BK Promoters app — quick guide

Version 7.5 · October 2026 · the app is still being improved, so screens may change a little.

What it does: tracks your route during a shift, records every yard sign and banner you place, scores each sign by how many show-goers will see it, warns you about cities that give us trouble, logs fuel, and helps you pick every sign back up after the show. The office sees it live, and so does the rest of the crew.

> **Two kinds of users. Staff** sign in with their work (Active Directory) account and run shifts as described in sections 2–10. **Contractors** sign up with their phone number, take **jobs**, and are paid by the sign — see **section 11**. Everything about placing, the yellow brick road, cities and pickup applies to both.

1. Install (Android phones only)

1. On your phone open **https://promoters.bkpromotions.us/app** and download the app.
2. When Android asks, allow installing from this source, then open the file to install.
3. First screen: leave the server address as it is, choose **This is my own phone**, tap Continue.
4. **Staff:** sign in with your **work (Active Directory) username and password**. **Contractors:** tap *Contractor? Sign in with your phone number*, then **New here? Sign up** (section 11).

> Allow **Location → Precise → While using / Always** and **notifications** when asked. Without precise location you can't place signs; without notifications you won't hear the crew. Do the first sign-in on Wi-Fi or good LTE: the app downloads the city-limits map (about 6 MB) once.

2. Start a shift

1. Tap **Start shift** and pick the show you're promoting.
2. The map shows you as a **blue arrow** pointing the way you're driving (a dot when stopped), with a faint circle around you — the **500 ft** zone where you can drop a sign.
3. The top bar shows your GPS, sync state, points, **where you are** (city · county), your **shift progress** and your **total for the show**.

3. Place a sign

1. Park, then **long-press the map on the exact spot** the sign is going (the corner, not the truck).
2. Pick **Yard sign** or **Banner**. Banners **require a photo**. Add a note if useful.
3. The card shows the **points** for that spot and exactly why. Tap **Confirm**. If the button is grey, read the line above it: too far from the spot, GPS not locked yet, more than **100 miles** from the show, or a **city that is prosecuting us**.

> **Roads are colored by what a sign there is worth:** grey under 15 pts, green 15+, lime 50+, yellow 100+, orange 200+, **red 400+**. Purple dots are **hot spots** (gas, grocery, fast food…) — signs whose zone covers them earn a bonus. The red glow around a sign is **sign pollution**: a new sign inside it earns almost nothing. **Yellow pins are yours, violet pins are teammates'.** Tap ★ to score every road on the screen: the best stops become the **yellow brick road** — a stop is a whole stretch of road with a sign count ("MO K · 3 signs over 0.9 mi · 1,200 pts · 14 min") or a single spot; numbered stars in driving order, a yellow line between them, and a bar with **Go** — our own turn-by-turn to the next paydirt: spoken turns, the map follows you, and it re-routes if you miss a turn (long-press Go to use another navigation app instead) — and **Skip**. Place a sign (or Skip) and the whole road **rebuilds itself** from where you are, so it never runs out — **Clear** or **Exit** ends it. ★ never picks interstates, expressways or spots within 150 ft of a highway main line; exit-ramp bottoms are fine. The pop-up also says what share of the screen's points is already taken. Green/violet dots with names are other promoters clocked in right now.

3½. The yellow brick road — how to run a shift

1. Start your shift, then tap ★. The office scores every road around you and hands you the best **stops** in driving order. A stop is a stretch of road with a sign count ("Dorsett Rd · 3 signs over 0.9 mi · 1,500 pts · 7 min") or a single spot. Every stop offered is worth the best money the area can pay — the road never sends you to cheap spots, interstates, expressways, the middle of an interchange, or within 500 ft of a city that is prosecuting us. **Exit-ramp bottoms count** (the street end of a ramp, where you can stop safely).
2. **Money nearby comes first.** A full-value stop within about 4 minutes' drive always leads the road, even if a bigger stretch is waiting further out — the road rebuilds after every sign, so the big stretch is still there when you get to it. Any clean spot **beside the route** to your next stop is added as a stop of its own, in driving order, so you are never driving past money.
3. Tap **Go**. Our own turn-by-turn drives you to the first stop: spoken turns, the map looks down the road ahead, and it re-routes if you miss a turn. If a route fails it says so and tries again by itself.
4. At the stop, the **yellow dots** are the paydirt. Long-press on or near each dot to place. **After every sign the whole road rebuilds itself** from where you are with that sign counted — the next stops can change, and that is correct: your new sign changes what the spots around it are worth.
5. **Skip asks why.** "Just skip it this time" moves on. A **Bad spot** reason (overgrown, no safe place to stop, it's a ramp/interchange, other) is sent to the office and **nothing within 400 ft of it is ever offered again, to anyone** — so only use it for spots that are genuinely bad, not for spots that just scored low tonight. **Clear** (in the ★ pop-up) or **Exit** on the nav panel ends the road.
6. Stops on your road are **yours** for two hours — a teammate's ★ won't send them there, and yours steers clear of where their truck is, so the crew splits the map.
7. **Give your own signs room.** Two signs whose zones touch pollute each other (see "sign pollution" below); in town a zone is 500–2,500 ft, so the road spaces its dots two zones apart. If a pin card shows far fewer points than the road promised, you are usually inside the zone of a sign you just placed — move on to the next dot rather than placing there.

4. How points work (short version)

Counts more	Counts less

Busy roads (cars/day) · exit ramps ×1.5 · banners ×3 · hot spots in your zone (+15% each) · near a bigger town · your first 4 signs within ½ mile of the venue ×2	Quiet streets · interstates (×0.3 and **never more than 200 pts**) · **sign pollution** — inside another sign's zone (½ at the edge, falling fast to 5% on top) · more than 30 miles from the show (fades to 10% at 100 mi)
Early week: 4+ days before the show ×1.5, 3 days ×1.25, 2 days ×1.0, the day before ×0.9, show day ×0.8 (days flip at 6 AM, so an all-nighter still counts as the day you started)	
Ceiling: no single sign pays more than **500** at placement	
Pickup never takes points away. Yard sign: face came back **+200**, reported gone **+100** (the stake doesn't change points). Banner: each part pays — banner back **+600** (reported gone +300), netting **+200**, each T-post **+200**, so a whole banner set is +1,400. Every sign you go back for pays	
Beast mode: every sign past 100 in one shift pays +10%, +5% more at 125/150/175 (up to +25%)	

Tap the points chip or **Status** → **How points work** for the full list.

5. Shift progress & achievements

The yellow line shows **signs this shift out of 100**, time worked, time left at your pace, projected shift length and finish time, with the next milestone. The phone buzzes and shows a banner at ¼, ⅓, ½, ⅔, 90% and 100%; past 100 is **BEAST MODE** with a new tier every 25 signs. Every milestone is announced to the whole crew.

Status button = plain-English summary of today and the show: signs, pace, first/last sign, miles driven, stops, fuel, refusals.

6. Cities & counties

The banner under the status row tells you where you are (city · county) and what the office knows about it. The city you're in is shaded on the map.

Prosecuting	No signs inside the city limits. Placement is blocked; the phone buzzes when you cross the line. **Right now: O'Fallon, Saint Charles, Weldon Spring (MO).**
Harassing	Keep placing, but **log every contact** (see below).
Friendly / grey	Go ahead.

> **If anyone from a city, county or police stops you, warns you, writes a ticket or takes signs:** tap the city banner → **Report an issue**. Pick what happened, type who it was and what they said (ordinance number, name, badge), photograph any ticket or notice. It works with no signal. This is how the office decides which cities to fight.

7. Fuel stops

Every time you buy fuel: tap → **photo of the receipt** (it reads gallons, total and time by itself — check the numbers) → **type the odometer** (required; it's how we get MPG per vehicle) → Save. **History** shows your fill-ups, miles between fills, MPG and your receipts.

8. Crew chat

 = chat with everyone out this week — green names are your crew, violet are other cities' crews, yellow is the office. sends a photo, shares your location (tap it to fly there). Messages send when you have signal and queue when you don't. Teammates' messages and achievements pop up on the map with a buzz, or as a notification when the app is in the background.

9. After the show — pick up

1. Start a shift for the same show, tap **Placing** to switch it to **Picking up**. The map shows only signs still out, and counts them down.
2. Tap each sign. Mark each part **Present / Damaged / Missing** (for banners: count the T-posts), take a photo for banners, tap **Picked up**. Use **Still there** if you drove by and left it.
3. Same 500 ft rule: you have to be at the sign. The card shows the points you'll gain before you confirm — pickup only ever adds.

10. End of day

Tap **End shift**. The top bar says **Synced** when everything has uploaded; if it says **Queued**, you just need signal — nothing is lost, it uploads by itself. Don't uninstall or clear the app with anything queued.

11. Contractors — sign up, jobs, and getting paid

1. **Sign up.** On the sign-in screen tap *Contractor? Sign in with your phone number* → **New here? Sign up**. Enter your name, mobile number, home town and a password, read the Independent Contractor Agreement, tick the box, and tap **Text me a code**. Enter the 6-digit code. You are then signed in and see **"You're signed up"** — the office approves every new contractor before the first job, usually the same day. Tap *Check again* or just reopen the app later.
2. **Jobs.** Once approved, the shift button opens **Jobs**: open jobs nearest you first, each with the show, the window (Monday through Wednesday of show week), the sign count (normally 100), the most it can pay (normally **$500**) and where to collect the signs. Tap **Request this job**. You can hold one job at a time.
3. **Get the signs.** Collect them where the job says. The office counts them out to you; whatever you don't place comes back within three days ($4 a sign if it doesn't).
4. **Start job** (in Jobs, or the shift button). Tracking starts and the map opens. Tap ★ for your yellow brick road and **Go** to drive to the first stop.
5. **Place only on the yellow dots.** The app will not accept a sign more than 300 ft from a dot — the card says *Not a paid spot*. Every dot is scored before you get there, and the card shows the points **and the dollars** before you confirm: one cent per point, up to $5 a sign. Banners are staff-only.
6. **Progress.** The top bar shows *signs placed of 100 · $ earned*. **Status** shows this job, what you are owed and what you have been paid. The job completes at 100 signs or when the window closes; you are paid for what you placed.

7. **Get paid.** Status → □ **Get paid** before your first payout. **Stripe** (recommended): a short form in your browser, then money lands in your bank in 1–2 business days after the office approves the job. **PayPal**: enter your PayPal email; the office sends it from its PayPal account after approval, usually within a day.
8. **Pickup jobs.** After the show, a pickup job appears for that show: **$2.50** for every sign you bring back, **$1.00** for every one you find gone and report in the app. Same tap-the-sign flow as section 9.
9. **Review.** The office checks every job against the GPS record and photos before paying, normally within three business days. Signs that weren't really placed, were placed off the dots, or used a faked location are not paid — and faking a location ends your account.

> **Safety first, every stop.** Never place from the travel lane or on an interstate; the app won't offer those spots and won't accept them. If an officer or city worker tells you to stop, comply and report it in the app.

12. Planned zones — where every sign goes

For most shows the office now plans the signs in advance: the best few hundred spots around the venue are scored for traffic, checked for a grass strip on aerial photos, and cut into **zones** of about 100. **A job is a zone.** This is the same for staff and contractors.

- **Start the job** from Jobs and your zone loads as the yellow brick road: numbered dots in driving order from the sign pickup. Tap **Go** for turn-by-turn to the next dot.
- **Place on the dot.** Long-press on or right beside the yellow dot (within 300 ft). The dot sits on the grass the office checked. A sign placed anywhere else is not a paid spot.
- **Can't place here?** Tap **Skip** and say why — no grass, private property, blocked, not safe. The office retires that spot and a spare from your zone takes its place in your queue. "Skip for now" just moves it to the end.
- ★ on a job reloads your zone. The live ★ search only comes back when a job has no plan.
- **Drive pay.** A job also pays up to 49¢ for every mile of its planned route, earned as you complete the spots, scaled so the whole job never passes its cap. The job card shows signs + drive pay = total before you take it.
- Signs that come back after the show prove the spot for next year, so the plan gets better every time a show repeats.

Problems?

- **“Waiting for GPS”** — step outside / off the dash, give it a minute.
- **Can’t sign in** — your account must be in the BK Promoter group; call the office.
- **Map blank with no signal** — long-press your name → **Offline maps** → download your state and the traffic set while on Wi-Fi.
- **“Update available”** at the bottom — tap it when the top bar says Synced. Updates never wipe your data.
- **Contractors — “awaiting approval”** — the office hasn't approved you yet; it's usually the same day. **No code arrived** — tap *Send the code again*, or call the office and they can read it to you.
- Long-press your name to sign out.