

SANTA MONICA SPORTS CAR CLUB

GENERAL INSTRUCTIONS

I. GENERAL INFORMATION

1. This is a navigational (Time/Speed/Distance) rally. It is planned for your enjoyment and will be conducted in accordance with these General Instructions.
2. The object of the rally competition is to follow the prescribed course and to arrive at each checkpoint when you are due, neither early nor late. Each leg of the rally is scored separately; if you are late at one checkpoint, you cannot improve your score by arriving early at the next checkpoint.
3. Be sure that you have the correct number of legible route instruction pages, in the correct order. You may not start the rally before your assigned start time for leg 1.
4. Always drive in a safe and legal manner. You may neither drink nor be under the influence of alcoholic beverages, nor drive recklessly or illegally during the event; if you do, you may be disqualified.

II. DEFINITIONS AND ABBREVIATIONS

1. **at** `In the vicinity of' for course actions (e.g., R, L, STRAIGHT, TURN);
`even with' for other actions, including CASTs, pauses, mileages, etc.
2. **CAST** Change Average Speed To or continue average speed of (SEE SECTION VI).
3. **checkpoint** A manned or unmanned timing location (SEE SECTION VII).
4. **control** A location along the rally course identified by a sign reading SM CONTROL at which you are required to stop; will be used for emergencies only (SEE SECTION V.8.e).
5. **crossroad** An INTERSECTION where you can legally turn right and you can legally turn left, and where you can continue generally straight ahead.
6. **DIYC** Do-It-Yourself Checkpoint--an unmanned checkpoint (SEE SECTION VII.2).
7. **FLR** Follow the LINED ROAD (SEE SECTIONS II.12 AND IV.3.a).
8. **free zone** A portion of the rally where there are no manned checkpoints.
9. **intersection** The joining of two or more eligible rally roads where you could go in more than one direction without making a U-turn.
10. **JDI** Just Do It – Do what is directed without regard to conflicting rules. (JDI is never used as a trap.)
11. **L** Turn Left at an INTERSECTION--from 10 to 179 degrees.
12. **lined road** A road with one or more lines (or row(s) of dots or center median) separating opposing directions of traffic. At an INTERSECTION where the line (etc.) is broken, the LINED ROAD is the road bearing a line (etc.) which proceeds in the direction most nearly indicated by the line (etc.) before the break.
13. **opp** OPPortunity--an INTERSECTION where you could perform the required action.
14. **pause** Delay the specified time. Consider the pause executed at the reference point.
15. **R** Turn Right at an INTERSECTION--from 10 to 179 degrees.
16. **SA** Sign(s) Anywhere (SEE SECTION V.2).
17. **sideroad** An INTERSECTION where you can legally turn right or you can legally turn left, not both, and where you can continue generally straight ahead.
18. **signal** An INTERSECTION where your travel is controlled by at least one red, yellow, and green traffic light.
19. **SOL** Sign(s) On Left (SEE SECTION V.2).
20. **stop** An official red and white stop sign that controls the rally vehicle's route of travel.
21. **straight** Continue in the most straightforward direction through an INTERSECTION.
22. **T** An INTERSECTION having the general shape of the letter T as you approach it from the base.
23. **turn** Either R or L, but in the only direction possible.
24. **WOF** Whichever Occurs First--A two-or-more portion numbered route instruction separated by the word `or' (SEE SECTION III.2.b).

1. Execute each route instruction at the first possible point satisfying the route instruction and consistent with these general instructions. Execute each part of a multiple-part route instruction in the order presented.
2. Numbered route instructions:
 - a. Complete each numbered route instruction, in ascending numerical sequence, before you initiate the next numbered route instruction.
 - b. Some numbered route instructions may be designated WOF (Whichever Occurs First), and will be separated into two or more portions by the word `or`. Complete the portion which you can initiate first, then cancel the other portion(s).
3. Lettered route instructions are unnumbered route instructions appearing among the numbered route instructions. Execute a lettered route instruction any time after you complete the preceding numbered route instruction. Complete a lettered route instruction at each occasion to do so until it is canceled; this may be once, more than once, or not at all. A lettered route instruction may not be re-initiated until it has been completed in its entirety. You might not execute a lettered route instruction before you execute the next numbered route instruction. Cancel a lettered route instruction when you are directed to do so or when it is not listed as active at a manned checkpoint.
4. You may receive special route instructions at a manned checkpoint. Complete them once as directed.
5. Information in parentheses is intended to help you but is not part of the route instruction.
6. A route instruction (or part thereof) consisting solely of a reference to a sign or landmark is executed by observing it.

IV. COURSE

1. Eligible rally roads are paved and public, except when you are instructed otherwise. Alleys, driveways, entrances to businesses, private roads, and unpaved roads are to be considered non-existent except when you are instructed otherwise, and at the start and finish of the rally. Roads that you can see dead-end within 0.01 mile (about 50 feet--you will not have to make a close decision) are to be considered non-existent.
2. The course through each INTERSECTION is determined by the first item, in the following priority list, that defines only one route:
 - a. Execute a course action (R, L, STRAIGHT, TURN, Follow, etc.) of a numbered route instruction. An R, L, or TURN requires you to travel a course different from the one that you would follow by the first applicable of **d** and **e** below.
 - b. Execute a course action (R, L, STRAIGHT, TURN, Follow, etc.) of a lettered route instruction. An R, L, or TURN requires you to travel a course different from the one that you would follow by the first applicable of **d** and **e** below.
 - c. Execute a course action (R, L, STRAIGHT, TURN, Follow, etc.) of a special route instruction. An R, L, or TURN requires you to travel a course different from the one that you would follow by the first applicable of **d** and **e** below.
 - d. Follow the course as defined in a continuing course-following action (SEE SECTION IV.3).
 - e. Proceed as straight as possible. Do not consider freeway offramps to be as straight as possible. Do not apply this `straight as possible' rule at a T.
3. There are two types of continuing course-following actions:
 - a. **Follow the LINED ROAD (FLR):** When you are instructed to **FLR**, this action is complete when the road you are traveling upon is or becomes the LINED ROAD. You must continue to **FLR** whenever possible, until you execute an R, L, STRAIGHT, TURN, or another Follow.
 - b. **Onto:** When you have executed an action **onto** a road by name or number, you must follow that road by name or number whenever possible, until you execute an R, L, STRAIGHT, TURN, or Follow.
4. Do not make a U-turn except when you are instructed to `U-turn'.

1. A landmark is an object along the course such as: signal, stop, fire hydrant, Ventura Bl. Each landmark will be indicated in the route instructions without quotation marks. Any term used in section II to define a landmark will be used only in the defined sense.
2. Quotation marks are used in the route instructions to indicate the complete or partial text and/or the illustration(s) on the sign to be used. All quoted signs will be on your right or overhead except when you are instructed otherwise by the use of 'SA' or 'SOL'. Other signs and all landmarks may be anywhere, except as indicated in section V.7.
3. A referenced sign may contain additional text and/or illustration(s). The referenced portion will be continuous, with no intervening text skipped. Referenced capitalization and punctuation need not agree with that on the sign. Part of: a word, illustration, or number will not be referenced.
4. Partial names may be used in the route instructions to identify landmarks. For example, the landmark WEST TOPANGA CANYON BLVD might appear in a route instruction as TOPANGA, or as CANYON, or as WEST TOPANGA, etc., but not as TOPANGA CYN, nor as CANYON BOULEVARD, nor as WEST CANYON, nor as TOPANGA WEST, etc. A road-identification sign with an arrow may be used to identify that road.
5. A single sign will not be used for consecutively numbered route instructions.
6. More than one sign mounted on a common support is considered a single sign.
7. Do not use signs on mailboxes, signs on or attached to vehicles or buildings, or signs painted on the surface of the road or on curbs. Do not use signs or landmarks readable and/or visible only after you pass them.
8. Off Course and emergency signs will contain 'SM' and one of the following:
 - a. The word NO--You are off course. Return to the previous INTERSECTION and try again.
 - b. An arrow--Follow the arrow, do not execute a route instruction there.
 - c. A route instruction number or letter--Execute the indicated route instruction as near the sign as possible.
 - d. Emergency instructions--Execute them.
 - e. The word CONTROL--Stop to receive emergency instructions from a worker.

VI. SPEEDS, MEASUREMENT AND TIMING

1. Execute speed changes and observe signs/landmarks when your front wheels are even with the first part of the indicated sign or landmark except when instructed otherwise. Execute speed changes associated with course actions (e.g., R, L, STRAIGHT, TURN) at the apex of the INTERSECTION. All speeds are in miles per hour unless you are instructed otherwise.
2. When a speed is assigned for an unspecified portion of the rally, that speed applies until another speed is assigned; however, when a speed is assigned for a specified portion of the rally (e.g., CAST 20 for ½ mile or CAST 30 for 1 minute), at the end of that portion of the rally, you must return to the previous assigned speed unless another speed applies there.
3. The course was measured to the nearest 0.01 mile with a car equipped with non-expandable tires. Adjust assigned speeds to conform to the rally's official measurement.
4. Official rally time will be available at registration. It is synchronized with WWV (National Institute of Standards and Technology time signal) and set to local Pacific Time. Timing will be to the nearest 0.01 minute (see next page; Sec. = Seconds).

Sec.	.01	Sec.	.01	Sec.	.01	Sec.	.01	Sec.	.01	Sec.	.01
00	.00	10	.17	20	.33	30	.50	40	.67	50	.83
01	.02	11	.18	21	.35	31	.52	41	.68	51	.85
02	.03	12	.20	22	.37	32	.53	42	.70	52	.87
03	.05	13	.22	23	.38	33	.55	43	.72	53	.88
04	.07	14	.23	24	.40	34	.57	44	.73	54	.90
05	.08	15	.25	25	.42	35	.58	45	.75	55	.92
06	.10	16	.27	26	.43	36	.60	46	.77	56	.93
07	.12	17	.28	27	.45	37	.62	47	.78	57	.95
08	.13	18	.30	28	.47	38	.63	48	.80	58	.97
09	.15	19	.32	29	.48	39	.65	49	.82	59	.98

VII. CHECKPOINTS

1. Manned checkpoints:
 - a. You will be timed in as the front wheels of your car pass the in marker, identified by a sign "SM IN". DO NOT STOP AT THE IN MARKER but continue to the workers to receive your finish time and your next start time. Timing disagreements must be resolved or at least registered with that checkpoint's personnel.
 - b. You will be given all information necessary to begin the next leg correctly, such as out speed and active route instruction(s); any numbered route instructions skipped are canceled. Any active lettered route instructions not listed as active are automatically canceled. DO NOT BLOCK OTHER CONTESTANTS' VIEW OF THE OUT MARKER; DO NOT BLOCK TRAFFIC AT THE OUT MARKER. Begin the next leg at the out marker at your assigned start time.
 - c. Stopping, creeping, or evasive action within sight of a checkpoint is forbidden, unless required by a route instruction or law. Such action might cause you to be assessed a penalty.
2. Do-It-Yourself Checkpoints (DIYCs--unmanned checkpoints):
 - a. At a DIYC, write your finish time or arrival time (in hours, minutes, and hundredths of a minute--not seconds) in the next available FINISH TIME box on your control card.
 - b. Your start time for the next leg is 1.00 minute after your finish time for the just-completed leg.
 - c. You must write your start time on your control card before you enter the next manned checkpoint, or you will be scored as having missed the DIYC. You may not change your DIYC times after entering that manned checkpoint.
 - d. **EXAMPLE DIYC:** DIYC at "Stop Ahead".
Were you to arrive at this sign at 8:46.75, you would: Write your finish time (8:46.75) in the first available FINISH TIME space on your control card; then write your next start time (8:47.75 = 8:46.75 + 1.00 minute) in the first available START TIME space on your control card.

	LEG 1	LEG 2	LEG 3
FINISH TIME	8:35.89	8:46.75	
START TIME	8:04.00	8:40.00	8:47.75
ELAPSED			

VIII. SCORING, PENALTIES, AND PROTESTS

1. Penalties will be assessed as follows:
 - 1 point for each 0.01 minute early or late at each checkpoint, up to a 500 point maximum penalty per leg, or 500 points for each leg involved in missing a checkpoint.
 - 50 points for stopping, creeping, or evasive action within sight of a checkpoint.
 - 500 points (or disqualification) for each instance of unsporting or dangerous conduct.
2. If you feel there is an error in the rally, you may submit a written protest. Your protest may include the desired corrective action. You will be notified of the decision of the protest committee.

IX. DELAYS

1. Reasonable requests for a time delay may be granted for the following reasons:
 - a. Blockage of the rally course--for example, by trains, accidents, cattle, etc.
 - b. Stopping to aid another motorist, to give aid at an accident, or to give information to local authorities.
 - c. Any other problem you encounter; however, such requests beyond 10 minutes (in total for the event) are usually considered to be unreasonable.
2. Submit your request for a time delay in writing to the next manned checkpoint.