

2011 October 1 Road Rally

General Instructions

Rallymaster: Barry Rowe

Thank you for running this CCSCC rally. I hope you will enjoy it.

This rally is run according to the current CCSCC Rally Code, but most everything you need will be in these generals or the route instructions. If you have questions, please ask them at the drivers' meeting.

This rally starts at the pole nearest the southeast corner of the County Market parking lot in northwest Champaign. You should leave from the pole, in the eastern-most lane of the parking lot, heading north at 10 am plus your car number. You may leave up to 5 minutes early, if you wish. This rally ends at JT Walker's restaurant and bar in Mahomet on main street. You should get there by 4:30 p.m. Please go upstairs for the end of rally results. The break will be at Ted's Garage in Clinton, IL on routes IL 10 and IL 54 on the south side of the road east of the Chevy dealer. You should be there by 12:30 or so. This rally is a long rally with some gravel roads.

This rally goes through some rather populated areas. It is getting more and more difficult to find roads that have few houses on it. Please be careful and obey all traffic laws and use common sense when traveling through populated areas. There are no checkpoints in these populated areas and you will have plenty of time to catch up before a checkpoint.

There is no excuse for violating any State of Illinois traffic law. If you are observed by law enforcement, the rallymaster, or any other rally official breaking a traffic law, or you admit in any way that you broke a traffic law, even online, you will be disqualified from the rally.

AUTOMATIC DELAY ALLOWANCE: You don't have to ask for a delay allowance. It is given automatically. Delay allowances are always given in 1/2 minute intervals, so you will be scored by finding the difference between your leg time and the ideal leg time. Then it will be "normalized" by subtracting however many minutes you are late or early from your leg time. If you are still more than 0.50 minutes early or late, 50 points will be subtracted. That way no one should be embarrassed by their score, as the maximum score for any leg is 49 points! If you miss a checkpoint your score will be 100 points. Checkpoints will not stay open very long, as there is a long way to travel for the checkpoint crew.

MARCH: There are several "marches" in this rally. A march is simply a way to reduce route instructions. In a march, you turn at each opportunity to turn, alternating between left turns and right turns until you can perform the next instruction. Of course you always start a march with a left turn.

Special Instructions; Special instructions can be give verbally or in writing.. They take precedence over route instructions and general instructions (well, except for this paragraph.....).

If you get hopelessly lost, please call the rallymaster at 217.493.1329.

You will get a panic capsule. It contains simplified route instructions and other helpful data. It costs 100 points penalty to open the panic capsule. You must hand it in at the end of the rally unopened to not be given 100 points. If you get lost, it will probably help.

Checkpoints may be on either side of the road and are identified with a traditional CCSCC checkpoint sign. If the checkpoint sign is facing you when you approach the checkpoint, it is a checkpoint. A checkpoint sign will be displayed at the drivers' meeting, which will be held at 9:45 am at the 'pole'. On the outslip there will be a location of the outmarker. Proceed to that point and leave on your out-time. The distance between the checkpoint and the outmarker is "dead mileage", meaning it does not count as mileage.

At a checkpoint you should pull forward to a safe place past the checkpoint sign/vehicle to park by the side of the road and send one of the team back to the checkpoint vehicle to get your out-slip. Please do not interfere with the checkpoint crew and be especially careful to stay out of their view of the incoming cars. You cannot stop your vehicle within sight of the checkpoint vehicle nor block the entryway or you will be disqualified from that leg. There is no 'creeping' penalty. Please approach the checkpoint vehicle from the side that is not next to the road for your own safety. Please bring your out-slip from the previous checkpoint with you.

This rally may use phantom checkpoints. Phantom checkpoints are unmanned checkpoints that are referenced in the route instructions. You should record your in-time or calculated in-time when you encounter the referenced phantom checkpoint in the place provided on the out-slip from the last manned checkpoint. Round up to the nearest whole minute, add 4 minutes and that is your out-time. Record that out-time also. Hand in the previous out-slip at the next manned checkpoint.

The philosophy of this rally is that there are no course-following tricks of any kind. The route instructions should be interpreted as they are written. There are no plays on words, etc.

Sometimes instructions are listed as 'redundant'. These instructions technically are not needed to follow the route, but are there to clarify the instructions. Examples are roads that are actually private or dead end, but not labeled clearly as such. Also -- some 'Y's are listed as redundant -- mostly because they might be obvious which way to go to you, but aren't to me. No tricks are intended with 'Y's

Roads that are marked "Dead End", "No Outlet", "Private" or similarly; or roads that clearly are driveways, plant entrances, field entrances or private roads are not to be considered as opportunities. Dirt roads or roads where grass goes from one edge to the other are not opportunities. However, grass down the middle of a gravel road does not disqualify it from being an opportunity.

The CAST when encountering a gravel road or section of a road that is gravel is reduced to 30 miles per hour. This takes priority over the cast you are running unless the cast you are running is lower than 30, which means that if you are running lower than 30 miles per hour when you encounter a gravel road or are already on a gravel road, you should go the lesser speed. Gravel roads are all gravel and not small patches of gravel on a paved road. If a road doesn't have loose gravel on it, it is probably "oil and chip", which is not a gravel road.

The **main road rule** is "Straight as possible". All "T"s are approached from the base of the letter and all "Y"s are also approached from the base of the letter. While this is a judgement call, if, when you enter the intersection, you can tell which branch of either letter is OBVIOUSLY the most straight, you do not execute an instruction but follow the main road rule. If it is not CLEARLY OBVIOUS which is the most straight, you should execute the instruction you are working on, if you can. If you can't, you probably should determine which is straight as possible. I don't think this will be a problem on this rally.

Signs are quoted in whole or in part. Capitalization, spelling and punctuation is irrelevant.

I hope this rally is not too boring -- no tricks, but nice roads -- some of which you have probably never seen before. Just remember...boredom can be the rallymaster's best trick.....

This rally was mileageed in a 2011 Subaru Legacy, but I used a GPS enabled iPhone App (Speedbox) to mileage it. It is accurate to the nearest 0.01 miles.

Scoring:

You will be scored 1 penalty point for each 0.01 minute early or late at a checkpoint (including your self-recorded in-times and out-times at phantom checkpoints) and for each 0.01 minute you are in error for a DIY leg up to a maximum of 100 points. If you miss a checkpoint you will be assessed 150 penalty points. Checkpoints will stay open at least 10 minutes past when you should get there.

Definitions:

Traffic Light: A traffic control of any sort that has red, green and yellow lights on it and controls traffic.

Bear: make a turn of between 1 degree and 89 degrees. Mostly this instruction is used to indicate a direction to go at a "Y" or at a curve that has a road that goes straight as the curve begins. An example might be "Bear Right at "2175N".

Onto: If you are put onto a road by name or number, you are to stay on that road, even if it turns at an intersection until you can execute the next instruction. In most cases, you will be able to see where a road goes by using the green road signs. Sometimes there may be redundant instructions telling you to stay on the road when it should be obvious. There are no tricks based on this. You should have no problem keeping on the roads.

Transit Zone: This leg is not timed and you can take as long as you want to drive this. But it is the directions to get to lunch, so I wouldn't do that.

Lunch will be at Ted's Garage and relaxed. When we are done with lunch I will announce a start time. The end of the rally will be at JT Walkers in Mahomet and you might want to have something to eat there as well as a drink.

Take 20 minutes to complete the ODO leg.