57 *Adventures* **(& *TSD*)** *Road Rally General Instructions*

This Champaign County Sports Car Club (CCSCC) *Time/Speed/Distance* (*TSD*), and/or *Adventure* (see page 4), *road rally* has no intentional *route following* or *timing traps*. Jerry White (**217 390-7851**) is the *rallymaster*. Although you may at first find these *General Instructions* daunting some of their content is just an attempt to say precisely how some non-rallyists might run a rally if they hadn't read its *General Instructions*. The rest of their content is needed to nail specifics down so there is no ambiguity as to how to run this *rally*.

Note that many **terms** (all *words* that aren't *names* or *sign-content*) are italicized in these *General Instructions* (but won't be italicized or underlined in the other *rally materials*). The italicized *terms* assume a specific meaning when they are used on this *rally*. The underlined italicized *terms* are defined in the glossary that starts on page 3. The rally specific meanings of the italicized *terms* that aren't underlined can usually be figured out from their context somewhere in this document or upon reflection. Use all other *terms* as commonly understood. Ignore any misspelling of *terms*.

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 starts*, etc.)
~3:00pm *first car* finishes.

Participation in this *road rally* constitutes acceptance of:

1. these *General Instructions* (*GIs*) and any *Addenda* to them
2. the *CCSCC Motor Sports Code* and *Rally Code* (out of which the key parts are covered herein) as amended herein
3. the *Route Instructions* (*RIs*) available *at registration*
4. all *Special Instructions* (*SIs*). These include all *checkpoint-slip* information about the next *leg* and all last minute information displayed or given orally by *officials* or posted along the *rally route*.

Priorities:
1. Do each *Special Instruction* (*SI*) *at* its intended location(s).

2.a. Starting with *Route Instruction* (*RI*) 1 do the *RIs* in printed order without overlaps except for *zone* times (i.e. the time to do the *Odometer Comparison Zone* overlaps all the *RIs* included within the *OCZ*.), and
  b. do or start (whichever is applicable) each *RI part* (each *part* ends with a period):
    i. *at* its *official mileage* (*OM*), if one is given in the left margin of the *RI* or within the *RI part*, otherwise
    ii. the first time all *GI* and *RI* givens, even *part* order if no other order is stated, fit. **If** the *RI* is a *route taking act* (e.g. 'right' or 'left' but not 'CAST 25 at stop', etc.) then the givens include doing the *act* onto
      a) an *open-road*, **unless** the *RI* says different (e.g. ignore "DEAD END"), **and** doing the *act* onto
      b) a *road* that is not redundant with *priority 3* **unless** the *RI part* includes '(may be redundant)'.

3. Where an *RI* or *SI* doesn't apply follow the *Gets Us Thru* (*GUT*) *road*. It is **the *open-road* that is:**
  a. the *U-turn at* a *dead end*
  b. the only non-*U-turn* *open-road* leaving the *intersection*
  c. *at ramps* and one-way-*curveroad* split-offs, the *road*-you-were-put/getting-on's *open* continuation, if one
  d. *at* multiple-*open-road* '*ergeroads*, the most-ahead (e.g. least-curved) *open-road*, if one

    e.   *at* *roundabouts*, the circle *road*

    f   *at* multiple-*open-road* *sideroads*, the least-turn *open-road*

    g.   *at* multiple-*open-road* *crossroads* and *slant-Ts*, the directest ahead *open-road*

    h   *at* other multiple-*open-road* *crossroads*, *Ts* and *Ys*, the *open-road* needing a $40°^1$-or-more smaller turn from directly ahead than any other (e.g. for a *Y* $10°^1$ vs. $50°^1$; for a *T* $50°^1$ vs $90°^1$; for a *crossroad* $60°^1$ vs. $100°^1$), if one.

4.   If no *GI*, *RI* or *SI* fits *at* an *intersection* and there is no *GUT road* (e.g. a *T*) you are lost. Go back the way you got to there and try again.

Signs (*objects* that inform, usually with *words*) **and other *objects*:** A called for *object* (e.g. *road*, tree, *sign*) will be visible from the *rally route* *at* or *after* 1. the calling *SI's* debut or 2. the *end point* of the *RI* before the calling *RI*.

1.   Use an *object* only if it is:

    a.   defined or otherwise identifiable per these *GIs*, an *RI* or an *SI*. or

    b.   called the given *name* (e.g. J) per a *sign*, or

    c.   a quoted *sign* (e.g. "J"), or

    d.   commonly understood as the *object* depicted (e.g. ⬥) or called for, or a *sign* says so (e.g. "BRIDGE").

2.   Signs

    a.   Ignore house number, mailbox, utility or on-pavement *signs*.

    b.   Use a *sign* as it stands (e.g. turned 90°).

    c.   Except when determining *protection* by using *sign* shape from behind (e.g. octagonal for a "STOP" sign) use only *signs* facing you (including parallel or angled ones).

    d.   Treat related (e.g. same post) *signs* as one sign (e.g. "JCT J").

    e.   Use a *sign* for its *name* or quote (usually with all the letters in capitals in the *rally materials*) only if:

      i. any main *sign* *word* or adjacent ones in *top-down* or talking order make it up, **and**

      ii. in its *word(s)* every *character* (e.g. A-Z, 0-9, !, ., -, ') and symbol abut in *sign* order **but**

    f.   for e.i. and e.ii. above **ignore:**

      i. un-given symbols, and

      ii. stand-alone dashes and non-hyphen punctuation, and

      iii. symbol size and trivial inexactness, and

      iv. font/case, and

      v. ROAD, AVE, E, etc. per pg. 2's *name* definition, and

      vi. weathering/defacing, and

      vii. *sign*, *word* and *character* rotation not affecting meaning (e.g. ? = ¿; but ⌐ is not ⌐ , ↑ is not ↓).

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. 5 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.

Checkpoint Procedure: Unless instructed otherwise, *at* a *checkpoint* (*CP*) you must:

1.   Pull past the *sign* and park on the *navigator-side* of the *road*

2.   One member of the team must proceed on foot, in arrival order, to the *CP crew* and

    a.   report the team's *car number*,

    b.   turn in a *TA* if applicable before seeing the *leg's checkpoint-slip*,

    c.   obtain a *checkpoint-slip* and **look it over.** Depending on the situation it may indicate:

      i. your *in-time* (clear up errors ASAP),

      ii. the official *leg-time* for the *leg* that just ended,

      iii. a next *leg out-time* for s*coring purposes* (you don't have to leave on your *out-time* but...),

      iv. an *out-point* (*OP*) (which must be shared) to zero your *odo at*, etc.,

v. a departure *CAST*,

vi. the number of the *RI* to do next and any already seen clues,

vii. an *oops-distance* within which the next *checkpoint* will occur; and

ix. other information and *Special Instructions* (*SIs*).

Timing will be based on the official *clock at registration*. Set your timing device showing seconds (or *hundredths*) to it or adapt as applicable. See page 5 for the *Adventure Class* scoring rules. **TSD** scoring:

1. 1 point for each .01 minute early or late, up to 100, to a *checkpoint*, even a missed one[2]. You can't make up for being early or late *at* one *checkpoint* by being the opposite *at* another *checkpoint*.

2. Penalties that are 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.

Glossary:

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. closest to) the location. See *CAST*, *intersection* and *pause* for details for them.

CAST   Using the first rule that fits, commence, continue or **C**hange **A**verage **S**peed **T**o the given number in miles per hour when your *navigator-side* front tire is *at* (closest to the leading edge of):
   1. the specified *official 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*.
   Continue to do the new *average speed* until the next *checkpoint*, *transit zone* 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 m**erge** or div**erge** *road* (e.g. on-*ramp*). 2. **Curveroad** – A curved multilane di-v**erge**/m**erge** *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 1.5[1]-*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*. On each visit do the one applicable *route taking act* (e.g. *GUT*, *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*.

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__opportunity__　　1. An *__open-road__* the *act* specified could be done onto:　a. that isn't redundant with the *GUT road*; or b. and 'may be redundant' is stated.　2. A specific non-*__open-road__* when instructed to ignore why it's a non-*__open-road__*.

__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.

__open-road__　　*__At__* a *dead end* or *__intersection__*: 1. a *type 1 __road__*;　2. a *type 2 __road__* you may legally leave on that, within sight that way, isn't: *dead ended*; barricaded; dirt and/or grass; or posted with a *sign* saying in full or 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 (Stop) or triangular (Yield) *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 1.5[1] *__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°[1] and 110-170° turn pair (e.g. ↘). Other *__Ts__* have a *__road__* 45-170°[1] from directly ahead and one 70-170° (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° *__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-10[1]-but-less-than-70° turn or 2. diverging *__'ergeroads__*.

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

1. Everything up to here, 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' (No Solution) capitalized *__words__*, whether they are *__names__* or not, will be found as *sign-content*. Lowercase *__words__* are used for *objects*. Counts and math *puzzle solutions* 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 only as if no correct *solutions* were checked.

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 ones[2].
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 **delay**ed 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.)