

## Watershed Adventure (and TSD) Road Rally

This Champaign County Sports Car Club (CCSCC) *Time/Speed/Distance (TSD)*, and/or *Adventure* (see page 3), *road rally* has no intentional *route following* or *timing traps*. Jerry White (217 390-7851) is the *rallymaster*.

The **TSD classes** available are: *Novice* - if every person in the vehicle has participated in less than about six to nine *rallies*; *Seat of Pants (SOP)* - if only paper, pencil and a stock odometer will be used for any calculations; and *Navigational* - open to everyone. The *rallymaster* may reclassify *TSD* teams prior to their *starting time*.

**Schedule:** 9:00am *register at* Illini Nissan, 615 W. Marketview Dr. Champaign, IL (northeast of I-74 Exit 181). Certify there that driver eligibility, vehicle condition, insurance limit and owner permission requirements are met. 9:45am mandatory *Safety Meeting*. 10:01am *car 1* starts (10:02am *car 2*, etc.) ~12:00pm first *car* finishes.

**Participation** constitutes acceptance of: these *General Instructions (GIs)* and any *Addenda* to them; the CCSCC *Motor Sports Code* and *Rally Code* (key parts of both are covered herein) as amended herein; the *Route Instructions (RIs)* (available *at registration*); and all *Special Instructions (SIs)* including all *checkpoint-slip* information about the next *leg* and exigency information displayed or given orally by *officials* or posted along the *rally route*.

**Priorities:** 1. Do each *SI at* its indicated location(s). 2.a. Starting with *RI 1* do the *RIs* in printed order without overlaps except for transit times (e.g. the *OCZ*). b. Do/start each *RI part* only: i. *at* its *official mileage (OM)* if given; otherwise do it ii. the first time all given clues fit (including order when none declared) and, if it's a *route taking part*, *at* a type 1.a. *opportunity* unless the *Route Instruction* indicates otherwise. 3. Take the *default-road*.

These **Default-Road (DR) Rules (DRRs)**, applied in order, determine the *DR*, if one, *at* each *intersection* or *dead end*: 1. If only one non-*U-turn possibility* exists it's the *DR*. 2. *Directest Way Thru (DWT): The DR at other:* a. *crossroads* and *slant-Ts* is the directest ahead *road* if it's a *possibility*; b. *sideroads* is the least turn *possibility*; c. *Ts, Ys* and non-*DWT-2.a. crossroads* and *slant-Ts* is the *possibility* needing clearly (~45\*) less turn from directly ahead than any other, if one; d. *vergeroads* is: the *road-you-were-put/getting on's* continuation *possibility* if one *at* a *ramp* or multilane *diverge*; else it's the most-ahead (e.g. least-curved) *possibility*, if one. 3. There is no *DR*.

**Sign(s) and/or landmark(s)** will be found along the *route after* the: 1. *completion point* of the *RI* preceding the calling *RI*, or 2. introduction of the calling *SI*. A **landmark** is a landscape feature (e.g. *road, sign, barn*) identifiable by being: 1. defined in these *GIs*, 2. identified by a *name sign* or *SI*, or 3. recognizable as what is portrayed in or called for by the *rally materials* or an oral *SI*. A **sign** is a *landmark* usually showing one or more *words*.

Only main *words* are used. In *rally materials* letters in *names*, or quoted ("...") from *signs*, are in capitals. Treat related *signs* on the same post(s)/background(s) as one (e.g. "TO I"). Use only if every *RI* or *SI word-break*, digit, letter and symbol is in consecutive US reading order by *sign* area(s) but ignore: line-breaks, weathering, defacing, case, font; unshown punctuation, symbols, and stand-alone dashes; symbol size and inexactness; ROAD, ST, N, E, etc. per pg. 2's *name* definition; and *sign, word* and letter orientation (e.g. R, R, T) but, except for determining *protected roads* by *sign* shape from behind (e.g. octagon = STOP), use only *signs* facing you (even parallel or angled). Use *signs* as they stand (e.g. turned 90°). Don't use house number, mailbox, utility or on pavement *signs*.

**Safety is paramount!** To request a **Time Adjustment (TA)** for a *leg* for any reason(s) (e.g. safety delay, flat, off route, train, new *out-time* adopted) submit a *TA* (from pg. 3 or a *checkpoint-slip*) for the *leg* before getting its *end checkpoint-slip*. If delayed 5 minutes or more call the *rallymaster* in case *checkpoints* can be kept open for you.

**At a checkpoint (CP)**, unless instructed different: pull past the *sign*; park on the *navigator-side* of the *road*; walk in arrival order to the *CP crew* and: report your *car number*; turn in a *TA* if applicable; and obtain a *checkpoint-slip*. **Look it over.** It may indicate: your *in-time* (clear up errors ASAP); the *leg-time*; a next *leg out-time* for *scoring purposes*; an *out-point (OP)*, which must be shared, (to zero your *odo at*, etc.); a departure *CAST*; an *RI* to do next (and any already seen clues); an *oops Δ* (distance) in which the next *checkpoint* will occur; and other information and *SIs*. You can't make up for being early or late *at a checkpoint* by being the opposite *at* another.

**Timing** will be based on the *clock at registration*. Set your timing device showing seconds or *hundredths* to it or adapt as applicable. See page 3 for *Adventure Class* scoring. **TSD scoring:** 1. 1 point for each .01 minute early or late, up to 100, to a *CP*, even a missed one (from which a next *leg* can be scored using your *ideal* or *adjusted in-time* or your assigned or *adopted out-time*). 2. Assessed per the discretion of *rally officials*: a. 50 points for unjustified stopping or *creeping* (going less than 10 MPH) in sight of a *CP*; b. 100 points up to disqualification for reckless or illegal driving (ticketed or not), unsportsmanlike conduct or interfering with *rally* operation.

\*This angle, other specified angles, and all *road-width* multiples were chosen to make needed differentiations obvious.

**Terms** are *words* that aren't *names* or *sign-content*. Use only the *rally* meaning of *terms* underlined and/or italicized herein (but not in other *materials*). Use other *terms* as commonly understood. Ignore misspelling of *terms*.

**after** Further along the *rally route* than the point where you leave behind whatever is specified.

**at** See *CAST*, *intersection* and *pause* for 'at' for them, otherwise as close 'in the vicinity of' as is practical.

**CAST** Commence, Continue or Change Average Speed To the given number in miles per hour (until a *CP*, *TZ* or *CAST*). Do a *CAST* when your team's *navigator-side* front tire is *at* (**closest to the leading edge of**): 1. the *sign* or *landmark*: specified, if one; else, given in an adjacent '*at*' *instruction part*, if one; else 2. a *protection sign* facing you; else 3. the *end* of a *vergeroad intersection*; else 4. an *intersection's* start.

**checkpoint (CP)** A "✓." *sign* (see example *at registration*) you pass. *In-time* is when a front tire reaches it.

**crossroad** A no-*vergeroad road*-pair with one to each side from a more directly ahead *road at an intersection*.

**intersection** 1. The lane overlap/join area where *roads meet* is, *at* a: a. *roundabout*, each circle *road* entrance/exit. b. *cloverleaf*, each shared merge/diverge join; c. *diamond*, each quarter's *ends* extended across the met *road*; 2. *At* other places any areas less than one *road*-width from another are one *intersection* so any connectors aren't independent *roads* (e.g. small 3-cornered *islands*, offset *crossroads*). Per *intersection* visit do the one applicable *route taking action* (e.g. *DR*, *left*, *jog*) on the shortest compliant normal path.

**left / right** *At an intersection* take a *road* compatible with the **Priorities** on page 1 and to the side indicated.

**leg** A part of the *rally* from an *out-point* (or "✓." *sign* location or *RI* for some missed *CPs*) to the next *CP*.

**name** A *landmark's* title as given by a *word*, or adjacent *words*, on a *sign* or by an *SI*. The presence, absence or substitution of ROAD, STREET, RD, AV, EAST, N, E, etc. in a given or quoted *road name* is irrelevant.

**odometer comparison zone (OCZ)** Use this *route* section to compare your odometer (*odo*) to the *rallymaster's*.

The *OCZ's out-point* and *end-point* are indicated in the *Route Instructions*. The *route* was measured with a resettable thousandths reading odometer calibrated to read 10.000 miles in 10 interstate miles.

**opportunity** 1. A *possibility* the *action* specified could be done onto: a. that isn't *redundant*' with the *DRR* or b. when 'may be *redundant*' is specified. 2. A non-*possibility* if a specified *possibility* 2. *disqualifier* exists.

**out-point (OP)** A *leg's* starting place per an *SI* (usually on a *checkpoint-slip*) or *RI*. Zero (0.000) your odometer.

**pause** Delay in minutes the specified time *at* (the first place you safely can near or *after*) the specified location.

**possibility** 1. A type 2 *road*. 2. A type 1 *road* that leaves an *intersection* or *dead end* and: a. doesn't visibly end *at* a *dead end* or b. isn't: barricaded; gravel, dirt and/or grass; illegal to enter; or marked with a *sign* reading **in full** one of the following: DEAD END, NO OUTLET, ROAD CLOSED

**protected road** A *road protected at an intersection* by one or more octagonal STOP or triangular YIELD *signs*.





**road** 1. An *intersection* and a direction's one-*road*-width-or-more-long public *car*-travelable-lane(s) from and/or to it. 2. A *car* access or parking lot that's specifically called for by *name* or description in an *RI* or *SI*.

**roundabout** A circular one way *car*-travel-surface. Each exit is a *sideroad*. (Enter a *roundabout* uninstructed.)

**sideroad** 1. A *roundabout* exit. 2. A *road* that isn't: most ahead; a *vergeroad*; or a *T*, *Y* or *crossroad road*.

**stop** An *intersection* your *rally* vehicle faces that is *protected* by an octagonal (e.g. "STOP") *sign* facing you.

**straight** *At a cross-, verge- or side- road* take a most-ahead *road* compatible with the **Priorities** on page 1.

**T** A *road*-pair terminating a non-merge *intersection* for you like a T's top. **Slant-T** - A 1-55° and 135-179° turn pair (e.g. ). Other *Ts* have a *road* 45-179° from directly ahead and one 80-179° (e.g. , , ).

**traffic light** An *intersection* with traffic controlled by lights, whether operating or not, your driver must obey.

**transit zone (TZ)** A *checkpoint* free section with no prescribed speed. A transit or end-restart time will be given.

**U-turn** Turn 180° *at an intersection* or *dead end* to take a *road* compatible with the **Priorities** on page 1.

**vergeroad** 1. **Ramp** - An *off ramp's* diverge or *on ramp's* merge end. Each 'erge' edge is an *intersection/join*.

2. **Curveroad** - A *road* that curves as it diverges or merges *at an intersection* (lane overlap) with another.

**word** A stand-apart symbol (e.g. +, &, ↔), digit or letter or a group of them and any embedded dashes (e.g. 7A, 4-WAY, RD, RXR, +). For rural-grid *road-names* the number to letter spacing is irrelevant (i.e. 100, 100 E, 100E, and E are all *words* from a 100E or a 100 E *sign*). Other *words* won't be joined (e.g. FIR ST to FIRST), split (e.g. FIRST to FIR ST), expanded (e.g. IL to ILL), or shortened (e.g. ILL to IL; 100 to 10).

**Y** A *road*-pair terminating an *intersection* for you like a capital Y's top. 1. Two non-*vergeroads* where only one more-than-10°-but-less-than-80° *road* is to each side of directly ahead. 2. Two diverging *vergeroads*.

**Additional General Instructions for the Adventure Class:**

1. Everything on pages 1 and 2, except the *TSD classes* and *TSD scoring* rules, applies to the *Adventure Class*.
2. The *Adventure Questions* will be handed out shortly before the *Safety Meeting* (so be sure to obtain a set).
3. There will be up to 12 *questions* per *leg* and they may not be in the order that any *answers* will be found.
4. Only *answers* based on *landmarks* and *sign-content* visible from the *rally route* at or between the *completion points* of the *RIs* specified as a *question's* start and end *RIs* will count as correct.
5. 'None' (no quotes) is the only correct *answer* for an *active question* when an *answer* isn't found per 4 above.
6. The *answers* to the *questions* that have *answers* can be found while maintaining *rally speeds*.
7. The number of *blanks* ( \_\_\_\_\_ ) in a *question* indicates the number of *words* you are looking for, but not the length of the *words*. Ignore any extra *blanks* in the sets of *blanks* on the *Answer Sheets*. ROCKFORD, 4-WAY, US, 1, ONE, WAY, +, 100 E and 100E each go in one *blank*. Your spelling doesn't need to be exact.
8. Multiple different acceptable *answers* may be found for some *questions* (e.g. abbreviated: RD and spelled out: ROAD; CURTIS and OAK for " \_\_\_\_\_ RD") but this won't be given away by having extra *numbered answer blanks*. If you see an extra correct *answer*, or set of *answers*, put the *question number* and *answer*, or set of *answers*, in one of the sets of extra *blanks* provided on the bottom of the *Answer Sheet*.
9. The *Answer Sheet* for *Leg* 1 is on the last page of *questions*. Subsequent *Answer Sheets* are on the *checkpoint-slips*. Please scribble all you want on your *Adventure Questions sheet(s)* and print (using capital letters) your *answers* on the *Answer Sheets*. (This could let you track your score and learn from any mistakes. It also might help the score-keepers read and correctly score your answers).
10. Before getting a *leg's end checkpoint-slip*, tear off and, unless *instructed* otherwise, turn in your *Answer Sheet* for the leg to the *leg's checkpoint* crew.

**11. Adventure Class Scoring:**

a. *Question 'penalties':*

- 1 point for each incorrectly filled in *numbered answer blank*, including ones filled in when they shouldn't be.
- 1 point for each *numbered answer blank* left empty when it should be filled in. Not turning in an *Answer Sheet* or not putting your vehicle's number on an *Answer Sheet* will be scored as would a *sheet* with no *answers*.
- 1 (minus 1) point bonus for each correct extra *answer* but plus a one-half (.5) point penalty for incorrect ones.

b. *Timing penalties:*

- None for being up to 5.99 minutes late from your ideal *in-time* (*TA* adjusted if applicable) to a *checkpoint*.
- 1 point for each full minute over 5 late, up to 5 points, to a *checkpoint*, even missed ones (from which a next *leg* can be scored using your *ideal* or *adjusted in-time* or your assigned or *adopted out-time*).
- 5 points for being more than 5.99 minutes early at a *checkpoint*.

c. *Penalties assessed per the discretion of rally officials:*

- 2.5 points for unjustified stopping or *creeping* (going less than 10 miles per hour) in sight of a *checkpoint*.
- 5 points or disqualification for reckless or illegal driving (ticketed or not), unsportsmanlike conduct or interfering with *rally* operation.

e. The total of the *question*, *timing* and *discretionary 'penalties'* the team incurs for the *leg* becomes its *leg* score.

f. Most *legs* won breaks a tie. If still tied the most lowest scores wins. If still tied most next lowest wins. Etc.

← Detach here → ----- ← Detach here →

**Car Number:** \_\_\_\_\_ **Leg Number:** \_\_\_\_\_ **Time Adjustment (TA)** \_\_\_\_\_

Please adjust our time by \_\_\_\_\_ minutes. (**Time delayed** [cumulative for the leg] in decimal minutes rounded to a minute or half minute.) Minutes . 00 or 50 (If it will be more than 5 minutes call the rallymaster to alert the checkpoints etc.)

As we entered the **checkpoint** we **delayed** exactly \_\_\_\_\_ hundredths-of-a-minute (usually less than 50) for safety reasons.

At \_\_\_\_\_ we **adopted** an  to \_\_\_\_\_  
**out-time** of \_\_\_\_\_:\_\_\_\_\_.\_\_\_\_\_ **replace** \_\_\_\_\_:\_\_\_\_\_.\_\_\_\_\_ to: \_\_\_\_\_  
 "Checkpoint X", "RI XX" (etc.) Hour : Minute . Hundredth Hour : Minute . Hundredth leave early, cut a transit (etc.)