

57 Adventure (and TSD) Road Rally General Instructions

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.) ~3:00pm 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 intended location(s). 2.a. Starting with *RI 1* do the *RIs* in printed order without overlaps except for transit times (e.g. the *OCZ*) and b. do/start each *RI part at* its *official mileage (OM)*, if given; if not, the first time all *GI* and *RI* givens, even *part* order if no other order is stated, **fit and**, if it's a *route taking act*, it's onto a non-redundant *possibility unless* the *RI* says different (e.g. ignore "..."). 3. Take the *default-road*.

Apply these **Default-Road (DR) Rules (DRRs)** in order *at* each *intersection* or *dead end* until the *DR*, if there is one, is determined: 1. **The DR is the possibility that is:** a. the *U-turn at a dead end*; b. the *Directest Way Thru (DWT) an intersection* (i.e. **the:** i. only non-*U-turn* one; ii. *road-you-were-put/getting-on's continuation at ramps* and one-way-*curveroad* split-offs, if one; iii. most-ahead (e.g. least-curved) one *at* other *'ergeroads*, if one; iv. circle *road at roundabouts*; v. least turn one *at* other *sideroads*; vi. directest ahead *road at* other *crossroads* and *slant-Ts*; vii. one needing a 40°-or-more smaller turn from directly ahead than any other (e.g. **for a:** $\angle 10^\circ$ vs. $50^\circ+$; $\angle 50^\circ$ vs $90^\circ+$; *crossroad* 60° vs. $100^\circ+$) *at Ys* and other *crossroads* and *Ts*, if one). 2. There is no *DR*.

A called for **object** (e.g. *road*, tree, **sign** – an *object* made to inform) will be *on the route at* or *after* the calling *SI's* debut or the *end point* of the *RI* before the calling *RI*. Use an *object* only **if it is:** defined in these *GIs*; called the given *name* (e.g. J) per a *sign*; a quoted *sign* (e.g. "J"); or commonly understood as the *object* depicted (e.g. ) or called for, or a *sign* says it is (e.g. "... BRIDGE"). Use a *sign* as it stands (e.g. turned 90°). Treat related (e.g. same post) *signs* as one (e.g. "JCT J"). Use a *sign* for its *name* or quote (usually with all the letters in capitals in the *rally materials*) only if any main *sign word* or adjacent ones in *top-down* or talking order make it up and in its *word(s)* every *character* (e.g. A-Z, 0-9, !, ,, -, ') and symbol abut in *sign* order but **ignore:** un-given symbols; stand-alone dashes and non-hyphen punctuation; symbol size and trivial inexactness; font/case; ROAD, AVE, E, etc. per pg. 2's *name* definition; weathering/defacing; and *sign, word* and *character* orientation not affecting meaning (e.g. \neq ; \neq ; \neq) but, except to determine *protection* by *sign* shape from behind (e.g. octagon = ) , use only *signs* facing you (even parallel or angled). Ignore 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 out 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-distance* within 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 one². 2. Assessed per the discretion of *rally officials*: a. 100 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.

Terms are *words* that aren't *names* or *sign-content*. Ignore misspelling. Use the *rally* meaning of *terms* italicized and, if defined, underlined in these *GIs* but not in other *rally materials*. Use other *terms* as commonly understood.

after Further along the *rally route* than the point where you do the specified *act* or leave behind the *object*.

at Appropriately near (e.g. vicinity of) the location. See *CAST*, *intersection* and *pause* for details for them.

CAST Using the first rule that fits, commence, continue or *Change Average Speed To* the given number in miles per hour when your *navigator-side* front tire is **at** (closest to the leading edge of): 1. the needed mileage; 2. the *object* given: a. to do it **at**; b. in the most related '**at**' *instruction part* if the *object* isn't beyond the *part's* execution point; 3. the *intersection's*: a. '*erge-point*' for '*ergeroads*'; b. first 'applicable to you': i. 'stop'-line; ii. *protection sign*; iii. *signal light*; c. start. Do the *average speed* to the next *CP*, *TZ* or *CAST*.

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

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

'ergeroad 1. **Ramp** – A one lane merge or diverge *road* (e.g. *on-ramp*). 2. **Curveroad** – A curved multilane diverge/merge *road*. Either's acute travel-surface-edge union is an '*erge-point*' and join *line* begin or end.

intersection A *road* join *line* or *area* including any 1.5¹-*road*-widths or less away (e.g. small *3-cornered-island*, offset *crossroad*). Any connectors aren't stand alone *roads* except *at roundabouts* where every entrance/exit is an *intersection*. Intersecting *on/off-ramps* (e.g. for *cloverleafs*) are two *intersections*. Judge every *intersection* by its main/central features (e.g. center lines, main lanes) **at** (within) the *intersection*. Each visit do the one applicable *route taking act* (e.g. *DR*, *left*, *turn*) using the shortest compliant normal path.

left / right In accord with **Priority** 1 or 2 on pg. 1 take the applicable *road* to the given side **at** an *intersection*.

leg A *rally section* from an *out-point* (a "✓." *sign* location or *RI* for some missed *CPs*)² to the next *CP*.

name An *object's* full or partial title as given via a *word*, or adjacent *words*, by a *sign* or *SI*. Ignore added, incorrect or missing ROAD, RD, TRAIL, AV, EAST, N, E, etc. descriptors in given or quoted *road names*.


odometer comparison zone (OCZ) A *transit zone* for comparing your odometer (*odo*) to the *rallymaster's* (which measures 10.000 miles in 10 miles). Its *out-point* and *Odometer Comparison Point (OCP)* are in the *RIs*.

opportunity 1. A *possibility* the *act* specified could be done onto: a. that isn't *DRR redundant*; or b. and 'may be *redundant*' is stated. 2. A specific *non-possibility* when instructed to ignore why it's a *non-possibility*.

out-point (OP) A 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 *At a dead end* or *intersection*: 1. a *type 1 road*; 2. a *type 2 road* you may legally leave on that, with-in sight that way, isn't: *dead ended*; *barricaded*; *gravel, dirt and/or grass*; or *posted* with a *sign* saying in full or in part any of the following: DEAD END, NO OUTLET, ROAD CLOSED, ROAD ENDS

protected road A *road* *protected at an intersection* by one or more octagonal or triangular (e.g. ) *signs*.





road 1. A *car* access or parking lot that's specifically called for by *name* or description in a *GI*, *RI* or *SI*. 2. A public *car*-travel-surface 1.5¹ *road*-widths or more long from and/or to an *intersection* or *dead end*.

roundabout A circular *road* around a *traffic-island*. Circle a *roundabout* uninstructed. Each exit is a *sideroad*.

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

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

straight In accord with **Priority** 1 or 2 on page 1 take the most-ahead *road at a cross-*, '*erge-*' or *side- road*.

T A *road*-pair terminating a non-merge *intersection* for you like a T's top. **Slant-T** A 10-70^{o1} and 110-170^o turn pair (e.g. ) . Other *Ts* have a *road* 45-170^{o1} from directly ahead and one 70-170^o (e.g. , , ).

traffic light An *intersection* your vehicle faces that has *signal lights* with three (3) lamp colors, operating or not.

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

U-turn In accord with **Priority** 1 or 2 on page 1 turn 180^o **at** an *intersection* or *dead end* to start retracing a *road*.

word A stand-apart: symbol (e.g. +, ↑, ↔); *character*; or a group of them and any embedded hyphens (e.g. A-1, 4-WAY, AVE, 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. Either: 1. non-'*ergeroads*' to opposite sides of directly ahead with each a more-than-10¹-but-less-than-70^o turn or 2. diverging '*ergeroads*'.

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*.
3. You may participate in both the *Adventure Class* and a *TSD Class* simultaneously. Participation in the *Adventure Class* constitutes acceptance of the *Adventure Puzzles* and their *solutions*. If you are participating in the *Adventure Class* be sure to pick up a blank *Solution Sheet* at *registration*.
4. Each *Adventure Puzzle* becomes active upon arrival at the execution point of the RI before it and remains active through arrival at the execution point of the RI after it unless within the *Puzzle* it says that it ends at a different RI. When there are multiple active *puzzles* the *puzzles* may not be in the order that any *solutions* will be found. Only *solutions* based on *objects* and *sign-content* visible from the *rally route* will count as correct.
5. The number of *blanks* ("____") within quotes in a *puzzle* indicates the number of *words* in the *solution*, but not their length. When a blank in a *puzzle* isn't within quotes *solutions* may include more than one *word*.
6. Immediately below each *puzzle* in the RIs is a list of possible *solutions*. Except for "N/S" capitalized *words*, whether they are *names* or not, will be found as *sign-content*. Lowercase *words* are used for *objects*. Counts are given as number choices.
7. Multiple correct *solutions* may exist for some *puzzles* (e.g. FIR and OAK for "____ RD" [including "____ ST" etc.], ROAD and RD for "FIR ____").
8. For some *puzzles* you will not find a *solution* other than the "N/S" choice that no other *solution* was found.
9. On your *Solutions Sheet* make a check mark in the box beside the correct letter for each of your *solutions*.
10. The *solutions* to the *puzzles* that have *solutions* can be found while maintaining *rally speeds*.
11. Scoring will be done at the end (unless I get "by *checkpoint*" scoring procedures worked out before the rally).

12. Adventure Class Scoring:

a. *Solution 'penalties'*:

1 point for each incorrectly handled *solution* check box (i.e. ones unchecked when they should be checked and ones checked when they should be left unchecked.) Not turning in a *Solutions Sheet* or not putting your vehicle's number on a *Solutions Sheet* will be scored as if every possible *solution* was handled the opposite from what is correct.

b. *Timing penalties*:

None for being up to 5.99 minutes off from your ideal *in-time* (*TA* adjusted if applicable) to a *checkpoint*.
 1 point for each full minute over 5 minutes late, up to 5 points, to a *checkpoint*, even missed ones².
 5 points for being more than 5.99 minutes early *at a checkpoint*.

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

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

e. The total of the *solution*, *timing* and *discretionary 'penalties'* a team incurs for a *leg* is its *leg* score for the leg. A team's score is the total of its *leg* scores. The team with the lowest score wins. If there is a tie the most *legs* won breaks it. If still tied the most lowest scores wins. If still tied most next lowest wins. Etc.

¹ Angles and *road-width* multiples were chosen to make *road*, *intersection* and *route following* determinations unambiguous.

² For a missed *checkpoint* your *ideal* or *adjusted in-time* or an assigned or *adopted out-time* may be used as a *leg out-time*.

← Detach here → ----- ← Detach here →

Car Number: _____ **Leg Number:** _____ **Time Adjustment (TA)**

Please adjust our time by _____ minutes. (Net '**slot' adjustments** to change your 'slot' for the leg to a different half minute or minute.) Minutes . 00 or 50 (If delayed more than 5 minutes call the rallymaster to alert the checkpoints.)

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

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