

General Instructions

SMSCC's Inaugural 2007

I. General Information

1. This is a navigational (time/speed/distance) rally. It has been planned for your enjoyment and will be conducted in accordance with these General Instructions.
2. The object of this 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. Your score on a future leg can in no way change the penalties accumulated on any prior leg.
3. Always drive in a safe and legal manner. Driving recklessly or illegally during the rally is prohibited. You may not be under the influence of alcohol, any illicit drug, or other controlled substances. Failure to follow any of these above guidelines is grounds for disqualification.

II. Scoring, Penalties, and Protests

1. Scoring for a leg is zero plus any penalties assessed for that leg.
2. Penalties will be assessed as follows.
 - A. 1 point for each 0.01 minute early or late at each checkpoint, up to a maximum penalty of 350 points per leg for being early or late.
 - B. 400 points for each leg involved in a missed checkpoint.
 - C. 1000 points for stopping, creeping, or other evasive action within sight of a checkpoint, in addition to any other penalty.
3. Instances of unsporting or dangerous conduct may be assessed a point penalty or be grounds for disqualification at the discretion of the competition committee.
4. If you feel there is an error in the rally, you may submit a written protest. Your protest may include the desired corrective action. The competition committee will review and rule on any protests.
5. The competition committee will consist of the rallymaster and any present non-competitor members of SMSCC. All decisions of the committee are final.

III. Measurement and Timing

1. Official rally time will be available at registration. It is synchronized with WWV (National Bureau of Standards time signal) and set to local time (Pacific).
2. Times are calculated to the nearest 0.01 minute.
3. Course distances were measured to the nearest 0.01. Adjust assigned speeds to conform to the rally's official measurement.

IV. Checkpoints

1. Manned Checkpoints

- A. Stopping, creeping, or other evasive action within sight of a checkpoint is prohibited.
- B. You will be timed in when your front wheels cross the timing hose. The hose will be identified by a sign with 'SM IN' printed on it. Please do not stop at the in marker. Continue to the timing crew to receive your in time as well as your out time for the next leg.
- C. Any timing disagreements or time delays for any leg since the previous manned checkpoint must be registered at this time.

- D. You will be given all information necessary to begin the next leg (e.g. out speed, active route instruction and active Notes to be used until the next manned checkpoint).
- E. Begin the next leg at the out marker at your assigned out time. Please do not block traffic flow or other competitor's access to the out marker.

2. Do It Yourself Checkpoints

- A. At a DIYC write your arrival time (in hours, minutes and hundredths of a minute) in the Time In box above the Time Out box for the current leg.
- B. Your out time for the next leg is 1.00 minute after the time you just wrote down in the Time In box. Please write that time in the next available Time Out box.
- C. You must write both your Time In for the DIYC and the Time Out for the next leg on your control card before reaching the next manned checkpoint. Failure to do so will be scored as having missed a checkpoint.
- D. You may not change your Time In for a DIYC after entering the next manned checkpoint.

V. 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.
- 2. The course through an intersection is determined by the first item that applies in the following priority list:
 - A. Execute a turn as instructed by a numbered route instruction. A turn requires you to go in a direction that is different from the course you would take based on the first item that applies in the remainder of this priority list.
 - B. Follow the course as defined by a course following action (see section V. 3).
 - C. Follow the course as defined by any active Notes (see section VII. 2).
 - D. Proceed straight as possible. Do not consider freeway offramps to be as straight as possible.
- 3. Types of course following actions are as follows:
 - A. When you are instructed onto a road by name or number you must follow it by name or number whenever possible until you execute a turn or enter a manned checkpoint.
 - B. When you are instructed to FLR (Follow the Lined Road) you must continue to do so until you execute a turn or enter a manned checkpoint.

VI. Route Instructions

- 1. Complete each route instruction in an order consistent with the active Notes (see section VII. 3) for the leg you are on. If no active Note gives you an order, route instructions are completed in descending numerical order.
- 2. Execute each route instruction at the first possible point satisfying that route instruction and consistent with these General Instructions.
- 3. Some route instructions are designated WOF (Whichever Occurs First), and will be separated into two or more parts by the word OR. Complete the part which you can complete first, then cancel the other part or parts.
- 4. You may receive special route instructions at a manned checkpoint, execute them as directed.
- 5. Information in parentheses is not part of the route instruction, but will be correct.

VII. Notes

1. You will be given a page of Notes at the beginning of the rally. These Notes are to be kept for the duration of the rally. At the start of the rally and at each manned checkpoint, you will be told which Notes are active.
2. A Note will give you the default course through each T intersection. Never use straight as possible through a T intersection.
3. Notes may include information such as the order in which to complete route instructions, changes to eligible rally roads, specific course following actions, and potential pauses.

VIII. Signs and Landmarks

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 X 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 or illustrations 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 VIII.7.
3. A referenced sign may contain additional text or illustrations. The referenced portion will be contiguous, with no intervening text skipped. Referenced capitalization need not agree with that on the sign. Part of a word 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. It will not appear as Topanga Cyn, nor as Canyon Boulevard, nor as West Canyon, etc. A road identification sign with an arrow may be used to identify that road.
5. A single sign will not be used for consecutive 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 curbs. Do not use signs or landmarks readable only after you pass them.

IX. Delays

1. Reasonable requests for time delays will be granted for any reason.
2. Submit your requests for a time delay at the next manned checkpoint.
3. All time delays must be in the form of x.50 minutes, where x is equal to any whole number less than 10.
4. Time delays of greater than 10 minutes may be made but will be reviewed by the competition committee. Barring extreme circumstances, these will not be considered reasonable.

X. Definitions and Abbreviations

1. **At** – For turns: In the vicinity of
For other actions: even with
2. **CAST** – Change Average Speed To or Continue Average Speed Of. Execute speed changes when your front wheels are even with the first part of the indicated sign or landmark or when instructed otherwise. Execute speed changes associated with turns at the apex of the turn.
3. **Checkpoint** – A manned or unmanned timing location (see section IV).
4. **DIYC** – Do It Yourself Checkpoint. An unmanned checkpoint (see section IV.2)
5. **FLR** – Follow the Lined Road (see section V.3.B).
6. **Free Zone** – A portion of the rally in which there are no manned checkpoints.

7. **Intersection** – The joining of two or more eligible rally roads where you could go in more than one direction without making a U turn.
8. **Turn**
 - A. In a route instruction: either L or R, but in the only direction possible.
 - B. Elsewhere in the General Instructions: any R, L, or Turn.
9. **WOF** – Whichever Occurs First. A two or more part route instruction separated by the word OR. See section VI.3.
10. **T** – An intersection having the general shape of the letter T as you approach from the base.
11. **Sideroad** – An intersection where there is one road in front of you and a single road to either the right or the left.
12. **Crossroad** – An intersection where there is a road in front of you and to both the left and the right.
13. **L** – Turn to the left at an intersection from 0 to 170 degrees.
14. **R** – Turn to the right at an intersection from 0 to 170 degrees.
15. **Lined Road** – A road with one or more lines, rows of dots, or center median separating opposing directions of traffic. At an intersection where the line is broken, the lined road is the road bearing a line which proceeds in the direction most nearly indicated by the line before the break.
16. **Opp** – Opportunity. A place where you could perform the required action.
17. **Pause** – Delay a specific time. Consider the pause executed at the referenced point.
18. **SA** – Sign Anywhere. See section VIII.2.
19. **SOL** – Sign on Left. See section VIII.2.
20. **Signal** – An intersection where your travel is controlled by at least one red, yellow, and green traffic light. A turn pocket is considered part of the same intersection.
21. **Stop** – An intersection controlled by an official stop sign. This may require you to recognize stop signs from behind.
22. **Gain** – Gain the specified time. This is the opposite of a pause. Consider the gain executed at the referenced point.
23. **Creeping** – Going at a rate of speed less than 75% of the assigned average speed.

XI. Helpful Formulas

1. Distance = Rate * Time
2. Time = Distance/Rate
3. Time in minutes = (distance traveled/CAST)*60
4. 1 mile \approx 1.61 kilometers
5. 1 kilometer \approx 0.62 mile
6. 1 mile = 5280 feet