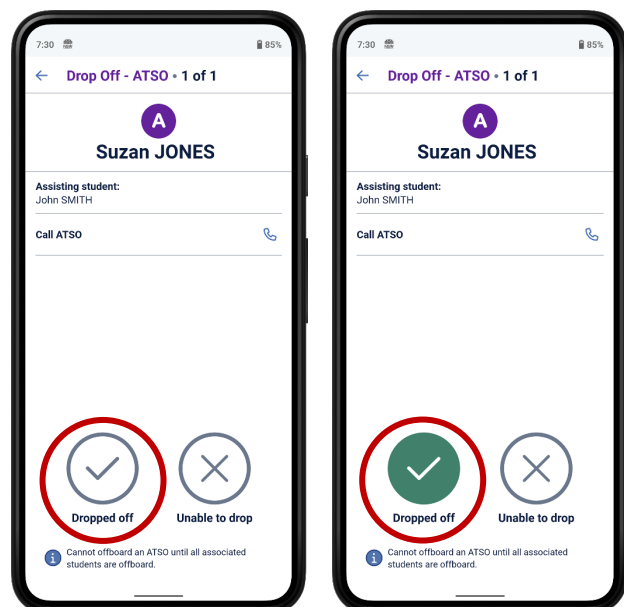
STEP 2

Option 1: Enter the relief ATSO's *Full Name* and 7 digit *WWCC Number*, then tap the *Save Relief ATSO* button.

Option 2: Tap the *Scan ATSO QR Code* button. This will open your phone camera. Scan the QR code displayed on the relief ATSO's phone. The ATSO's *Full Name* and *WWCC Number* fields will populate. Tap the *Save* button.

You will return to the ATSO details screen where you will see the relief ATSO marked as *Onboard*.

Mark ATSO as 'Dropped off'



ATSO details

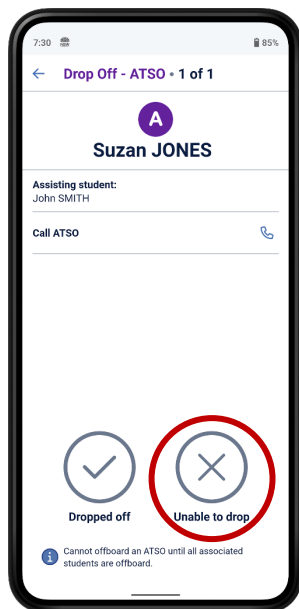
Onboard ATSO

STEP 1

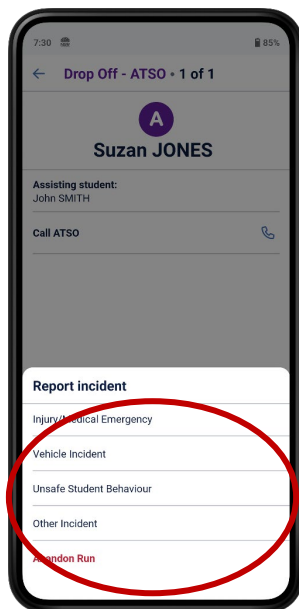
From the ATSO details screen, tap the *Dropped off* button where it will change to green.

Note that you can undo this action by tapping the button again if it was tapped by accident.

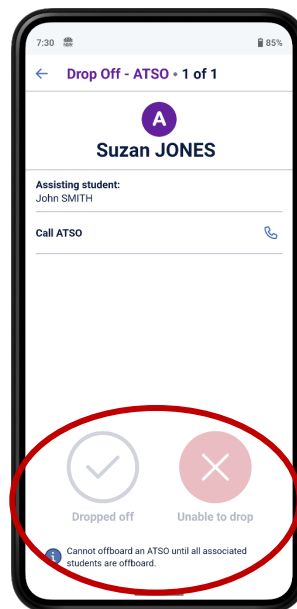
Mark ATSO as 'Unable to drop' off without supporting Students Onboard



ATSO details



Report incident



ATSO details

STEP 1

From the ATSO details screen, tap the *Unable to drop* button to see the *Report incident* options.

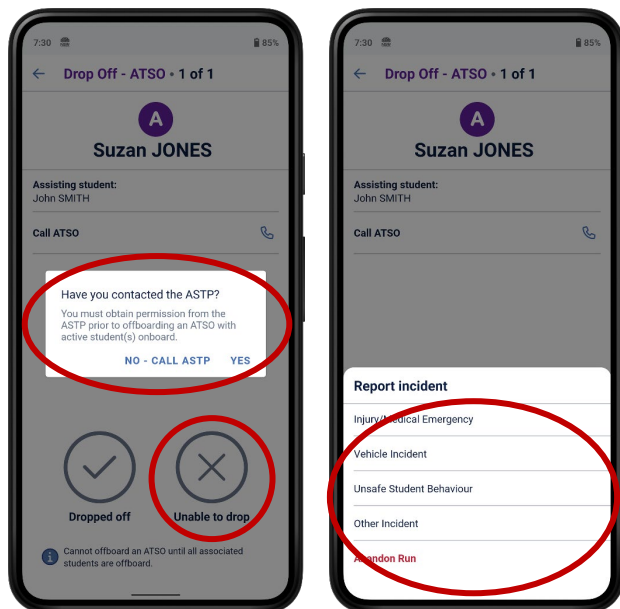
Choose an option that relates to the reason you would like to report. If none match, use the *Other Incident* option.

STEP 2

Once the report incident has been completed, the ATSO actions will be disabled and showing the *Unable to drop* is selected.

Navigating back to the Run details screen, the ATSO card will also display the *Unable to drop* badge for confirmation.

Mark ATSO as 'Unable to drop' off with supporting Students Onboard



Obtain permission popup Report incident

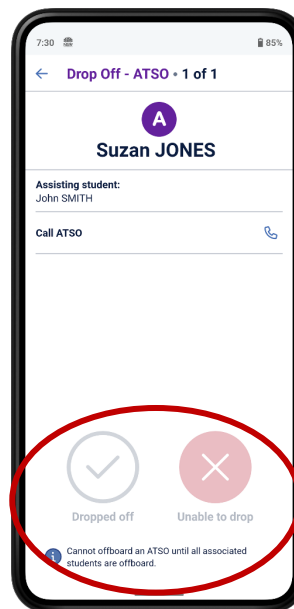
STEP 1

From the ATSO details screen, tap the *Unable to drop* button.

The *Have you contacted the ASTP* popup will appear to remind you that you must obtain permission from the ASTP.

After you obtain permission from the ASTP and tap the YES button, you will be required to complete the *Report incident* process.

Choose an option that relates to the reason you would like to report. If none match, use the *Other Incident* option.



ATSO details

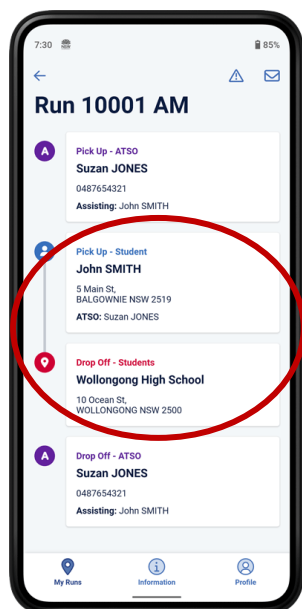
STEP 2

Once the report incident has been completed, the ATSO actions will be disabled and showing the *Unable to drop* is selected.

Navigating back to the Run details screen, the ATSO card will also display the *Unable to drop* badge for confirmation.

My Runs – Run Details - Students and Schools

AM Run – Students and Schools list summary



AM Run details screen

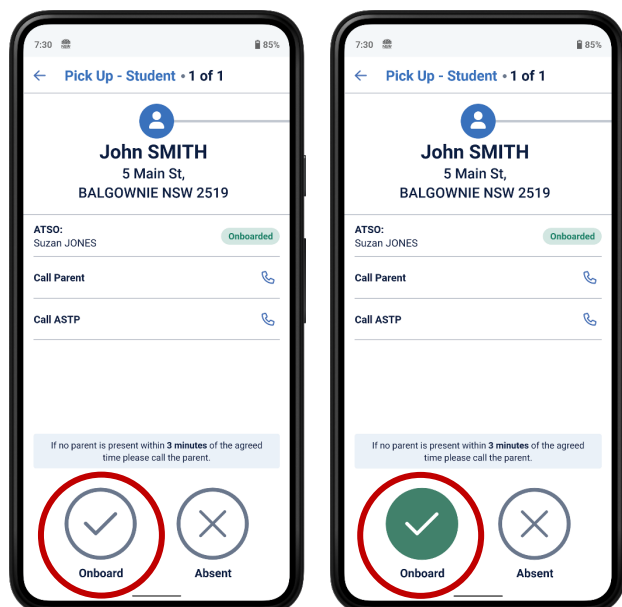
STUDENTS/SCHOOLS SUMMARY

From the Run details screen, you will see a list of Students and Schools for the run.

The order of the cards are arranged according to how the run should be completed from top to bottom.

If you are completing the run in a different order to what is displayed on this screen, please contact your contractor or the ASTP to discuss.

AM Run – Mark Student as ‘Onboard’ from home



Student details

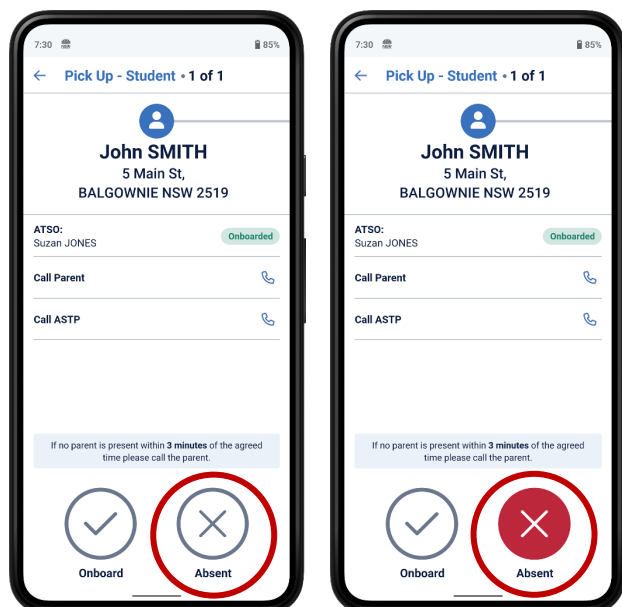
Onboard Student

STEP 1

From the Student details screen, tap the *Onboard* button where it will change to green.

Note that you can undo this action by tapping the button again if it was tapped by accident.

AM Run – Mark Student as ‘Absent’ from home



Student details

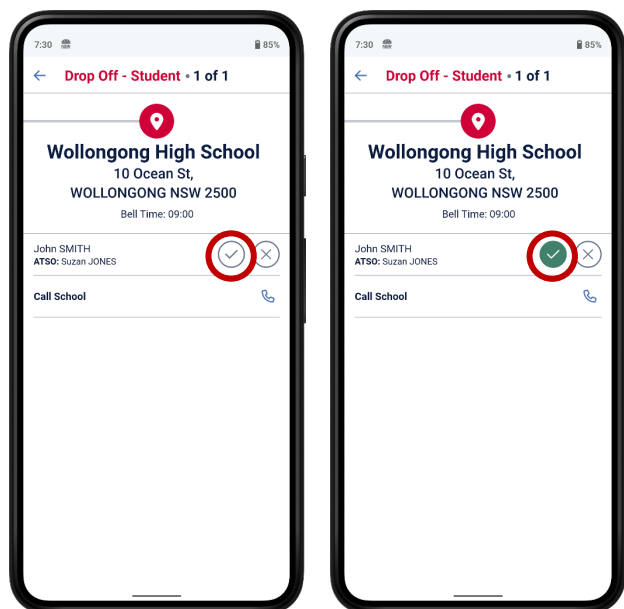
Absent Student

STEP 1

From the Student details screen, tap the *Absent* button where it will change to red.

Note that you can undo this action by tapping the button again if it was tapped by accident.

AM Run – Mark Student as ‘Dropped off’ at School



Students tab summary

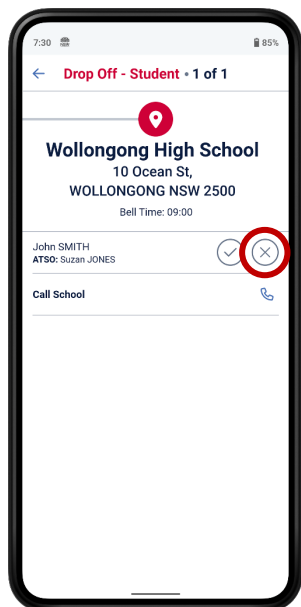
Absent Student

STEP 1

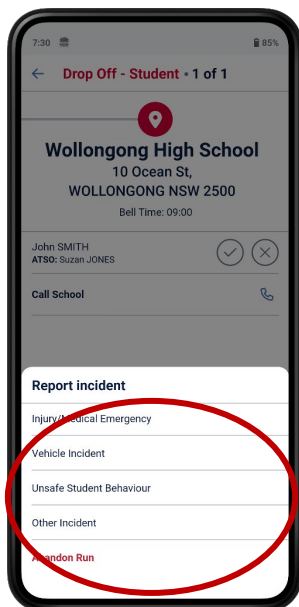
From the School details screen, tap the *tick* button to mark Student as offboard, where it will change to green.

Note that you can undo this action by tapping the button again if it was tapped by accident.

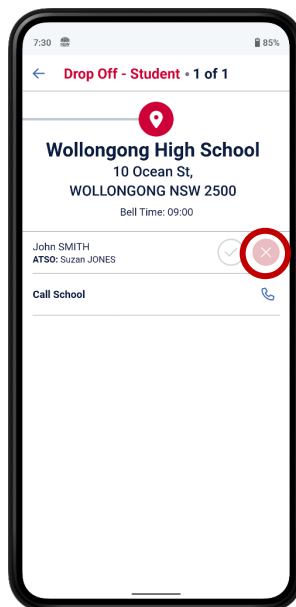
AM Run – Mark Student as ‘Unable to drop’ off at School



Students tab summary



Absent Student



Absent Student

STEP 1

From the School details screen, tap the cross button to see the *Report incident* options.

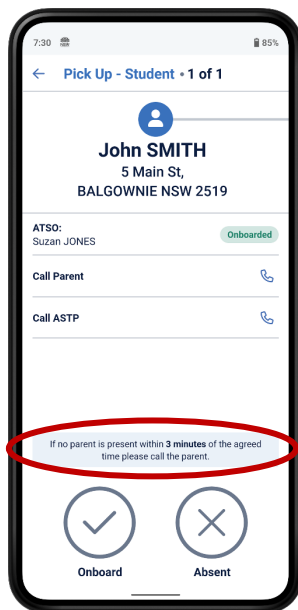
Choose an option that relates to the reason you would like to report. If none match, use the *Other Incident* option.

STEP 2

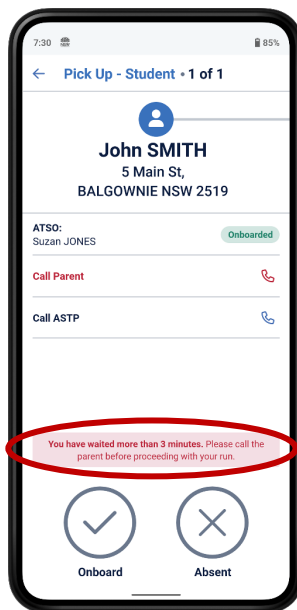
Once the report incident has been submitted, you will return to the School details screen where it will show the student marked as absent along with the options disabled.

AM Run – 3 minute wait time

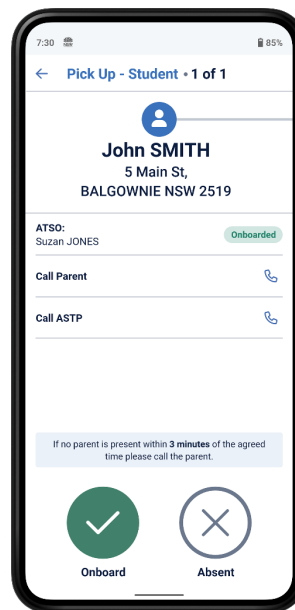
Once you have arrived and parked at the pickup destination, if the student is not within your sights and ready to onboard the vehicle within a maximum of 3 minutes, please call the parent before proceeding with your run.



Wait time message



Wait time alert



Student Onboarded

WAIT TIME MESSAGES

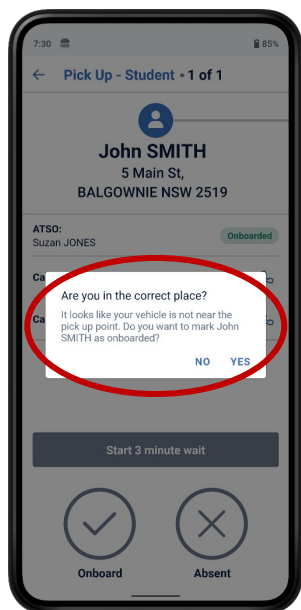
When you arrive at the correct location the wait timer will automatically begin. Once 3 minutes has elapsed, an alert will appear in red informing you to call the parent before proceeding with your run.

WAIT TIMER RESET

If you have received the alert, tapping either the *Onboard* or *Absent* button will revert the message back to the default.

AM Run – ‘Are you in the correct place?’

If onboarding or offboarding a student at a location too far from the approved address, you will see the *Are you in the correct place?* popup. This message is intended to ensure that all onboards and offboards are completed at the correct location. If you continue to see this message when you are at the correct location, please contact the ASTP.

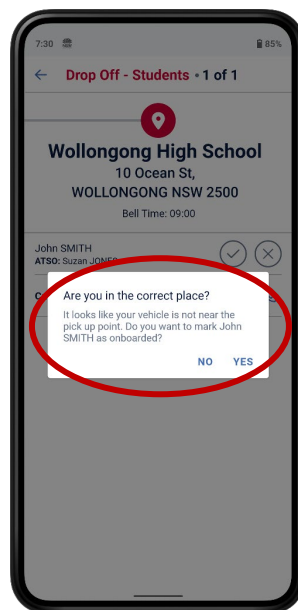


Onboarding from home

ONBOARD LOCATION ALERT

If you see the *Are you in the correct place?* message after tapping the *Onboard* button when attempting to onboard a student from their home, and you are certain you are in the correct place, tap the *YES* button to continue.

If you realise you are not in the correct place, tap the *NO* button and proceed to the correct location and try again.



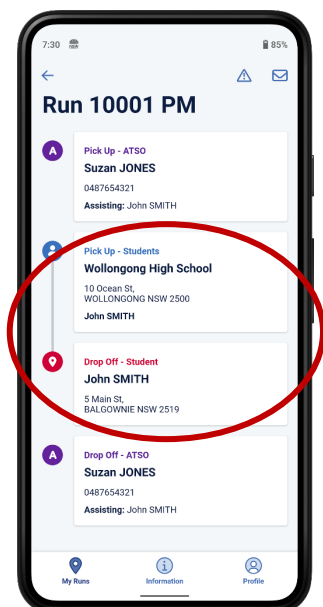
Offboarding at school

OFFBOARD LOCATION ALERT

If you see the *Are you in the correct place?* message after tapping the *tick* button when attempting to offboard a student at their school, and you are certain you are in the correct place, tap the *YES* button to continue.

If you realise you are not in the correct place, tap the *NO* button and proceed to the correct location and try again.

PM Run – Schools and Students list summary



PM Run Details screen

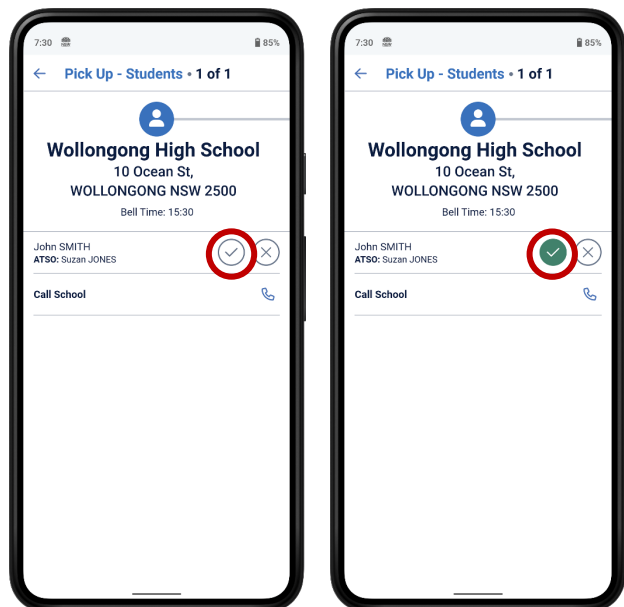
STUDENTS/SCHOOLS SUMMARY

From the Run details screen, you will see a list of Schools and Students for the run.

The order of the cards are arranged according to how the run should be completed from top to bottom.

If you are completing the run in a different order to what is displayed on this screen, please contact your contractor or the ASTP to discuss.

PM Run – Mark Student as ‘Onboard’ from School



School details

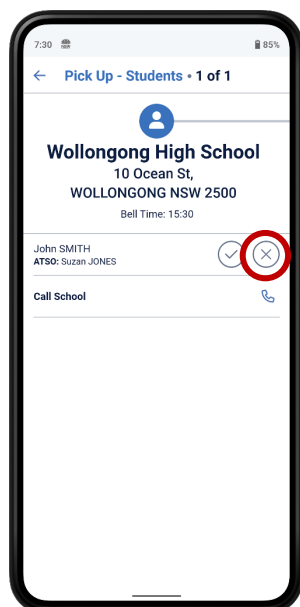
Onboard Student

STEP 1

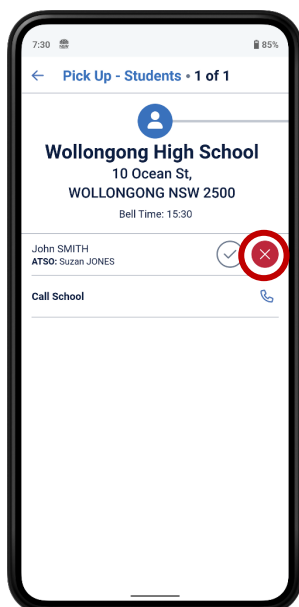
From the School details screen, tap the *tick* button to mark Student as onboard, where it will change to green.

Note that you can undo this action by tapping the button again if it was tapped by accident.

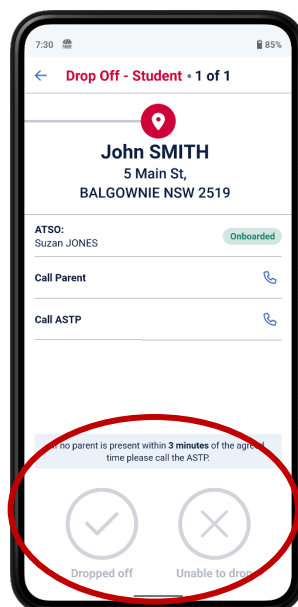
PM Run – Mark Student as ‘Absent’ from School



School details



Absent Student



Disabled student actions

STEP 1

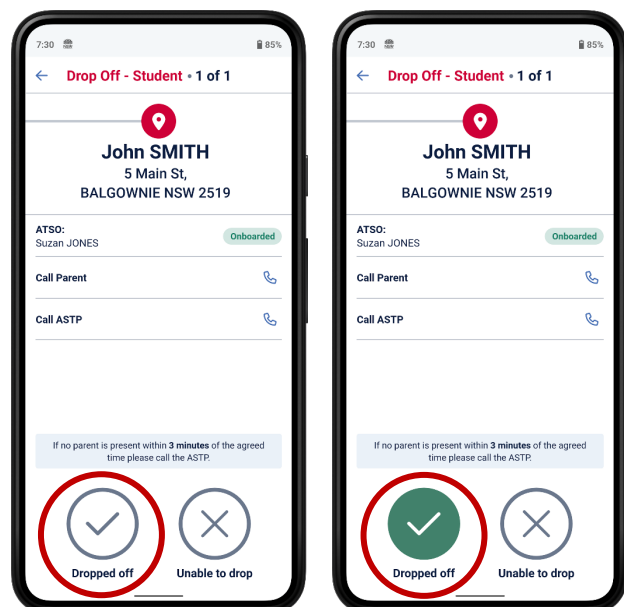
From the School details screen, tap the cross button to mark as picked up, where it will change to red.

Note that you can undo this action by tapping the button again if it was tapped by accident.

STEP 2

If a student is marked as absent from school, their student details options will be disabled as there is no further action take.

PM Run – Mark Student as ‘Dropped off’ at home



Students tab summary

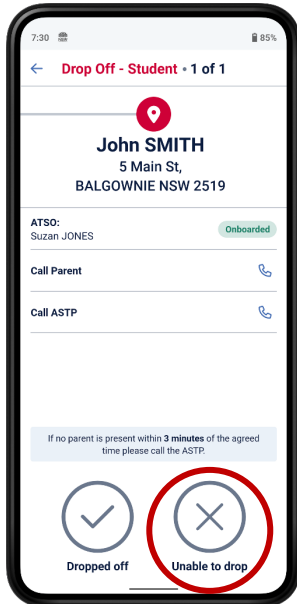
Absent Student

STEP 1

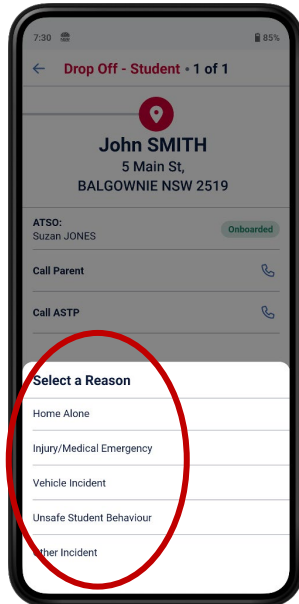
From the Student details screen, tap the *Dropped off* button where it will change to green.

Note that you can undo this action by tapping the button again if it was tapped by accident.

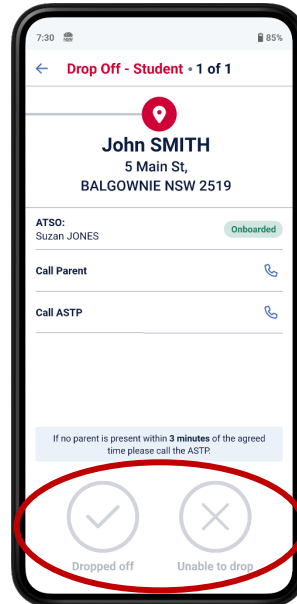
PM Run – Mark Student as ‘Unable to drop’ off at home



Students tab summary



Select a Reason



Student tab summary

STEP 1

From the Student details screen, tap the *Unable to drop* button to see the *Select a Reason* option.

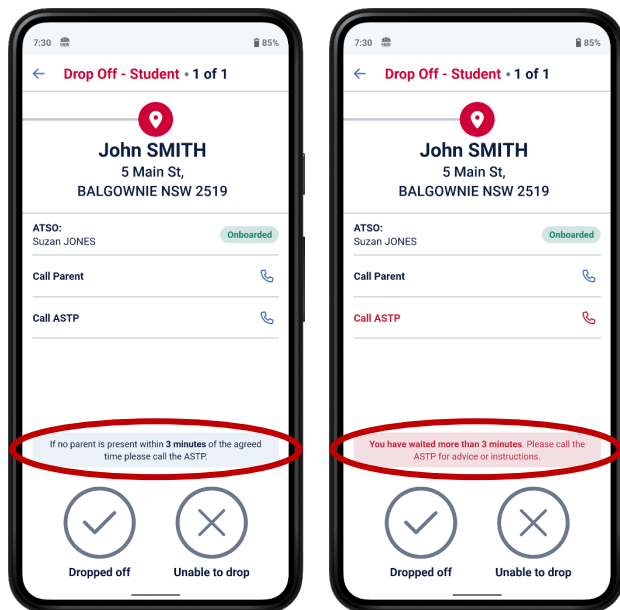
Choose an option that relates to the reason you would like to report. If none match, use the *Other Incident* option.

STEP 2

Once the reason has been submitted, you will return to the Student details screen where the *Unable to drop* button is selected, but disabled along with the other actions.

PM Run – 3 minute wait time

Once you have arrived and parked at the drop off destination, if the parent is not within your sights and ready to collect the student from the vehicle within 3 minutes, please call the ASTP for advice or instructions

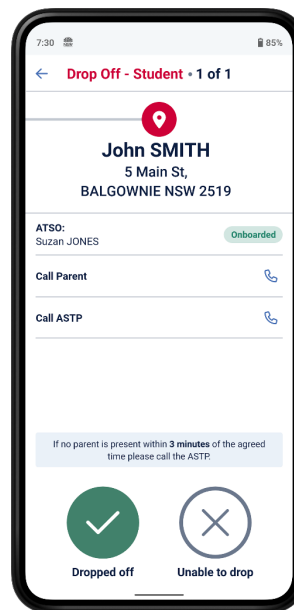


Wait time message

Wait time alert

WAIT TIME MESSAGES

When you arrive at the destination the wait timer will automatically begin. Once 3 minutes has elapsed, an alert will appear in red informing you to call the ASTP for advice or instructions.



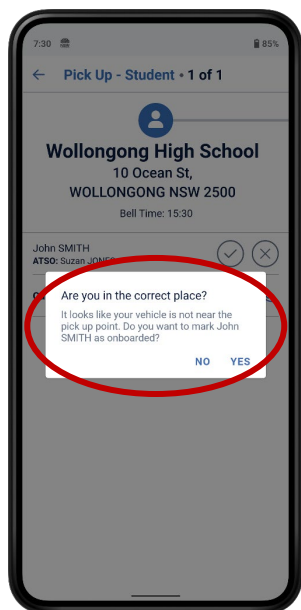
Student Dropped off

WAIT TIMER RESET

If you have received the wait time alert, tapping either the *Dropped off* or *Unable to drop* button will revert the message back to the default.

PM Run – ‘Are you in the correct place?’

If onboarding or offboarding a student at a location too far from the approved address, you will see the *Are you in the correct place?* popup. This message is intended to ensure that all onboards and offboards are completed at the correct location. If you continue to see this message when you are at the correct location, please contact the ASTP.

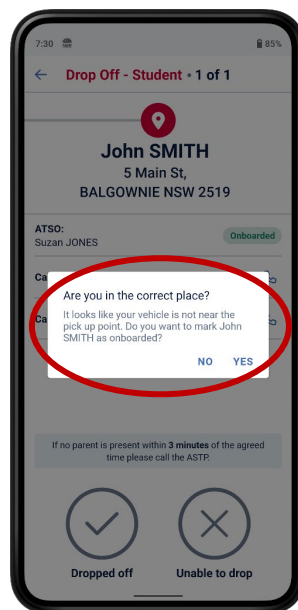


Onboarding from school

ONBOARD LOCATION ALERT

If you see the *Are you in the correct place?* message after tapping the *tick* button when attempting to onboard a student from their school, and you are certain you are in the correct place, tap the **YES** button to continue.

If you realise you are not in the correct place, tap the **NO** button and proceed to the correct location and try again.



Offboarding at home

OFFBOARD LOCATION ALERT

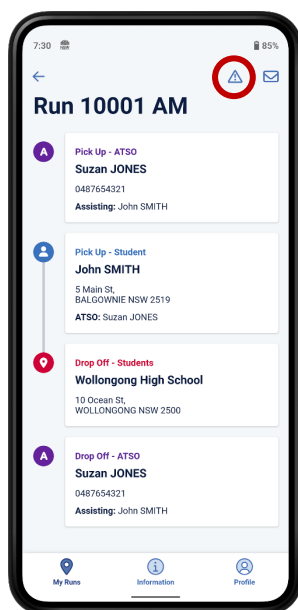
If you see the *Are you in the correct place?* message after tapping the *tick* button when attempting to offboard a student at their home, and you are certain you are in the correct place, tap the **YES** button to continue.

If you realise you are not in the correct place, tap the **NO** button and proceed to the correct location and try again.

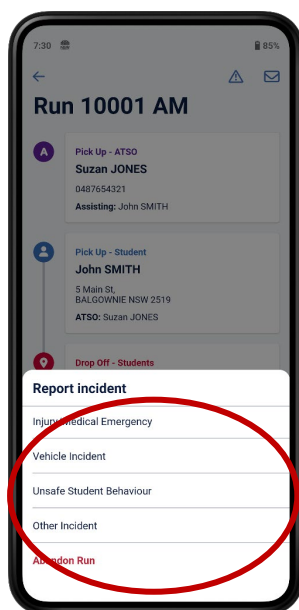
Report incident

If an incident occurs on the run, you can report it directly from the App. Incidents include Injury/Medical Emergency, Vehicle Incidents, Unsafe Student Behaviour, and Other reportable incidents.

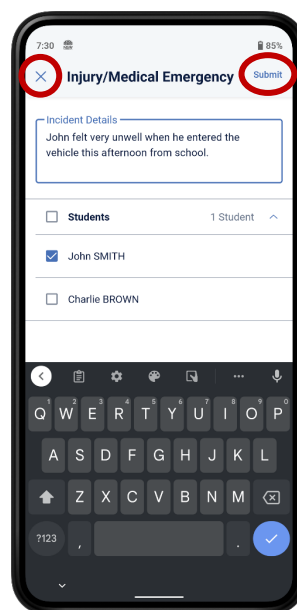
Note: For general notes you would like to add related to the run, please use the *Add a Note* option described on the following page.



Report incident



Report incident options



Report incident example

STEP 1

From the Run details screen, tap the warning icon button to see the *Report incident* option.

Choose an option that relates to the incident you would like to report. If none match, use the *Other Incident* option.

STEP 2

Enter a short summary of the incident within the Incident Details text area, and select the Students/ATSOs it relates to.

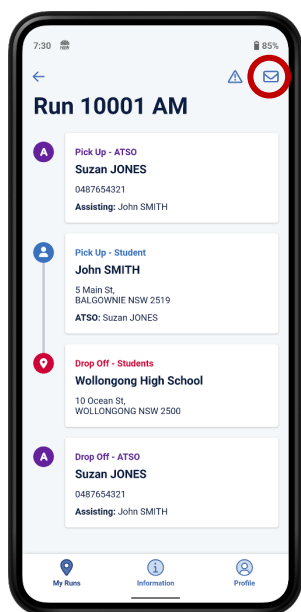
Once all the details are entered, tap the *Submit* button, where the details will be sent to the ASTP.

To cancel this report before submitting it, tap the X icon.

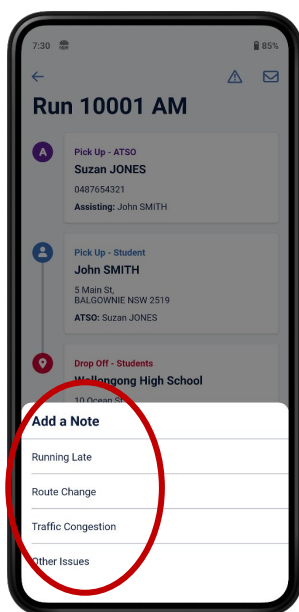
Add a Note

For general notes related to your run, you can add these directly from the App. Notes include Route Change, Running Late, Traffic Congestions, and Other Issues.

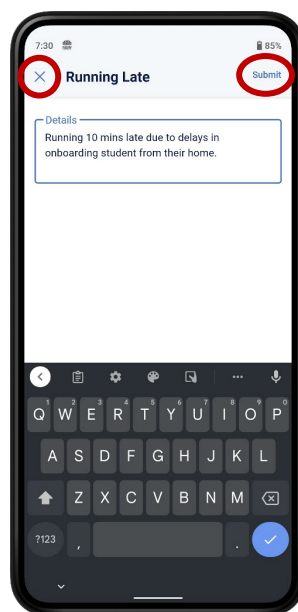
Note: For reportable incidents you would like to add related to the run, please use the *Report Incident* option described on the previous page.



Report incident



Report incident options



Report incident example

STEP 1

From the Run details screen, tap the envelope icon button to see the *Add a Note* option.

Choose an option that closest relates to the note you would like to add. If none match, use the *Other Issues* option.

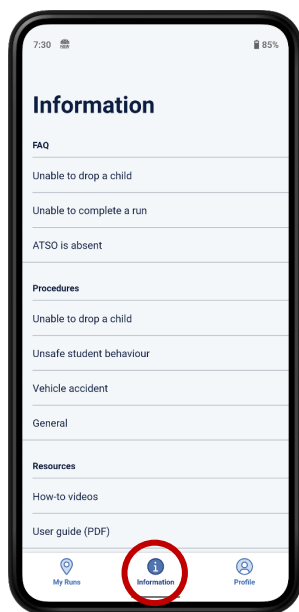
STEP 2

Enter a short summary of the note within the *Details* text area and tap the *Submit* button, where the details will be sent to to the ASTP.

To cancel this note before submitting it, tap the X icon.

Information (FAQ, Procedures and Resources)

The App provides frequently asked questions and important procedures that relate to you as a driver, and are similar to the yellow card you currently carry in your vehicle.



FAQ, Procedures and Resources

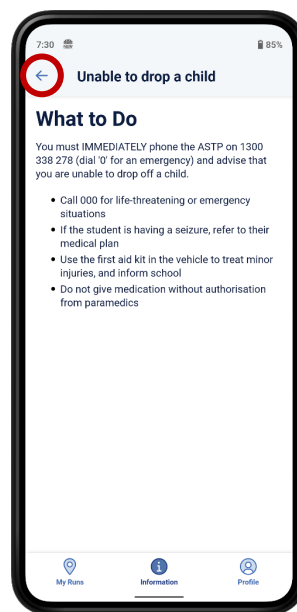
STEP 1

To view the Information screen that contains FAQ, Procedures and Resources, tap the *Information* button.

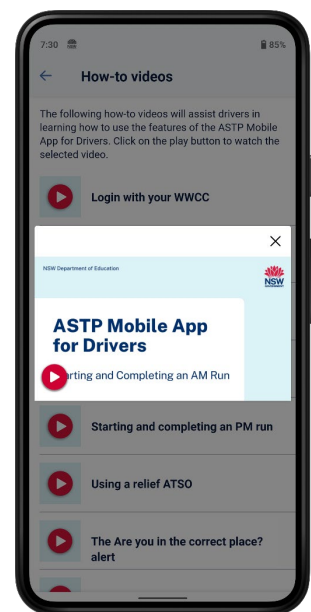
Displayed here is a list of common FAQs and Procedures that relate to your run, and originally found on the yellow card.

Tap on the relevant FAQ or Procedure to view more information about what to do.

You can also view Resources that includes the *How-to videos* and *User guide (PDF)*.



What to do



How-to videos

STEP 2

Within each FAQ or Procedure, the *What to do* screen provides information about steps you should take.

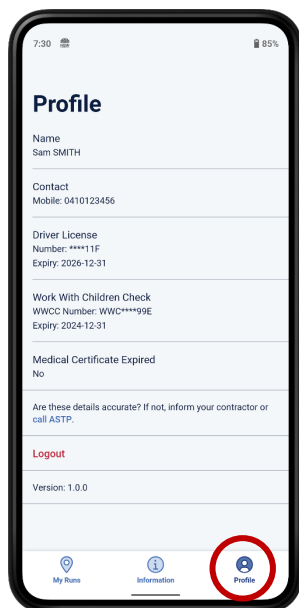
On the How-to videos page you can tap the play icon that will display a popup allowing you to watch the video.

To go back to the Information screen, tap the back arrow.

Profile

The profile screen provides essential information related to your driver record that the ASTP keeps on file. If the details here are incorrect, please inform your contractor or call the ASTP to have them updated.

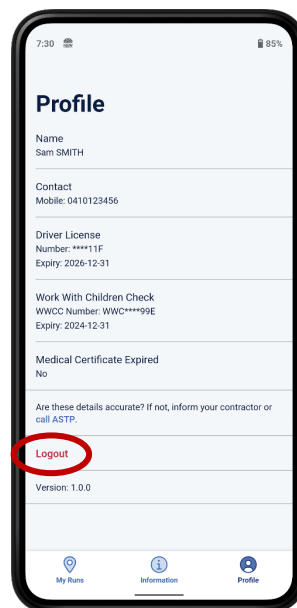
From the profile screen, you can also fully log out of the App. This is useful when sharing the mobile device with other drivers.



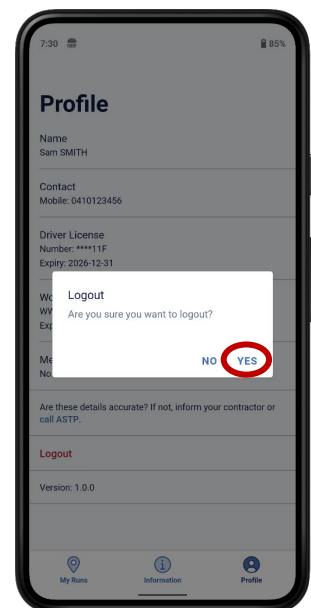
Profile

To view your profile information, tap the *Profile* button.

Displayed here are the details that the ASTP has on file for you. If any of these details are incorrect, please inform your contractor or call the ASTP.



Logout



Logout confirmation

From the Profile screen, you can also fully logout of the App but clicking the *Logout* button.

The *Logout* confirmation popup will appear to confirm the action.

Note that logging out of the App will require you to complete the first-time login again, including providing your WWCC Number and setting up a 4-digit PIN.

If you would like to simply close the App instead of logging out, you can do so by swipe closing the App depending on the make/model of your mobile device.