

April Flowers *III* Rally

General Instructions

Welcome to the CCSCC “April Flowers *III* Rally” Today’s rallymaster is Jonathan Flora and it is his intent that this will be a fun straightforward rally with no intentional and hopefully no unintentional traps. The rally is a TSD (Time-Speed-Distance) event. This rally abides by the Champaign County Sports Car Club Rally Code (Revised April 2001), but it should not be necessary to refer to it

Starting Point and Time: The starting point is at the north side of the flag pole facing EAST. Your starting time is 1:00 PM plus your car number in minutes. Thus car 1 starts at 1:01 PM, car 2 at 1:02 PM, etc.

Ending Meeting Point: Oakwood truck stop. An official rally end point will be communicated on an outslip.

Main Road Rule: The main road rule Straight As Possible (SAP). The Main Road is the road that appears to go as directly ahead as possible through an intersection. The Main Rule is not to be applied at a T or Y (i.e. you cannot go straight at a T or Y). The determination of which road goes more directly ahead is made at the intersection in question; roads are judged upon their merits as you enter the intersection, not upon how they look as you approach the intersection.

Route Following Priorities:

- A. Special instructions given at a checkpoint (written or verbal).
- B. Route instructions prefaced by a mileage.
- C. Numbered route instructions
- D. Main road rule. (SAP)

Special rally feature: **Tulips**: are descriptive route instructions depicting the intersection as if looking down from above. The "tulip diagram" (*called Tulips after their use in a rally held in Holland where they were first used in using descriptive symbols for route directions with the dot representing the "bulb" or source and the arrow representing the "flower" or result...*). The tulip diagram is a pictorial representation of a junction. You will always travel from the dot to the arrow. The tulip diagram will never direct off course or onto a “road” that is not an opportunity. Additional descriptive information will be included in the diagram when it is required to identify an intersection but may not be included if it is not required to identify the intersection. (for example if a stop sign is shown at a crossroad you must find the crossroad intersection with stop sign controlling your progress before completing the instruction but if no sign is shown the intersection may or may not have a stop sign so you would complete the instruction at the next opportunity matching the diagram) Tulips are not to any scale, angles are approximations and gravel roads are depicted by dotted lines.

OOPS distance: Each checkpoint out-slip will have an "OOPS" distance. (See "Lost" below).

OOPS DISTANCE FOR THE FIRST LEG IS 21 MILES. (*includes ODO*)

Lost: If you drive farther than the specified OOPS distance without finding a checkpoint, you are off route. If you have not found any checkpoints by 2:15 PM, head to the rest brake stop at the Phillips 66/Colonial-Pantry/McDonald's on US150/IL 1 in Georgetown IL for 2/3 rally restart at around 3:45pm, after 4:30 pm to head to Oakwood truck stop in Oakwood for social hour and the awards presentation.

Odometer Comparison Section: The rally begins with an odometer comparison section (route instructions 1 through 11) so that you may compare your odometer with the rallymaster's. You will find

a "ODO" sign on the right side of the road at the end of the odometer comparison distance. The rally was measured with an Alpha Elite rally computer mounted in an '92 Ford Probe that measures 10.00 miles in 10.0 interstate miles. **Take 20 minutes to complete the ODO section.**

Opportunities: It is not possible to complete more than one numbered instruction per opportunity. All public roads exist as opportunities to travel on today's rally, with the following exceptions. Roads that are, or change to grass or soil surface do not exist as opportunities. During the running of the rally roads that are marked PRIVATE, KEEP OUT, NO TRESPASSING, NO OUTLET, DEAD END, ROAD CLOSED, or DO NOT ENTER, etc do not exist as opportunities unless specifically noted in the route instructions. Roads that are clearly dead ends, or end in a garage, factory, farm field or parking lot do not exist as opportunities. Roads that are clearly private or illegal to enter do not exist as opportunities. Cemetery roads, cul-de-sacs and forest preserve roads do not exist as opportunities. Parking lots may exist if specially noted. The Oakwood truck stop, Phillips66 rest break parking lots exists as roads for this rally.

Checkpoint Procedure: The "CCSCC ✓" facing the oncoming rally vehicles sign on either side of the road will mark the checkpoints. Pull completely past the checkpoint line and vehicle in a safe manner so as not to block the public road and park your vehicle. When exiting your vehicle, watch for other traffic and rally vehicles. One member of the rally team must: 1) walk back to the checkpoint vehicle, 2) turn in previous outslip and any delay requests, 3) pick up a new outslip. READ THE OUTSLIP COMPLETELY AND CAREFULLY. No matter how late you arrive at a checkpoint, you get a fresh start when you leave it. If any vehicles are late at a checkpoint, the checkpoint will be held open for minimum of five ½ minutes after the last missing vehicle is due in.

Out slips: The out slip will contain the following information: 1) **Leg #**, 2) **Your car #**, 3) **Your in-time**, 4) **Your out-time** for the next leg, 5) **The total miles** for the leg just completed, 6) **The total rally miles** to that point, 7) **The total time** for the leg just completed, 8) **The out marker** (the starting point of the next leg), 9) **CAST** for the start of the next leg, 10) **OOPS** distance for the next leg, and 11) **Special Instructions** if any.

Scoring:	1 point	for each 0.01 minute early or late at a checkpoint up to 100.
	100 points	for being more than 1 minutes early or late at checkpoint
	200 points	for being more than 5 minutes early or late or missing a checkpoint. <i>(unless a delay slip is tendered prior to receiving outslip)</i>
	250 points or	Disqualification for reckless driving, interfering with checkpoint operation, unsportsmanlike conduct, or a moving violation (ticketed or not), assessed at the discretion of the rally officials.
	50 points	For stopping or creeping within sight of a checkpoint.

Rallymasters cell phone# 217-369-9962, call if hopelessly lost or greater than 5.5 minutes late for instructions. If greater than 5.5 min late rallymaster may choose to have DIY leg at a route instruction or combine legs.

Definitions:

At the opportunity closest to the given sign or landmark.

CAST Change Average Speed To the given number in miles per hour (*alt. Commence or Continue*). CAST at objects or landmarks are to be done when your rally vehicle is even with the object or landmark, at the apex of turns, or at the leading edge of the intersection

if proceeding SAP. For complex tulip instructions CAST are to be applied at the apex when completing the first change in direction of a multi part instructions unless a landmark is indicated to the right of the diagram.

Creeping	Approaching a checkpoint within sight of the checkpoint at a speed of 10 MPH or less.
Crossroad	An intersection of exactly four roads from which a road goes to the left, a road goes to the right, and a road goes generally ahead.
Intersection	Any meeting of existing roads at grade level from which the rally could proceed in more than one direction without making a U-turn or other illegal turn.
In-time	Arrival time at a checkpoint.
Left	A turn to the left from 1 to 179 degrees off the current main road onto an opportunity.
Leg	A portion of the rally route ending at a checkpoint.
Out-time	the time assigned to a contestant to begin a leg.
Right	A turn to the right from 1 to 179 degrees off the current main road onto an opportunity.
RRX	Railroad crossing; the road you are traveling on must cross over the tracks at track level.
Stop	an official octagonal sign that requires your rally vehicle to stop. Pictorially represented in tulip diagram as in instruction #25. Not all occurrences of stop signs will be depicted in the tulips.
T	A junction having the general shape of the letter T as approached from the base. It is not possible to go straight at a T.
Traffic Light	A traffic control device with red, green (and usually yellow) lights used at an intersection to regulate traffic and which controls the rally vehicle. Note in tulip diagrams a traffic light is indicated by three dots (as in instruction #56)

All other terms that are found in the route instructions but not defined here will be used as commonly understood.

