

# Rainier Auto Sports Club

## General Instructions

### A. The Rally

A tour of competing vehicles spaced at one-minute intervals, following a predetermined and precisely measured route. It is a contest of skill on the part of driver and co-driver as competitors are provided detailed route following instructions which include required average speeds. The route is on open, public roads and competitors obey all applicable laws and speed limits. Competitors are timed at random locations along the route and points are scored for deviation from the calculated perfect arrival time at those locations. The team accumulating the fewest number of points is winner.

### B. Entry and Eligibility

1. An entry consists of two people; a driver and co-driver.
2. Competitors must complete the Entry Form in full.
3. Competitors must present: a) valid Driver's License for the driver, b) proof of insurance, c) registration certificate for vehicle, d) written permission of vehicle owner if owner is not present.
4. Signature of all participants is required on Liability Waiver Form.
5. Additional passengers allowed at the discretion of the Rallymaster.
6. Unaccompanied minors must have written permission of parent or legal guardian including signature on Liability Waiver.

### C. Safety and Vehicle Eligibility

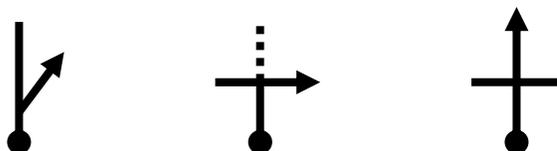
1. Vehicles must be road legal, licensed and carry liability insurance as required by law.
2. Vehicles may be inspected for safety. Unsafe vehicles may be prohibited from entering the competition.
3. Each vehicle will be provided a car number(s) which must be visible from the right side of the car, or both sides of the car, as required by the event supplemental instructions and may be attached as competitors see fit.

### D. Classes

- Unlimited: No restrictions or limitations.
- Equipped: Any distance measuring devices and any calculating devices provided they do not directly interface. No other restrictions.
- Seat-Of-Pants (SOP): Pencil and paper only.
- Novice: Neither competitor previously entered more than five TSD rallies. Pencil and paper only.
- Vintage: Vehicles manufactured more than 25 years ago as per date stated on the vehicle registration compared with the current competition year. Pencil and paper only.

## E. Route Instructions (RI)

1. The start time for car #0 is printed at the start of each section in the Route Instructions. The correct section start time for each rally car is the car #0 time, plus the car number in minutes.
2. In the absence of a Route Instruction, the obvious main road should be followed. Usually, an instruction is not needed for you to continue straight, or to follow the road you are on when it curves and another road bears off.
3. Mileage relates to the action point of the instruction. The action point is a) when you commence a turn, or b) pass the indicated Reference. The mileage has precedence for route following instructions.
4. Each Route Instruction will contain an instruction number and mileage. Time, speed, alpine, and reference for following the route may also be provided. Execute Route Instructions in numerical order. Complete each Route Instruction before executing the next numbered Route Instruction.
5. A Route Instruction may include clarifying comments that will be enclosed in parentheses, i.e. (BROADWAY AVE), (Caution rocks on road). Such comments are not to be considered a mandatory part of the route instruction.
6. All rally roads are public through roads unless otherwise noted in the Route Instructions. Roads marked Dead End or Private are to be considered non-existent and ignored unless instructed otherwise
7. Speeds will always be at or below the legal speed limit.
8. Alpine: A diagram of an intersection of rally roads, with the dot indicating the entry point and arrow indicating the exit point. Scale will vary. Non-rally roads may be shown with the use of a dashed line. Examples:



9. Redundant instructions may be used to clarify the main road, or to provide references confirming you are on the correct route. Such instructions will be appended with MBCU.
10. Route Instructions are only superseded or modified by official changes posted prior to the event or provided at a Control. Both methods may require signed acknowledgement from the competitor.
11. In situations where a Reference is missing, a temporary sign (usually referred to as a "pie plate") will be posted at the point of the Reference. A pie plate with a mileage posted in quotes "" relates to a Route Instruction mileage.
12. Objects will not be enclosed in quotes in a Route Instruction, i.e. BRIDGE, GREEN CHURCH, DAM, BROADWAY AVE.
13. Wording or symbols on signs will be indicated in a Route Instruction enclosed in quotes. The full wording on the sign need not necessarily be given. Signs are read left to right, top to bottom. Symbols will be represented as accurately as possible.

## F. Definitions

- L, R: Left or Right deviation off the main road.
- AL, AR: Acute Left, Acute Right. Deviation off the main road greater than 90 degrees.
- BL, BR: Bear Left, Bear Right. Deviation off the main road less than 90 degrees.
- CAST: Change Average Speed To
- CG: Cattle Guard
- FREE ZONE: A defined distance in which there are no checkpoints. Average speeds still apply for time considerations but the FREE ZONE may be traversed at any safe and legal speed.
- HPL, HPR: Hairpin Left, Hairpin Right.
- KL, KR: Keep Left, Keep Right.
- MBCU: (May Be Considered Unnecessary), A route instruction where the correct action should be obvious. The MBCU modifier applies only to route following considerations and not to instructions such as CAST or PAUSE where given in conjunction with a route following instruction.
- MP: Milepost.
- MTC: Main Time Control (See "Checkpoints, Controls and Timing")
- PAUSE: Extra time (included in the calculated section time) given to safely negotiate the instruction. A PAUSE will have a 0.1 mile control free window after the action point.
- PB: Paddleboard: A tall rectangular sign usually marking the start and end of a bridge or tunnel.
- QUIET ZONE: A defined distance in which competitors are expected to pay extra attention to their vehicle speed, noise and attitude. A QUIET ZONE would typically be through a sensitive area passing near a residence or similar area. The start and end of a QUIET ZONE will be explicitly indicated in the route instructions and will usually be accompanied by a CAST. A QUIET ZONE is also a FREE ZONE.
- REF: Reference: A sign or object that serves as an action point for a Route Instruction.
- RI: Route Instruction
- RTZ: Rally Transit Zone (See "Rally Sections")
- RXR: Railroad crossing.
- S: Straight as possible.
- SOL, SOR: Sign On Left, Sign On Right.
- STOP: A legal stop sign controlling your progress.
- TRN: Transit (See "Rally Sections")
- TSD: Time-Speed-Distance, also called Regularity (See "Rally Sections")
- YIELD: A legal yield sign controlling your progress.

## G. Rally Sections

1. Transit or TRN: A section for which there is no average speed. Checkpoints will not exist within a TRN. Legal speeds may be indicated in the route instructions.
2. Regularity or TSD: A timed section in which competitors must average speeds as indicated in the Route Instructions. Timed Checkpoints may be present throughout the section.
3. Rally Transit Zone or RTZ: A timed section for which there is no stated average speed. A timed checkpoint may be located only at the end of the section. Allowed time will be given for the section and will be based on legal speed limits and reasonable speeds. Competitors may be early or late within the section, but must be at the section end at the correct time.

## H. Checkpoints, Controls, and Timing

1. Checkpoints may be visible or hidden. Competitors will be timed as they pass a checkpoint. Competitors do not stop at checkpoints.
2. A Route Control may appear anywhere and in any type of Section. It will be marked with an official sign and competitors must stop. Route Controls are not scored and are used in emergency situations to provide information or Route Instruction changes to competitors.
3. A Main Time Control (MTC) can be located at the start or end of any section and will be indicated in the Route Instructions. Competitors must stop and check in with rally officials. Competitors may arrive early.
4. There will be no checkpoints within 0.2 miles of the start of a TSD section. If parking is awkward at the section start, do not become a roadblock.
5. Checkpoints or controls will be open at least 10 minutes (600 seconds) before the ideal arrival time of the first competitor and will be closed 10 minutes (600 seconds) after the ideal arrival time of the last competitor or at such time that all competitors are accounted for.
6. Official time will be available at registration.

## I. Scoring and Penalties

1. Regularity Sections: 1 point per second early or late at each checkpoint. Maximum checkpoint score 300 (5 minutes).
2. Regularity Sections: Maximum score will be 600 (10 minutes) for a TSD section.
3. Rally Transit Zones: 60 points for each whole minute early or late. Maximum score 600 (10 minutes), in increments of 60.
4. Competitors may face disqualification for dangerous or unsportsmanlike conduct or any other reason at the discretion of rally officials.

## J. Queries

1. Formal queries regarding any aspect of the rally will be accepted. The query must be in writing, state name and car number and a concise statement of inquiry. The query process is intended to address issues pertaining to the event execution including scoring, not to explain and excuse competitor errors or other issues beyond the organizers control.
2. Queries will be considered by the rallymaster or designated rally official. Their decision is final.
3. A response will be provided in writing regardless of the decision.