

I'll Take the Curtain, Monte
General Instructions (PRELIMINARY!)
November 1, 2009

Welcome to the Blackhawk Valley Region's first ever Monte Carlo style rallye. The general philosophy is very simple for this event. You will be given a set of route instructions that contain directions for the route you should travel. The route instructions also include a set of checkpoint locations that you will encounter along the way. Every instruction, including the checkpoint locations will show the official mileage at that point. The checkpoint instructions will also contain a key time that tells you when to pass the checkpoint. All you need to do is follow the route and pass the checkpoints at the exact time we specify. You don't stop at the checkpoints and many of them are close together. Pretty simple, eh? I like simple concepts. Mastering it will take some practice though.

Start and Finish Locations

The rally starts at the sign reading "STOP AHEAD", located on the frontage road to your west. Leave this point at 10:00 plus your car number in minutes. The rally ends at My Place Bar and Grill, about 2 miles west of here on Harrison and Alpine. We anticipate the first car arriving at the finish at 4:00 PM.

Car Numbers

You received a car number with a magnetic rubber backing. Please affix this number to the right door of your vehicle. You have also received an orange sticker that should be placed on your right headlamp or bumper. These will allow the control workers to identify you as you pass.

Route Instructions

The route instructions tell you where to drive and when you should be at a particular place in the course. The instructions should be executed in ascending numerical order and each instruction must be executed completely before starting the next one. Instructions will be divided into 5 columns as follows:

Inst #	Official Mileage	Incremental Mileage	Instruction	Key time
35	16.26	0.35	PC	11:18:34
36	16.76/0.00	0.50	RIGHT AT STOP	

The first column contains the instruction number. These will be listed in ascending numerical order. The second column contains the official mileage at the point where the instruction is first executed. The incremental mileage column contains the distance from the previous instruction and is unofficial. It is there to help the contestant judge how far to the next instruction. The Instruction field contains the actual instruction that needs to be executed. The Key Time field will only contain an entry for PC instructions (see below) and end of break restarts. You should pass this point at the key time + your car number (in minutes) + any time delay you are claiming.

The first part of the course will be an odometer calibration leg. This allows you to compare your odometer with the official mileage. If you don't know what this means, don't worry about it and enjoy the drive.

Mileages

Mileages were measured to the nearest 1/100 mile using a Timewise 797 rally computer driven off the left rear wheel of a 2008 Subaru WRX. Mileages will be referenced in the route instructions as XX.XX miles. Periodically we will show the notation XX.XX /0.00. This means that you should zero your odometer at this point before proceeding. We do this about every 10-20 miles so that your mileage doesn't drift too far from the official mileage.

Course Following

The correct road to follow is the one you would take without even thinking about it. This is generally the road straight ahead, or that big highway and not the little dirt road going off to the side. The route is mostly paved roads. However, there are several sections of well graded unpaved. DEAD END or similarly marked roads do not exist and should never be considered as the correct route. Hopefully, we have written a route instruction to get you through any intersection that is even remotely ambiguous, so just use common sense.

Signs and Landmarks

Signs will be shown in the route instructions in quotes and will refer to signs along the rally route. Signs will be obvious and easy to see. A route instruction may quote all or part of a sign, but the quote will be obvious and unambiguous. For example "OLD SMITH RD" could be quoted in the instructions as "OLD SMITH RD", "OLD SMITH" or "SMITH RD". It would never be quoted as "OLD", "RD" "OLD RD" (no missing stuff in the middle) or "SMITH ROAD" (RD is not the same as ROAD).

A landmark is something physical that is either defined in the GLOSSARY (e.g. TRAFFIC LIGHT) or identified by a sign. For example, “FIRST BANK” would refer to the sign, while FIRST BANK would refer to the bank itself.

Timing

Timing will be synchronized to WWV and we will time to the nearest second. You will leave the starting line at 10:00 + your car number in minutes. For example, car number 3 leaves at 10:03. You can drive the route at any safe speed you choose. The only place you need to be on time is at the controls (checkpoints). You need to pass the control at the key time plus your car number in minutes. For example, if the key time for the control is 11:22:13, then car number 3 should pass the control at 11:25:13.

Time Delays

We know that things happen on the course. A train, traffic, or maybe you just got lost or confused. Whatever the reason, we want you to drive safely. Therefore, we allow you to request a time delay for any reason. You will find time delay request forms in your packet. If you find yourself behind time, please fill one out rather than speeding to try and catch up. Please fill out your car #, the instruction number where you are claiming the delay and the amount of time you need. You can claim a maximum of 19:30 (mm:ss) for any section of the rally and this delay will apply to all checkpoints from the point you requested it to the end of the section. The sections will end at the breaks, so you are basically shortening your break when you request time. Please do not ask for delays in whole minutes as this will put you on top of another car. If you find yourself right on top of another car, give yourself another 10 seconds on your delay request to make life easier for everyone.

Controls

Controls will appear on the route sheets with the designation “PC”. PC stands for Passage Control. It also stands for Phantom Control. This is because not all PC locations will be manned or timed. This allows us to be flexible if we find on rally day that we can’t staff a control. It also keeps you honest because you never know when a control is real. Staffed controls will have a checkpoint sign (√.) and somebody standing there with a clock. Phantom Controls will simply have a checkpoint symbol painted on the pavement. Don’t stop at checkpoint locations as you will obstruct other competitors and will probably be late for the next one. Instead, note the time you passed the checkpoint and get ready for the next one. Some of them come pretty quickly. You are allowed to stop in sight of a control, but please don’t block the next contestant by stopping too close or by stopping on the road. If the control worker thinks you are blocking the line, you will be waved in. If you are waved in, accelerate into the control immediately. Failure to do so will result in maximum points for the control. In situations where there are multiple controls close together (< 0.1 mile), we will staff starting with the first one in the group, then the second, then the third, etc.

Scoring and Penalties

Scoring is kind of like golf. You start with 0 points and are given a penalty point for every second you are early OR late to a control. The maximum penalty for any control is 60 points (one minute). Your final score will be the sum of all checkpoint scores plus any penalty violation points.

Penalty	Assessed Points
Early/late to a control	1 point per second up to a max of 60
Blocking a control	60
Unsafe Driving/moving violation/accident	Disqualification
Use of Drugs or Alcohol	Disqualification

Glossary

AT: In the general vicinity of

BEFORE: Take the action before reaching, but in sight of the sign or landmark.

AFTER: You must pass the sign or landmark prior to the referenced action.

T: an intersection in the general shape of the letter T, approached from the base. You cannot go straight at a T.

Y: An intersection roughly the shape of the letter Y. You generally must either go left or right at a Y, but don’t think too hard. If it looks correct, do it.

TRAFFIC LIGHT: A signal with at least Red, Yellow and Green lights that controls traffic on the rally route.

STOP: An official STOP sign where the contestant is required to stop.

YIELD: An official YIELD sign where the contestant is required to yield right of way.

PC: Passage Control or Phantom Control.