

# San Diego Region - SCCA Road Rally- General Instructions

## INTRODUCTION

These General Instructions are the rules for this rally.

THIS IS A RALLY -- NOT A RACE! Please observe all posted speed limits! You will be penalized for arriving early or late at checkpoints along the route.

The object of the rally competition is to follow the prescribed course and 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.

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.

It is each contestant's responsibility to check the route instructions for legibility and completeness.

## 1. TERMS -- GLOSSARY

**AFTER:** The referenced item will be before the point at which the action is to be executed.

**AT:** The referenced item will be in the immediate vicinity of the point at which the action is to be executed.

**BEFORE:** The last opportunity to execute an instruction prior to, and within sight of, the referenced item.

**BFZ (EFZ):** Begin (End) Free Zone.

**CAST:** Commence (Change) Average Speed to (a speed in miles per hour).

**Free Zone:** A part of the rally with no timed checkpoints. The following are free zones:

- a. The odometer correction legs.
- b. The distance in which a PAUSE time is operative.
- c. ½ mile after each Traffic Light.

**INTERSECTION:** Any meeting of existent public roads (without regard to route designation, surface condition or other characteristics unless such render the road non-existent) at grade level from which the rally vehicle could proceed in more than one direction without making a U-turn.

**KEY TIME:** The time for Car #0 to leave the designated point on the route.

**PAUSE.** To wait or delay a specified time on the route (given in decimal minutes).

**PAVED:** A road having a hard surface, such as concrete, brick, macadam, etc.

**RIGHT (LEFT):** A turn from 1 to 179 degrees in the direction indicated at an Intersection.

**STOP:** An official octagonal stop sign at which you are required to stop.

**STRAIGHT:** Continue with the least deviation from your current direction of travel at an Intersection.

**Traffic Light:** An intersection controlled by one or more traffic regulating lights, which need not be operating.

**T:** An intersection, roughly in the shape of a capital T. It must be approached from the bottom.

**UNPAVED:** A road having a nonhard surface, such as broken stone, gravel, dirt, etc.

## 2. CLASSES

2.1 This rally is being run as an 'unequipped' event.

Non-variable rate time pieces, (watches, stop watches, Smartphones/Smartphone Applications) readable in seconds or 1/100th of a minute are allowed in all classes.

2.2 There are three classes:

2.2.1 'First Timer': neither the driver nor the navigator may have competed in an organized road rally of any type prior to this event.

2.2.2 'Novice': both the driver and the navigator have competed in fewer than five rallies of any type.

2.2.3 'Expert': all teams that do not qualify for one of the other two classes listed above.

## 3. CLASS EQUIPMENT LIMITATION

3.1 No limitation on timing equipment in any of the three classes.

3.2 For 'First Timers' and 'Novice' classes, the only rally aids permitted are pencils, paper, clipboard, and the OEM (original equipment manufacturer) speedometer/odometer in your car or the equivalent. Simple electronic calculators (add, subtract, multiply, divide, 8-digit display, no more than one memory) are permitted. TSD tables or similar rally aids are prohibited.

3.3 Teams that wish to utilize GPS applications, or TSD tables of any kind or cars with OEM computers capable of computing average speeds must compete in the 'Expert' class.

3.4 Observation of any prohibited rally aids on or in your car implies their use, and will result in alteration of your class during the scoring process.

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## 4. SIGNS AND OBJECTS

- 4.1 Quoted material in the route instructions refers to information on signs. Signs may be quoted in full or in part. However parts of words or parts of numbers will not be used. Words or numbers will not be scrambled or rearranged. Punctuation may or may not be quoted.
- 4.2 Material not in quotes refers to the actual object, place or likeness. The object or place may be identified by a suitable sign.
- 4.3 All signs and objects will be of a permanent nature. Mail boxes, road surface, newspaper delivery boxes, their supports and signs or objects attached to them will not be used. Utility pole identifying numbers will not be used.
- 4.4 All signs and objects will be visible within 90 degrees of straight ahead. There will be no LOOK BACKS!

## 5. ROADS

- 5.1 Roads requiring an illegal entry, requiring an illegal turn, marked "KEEP OUT", "DEAD END", "NO OUTLET", "ROAD CLOSED", and private roads and driveways are not to be considered as opportunities to turn unless the Route Instruction tells you to do so.
- 5.2 Unpaved/gravel roads are not to be considered as opportunities to turn.
- 5.3 The road surface of the road upon which you are traveling may alternate between paved and unpaved (In other words, you can continue onto unpaved if there is no paved alternative.).

## 6. EXECUTION OF INSTRUCTIONS

- 6.1 Execute instructions in the order presented.
- 6.2 Complete each instruction before executing the next.
- 6.3 Speed changes, Pauses, Free Zones, and Special Instructions may overlap several instructions.

## 7. ROUTE FOLLOWING PRIORITIES

- 7.1 Instructions shall be executed in the following order:
  - a. Official Emergency Signs
  - b. Route Instructions
  - c. General Instructions
- 7.2 In the absence of an instruction, go as straight as possible.

## 8. MILEAGES were taken at:

- 8.1 An explicitly designated sign or landmark, e.g. CAST 40 at Bridge
- 8.2 At intersections mileage was measured at the Stop or Yield sign on the right side of the road on which the rally car entered the intersection, or if no such sign exists the mileage was measured at the backward facing Stop or Yield sign on the left side of the road on which the rally car departs the intersection. The exact point of measurement at the Stop or

Yield signs is when the front wheel of the rally car is at the slimmest view of sign. There are no traps based on the location of speed changes.

## 9. CONTROLS (Checkpoints)

- 9.1. Virtual Closed controls will be used on this event. Do not stop at checkpoints unless an emergency arises.
- 9.2. Checkpoints will be identified by a checkpoint sign. You will be timed as you pass the sign.
- 9.3. Checkpoints will be operative 10 minutes before the perfect arrival time of the first car, and will close 10 minutes after the last missing car is due, or until all cars have passed, whichever is earlier.

## 10. TIME ALLOWANCES

- 10.1 The use of a Time Allowance (TA) is strongly encouraged for any situation that causes you to be late. Our primary concern is safety. When you are again ready to rally, estimate or calculate the amount of time that you have lost, and round that time up to the next ½ minute interval. This will keep you halfway between two competitors. Resume the rally at the assigned speed. ~~Write the amount of the TA on your TA Slip for the leg you are running.~~ Use the Ritcha App to enter your TA. Note that a TA must be taken on a half-minute interval, there is no penalty for taking a time allowance.
- ~~10.2 The minimum TA you can take is ½ minute and the maximum is 9½ minutes in any section [between time of day starts]. At a time of day start you should return to your original car number position, if possible. There is NO penalty associated with the use of a Time Allowance.~~

## 11. SCORING

- 11.1 One point for each second early or late
- 11.2 300 points Maximum score at a checkpoint
- 11.3 DISQUALIFICATION for:
  - a. Consumption of intoxicants before or during the event,
  - b. The use of a two-way radio, cellular phone or CB, except in mechanical or medical emergencies, OR
  - c. Conduct detrimental to the sport of rallying.
- 11.4 TIES for award positions will be broken by comparing the sum of the squares of all control scores. The car with the lowest sum shall win.