



Peachstate Region PCA – Rally General Instructions

Revised 7-1-2020

Overview: A rally is a timing and logic contest driven on public roads at legal speeds. The object of a rally is to reach various checkpoint locations along a predetermined route at the correct time. The correct time is calculated from assigned legal speeds over the distance traveled. This is NOT a race. The penalties for early arrival at a checkpoint are the same as for late arrival. Contestants are reminded that they must share the road with non-rally traffic, and therefore **MUST** obey all traffic laws at all times. Only paved roads may be used for the route unless otherwise stated before the start of the rally or within the rally instructions.

RULES OF THE ROAD SECTION:

COURSE FOLLOWING PRIORITIES: In the absence of other rules declared in advance by the Rallymaster, the following priorities shall be in effect. Should there be any conflict, the priority listed first will be used, unless the instruction is redundant with a lower priority. Execute each route instruction at the first possible point satisfying the route instruction and consistent with these general instructions. Once an instruction has been initiated, it must be completed in its entirety prior to executing another instruction of any type.

1. **Execute an emergency or special instruction.** These instructions may take any form and may be given at any time and are executed only once. Usually these instructions are given at the start of the rally or at the checkpoints.
2. Execute a **Numbered Route Instruction (NRI)** if all its conditions for execution are met. If the NRI is referenced by an **official mileage**, the instruction may be redundant with a lower Course Following Priority.
3. Execute a **Lettered Note Instruction (LNI)**, if all its conditions for execution are met.
4. **Named Road Following.** Stay on, or turn back onto, the last road you are placed on by the words "on", "onto", or "pick up" until you are taken off that named road by a course directing action (Right, Left, Turn) in a subsequent instruction.
5. **Protection.** The route, as described by this determinant, is (1) the single road leaving the intersection having no stop or yield sign at that intersection or (2) the route directed by the official "single-headed" directional or curve arrow sign.
6. **Straight as possible.** Proceed on the route that causes the least direction change from the direction you were traveling when the intersection was entered. At a slant T the straightest possible route must be clear or an instruction with an official mileage must be given.

FOLLOWING THE ROUTE:

OPPORTUNITIES: An opportunity is the occurrence of a situation in which an instruction can be executed. Unpaved roads, roads marked "dead end", "keep out", "private", "road closed", entrances to parking lots, shopping centers, etc., are not turn opportunities unless they are called for by statements such as "ignore dead end sign" or "this is an unpaved road" or "turn into parking lot".

PARENTHETICAL INFORMATION: Information in parenthesis is extra and intended as an aid to the rally team but is not part of the required actions of the route instruction.

ROUTE INSTRUCTIONS TYPES:

- **Numbered Route Instruction (NRI).**
 - Instructions will be executed in ascending numerical order.
 - An instruction is completed only when all of its conditions are fulfilled. Execute each part of a multiple-part route instruction in the order presented. Do not initiate another instruction (of any type) until the current instruction is completed.
 - These instructions may or may not be accompanied by an official mileage. A numbered route instruction may be redundant with a lower Course Following Priority only if accompanied by an official mileage.
 - There will be no more than five miles between numbered instructions.

- **Lettered Note Instruction (LNI).**
 - A lettered note becomes active upon the completion of the previous 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 'LNI' consisting of multiple instructions may not be re-initiated until it has been completed in its entirety.
 - A 'LNI' can be canceled by a route instruction or on a critique slip at a checkpoint.
 - If two or more NOTE instructions are applicable at the same intersection with all of the conditions met, execute the one with the letter closest to the beginning of the alphabet.
 - A 'LNI' may NOT be redundant with a lower Course Following Priority. In the event that it is, the LNI must be held for later execution

SIGNS AND LANDMARKS (Course Markers)

- Landmarks
 - A Landmark is an object along the course such as: signal, STOP, fire hydrant,
 - Each landmark will be indicated in the route instructions without quotation marks.
 - Any term used to define a landmark will be used only in the defined sense, unless the landmark is identified by an official sign or in the Glossary.
 - Landmarks may be on either side of the road.
 - Partial names may be used in the route instructions to identify landmarks. For example, the landmark WEST HOLCOMB BRIDGE RD. might appear in a route instruction as HOLCOMB, or as HOLCOMB BRIDGE, etc., but not as HOLCOMB BR nor as BRIDGE RD nor as WEST BRIDGE, nor as HOLCOMB WEST, etc.

- Signs
 - All quoted material within an instruction refers to a Sign along the route, such as "HOLCOMB BRIDGE".
 - Signs will be on the right of the route or overhead, unless accompanied by the notation "SOL" (Sign On Left).
 - Quoted material shall be easily seen at rally speeds and must be the most prominent part of the sign. The referenced portion will be continuous, with no intervening text

skipped. Referenced capitalization and punctuation need not agree with that on the sign.

- No traps shall be based on the spelling or misspelling of quoted material.
- More than one sign mounted on a common support is considered a single sign.
- 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.

CONTROL FREE ZONES: Three areas of the rally will be free of timing controls:

- ODO Leg: The odometer leg is provided to allow odometer (and perhaps speedometer) calibration in relation to official mileage. The start and finish of the leg will be designated in the route instructions. The official start of the timed portion of the rally will begin at the designated time plus the car's number in minutes.
- Free Zone: A part of the rally route that is free of timing controls (checkpoints).
- Transit Zone: This is provided to permit rest breaks for gas, food, etc. during the rally. It may also be used to transit a heavily congested area. The start and finish of the zone will be designated in the route or emergency instructions. A Transit Zone is also a Free Zone and the time of passage will be stated.

TIME ALLOWANCES: In the event you become extremely late on the rally, you may **"BUY TIME"**. There is no penalty OR cost for buying time, and you may buy time for any reason you wish, from getting lost to having a flat tire. Bought time may also be used for events beyond your control, such as train delays, traffic delays at traffic lights or road blockage. You must buy time prior to getting into the next checkpoint, so as soon as you are back on course you should input time into the App.

To buy time, at the upper right side of the 'Competitor App, there is a box "TA+", if you click on that box you will add 10 seconds / 20 seconds / 30 seconds / 1 minute 30 seconds / and can continue to increase by one minute intervals to get back on time – a maximum of 19.5 minutes. If you enter too much time, you can subtract time in 1 minute intervals with the "TA-".

ADMINISTRATIVE SECTION:

CLASSES: Peachstate Region, PCA, shall sanction the following classes:

A rally team consists of a driver and a navigator. In SOP a maximum of two contestants will be allowed in the rally car. In TOUR class, there is no restriction on how many persons in the rally car. **PCA insurance requirements specify that all contestants must be over the age of 16.**

- Class EQUIPPED. Teams may use any device to calculate mileage or time (Electronic or GPS). The existence of this class will be confirmed prior to the start of the rally.
- Class SOP (Seat Of Pants). Teams may only use pencil/pen, paper, clipboards, and any device whose sole purpose is measuring time. The original equipment odometer mounted in its original location must be used. No manual, electronic or GPS aids for calculation are allowed. The only exception is the use of a tablet or smart phone with GPS for checkpoint timing / critique delivery.
- Class TOUR. Tour class may have extra instructional information to facilitate entrants completing the course. No manual, electronic or GPS aids for calculation are allowed, the only

exception is the use of a tablet or smart phone with GPS for checkpoint timing / critique delivery. No competitor points shall be awarded tour entrants.

CONTROLS: The basic control (checkpoint) used for Peachstate Region rallies are ‘Hidden” controls, timed through the use of a GPS App on a mobile phone or tablet. The instructions may include a NRI with a general indication that a control is coming up. When the rally car crosses the GPS in-line, the GPS App will signal the rally team and indicate the arrival time and timing error. Subsequently, the App will receive a Critique Slip with pertinent information. The rally car is to pause 3 minutes.

Observation Controls may be used to observe the rally and / or take photographs. The rally car is **NOT** to stop at these controls.

SCORING:

- Contestants shall be awarded one point for each second early or late at the control for errors up to five minutes with a maximum of 300 points.
- 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 one. The winner of a rally is the team with the lowest total score.
- In case of a tie, the team with the best individual leg time will be awarded the higher position.

PROTESTS: All protests must be in writing and must refer to the specific section and paragraph of the rally rules which the rallyist feels have been violated. A road course protest must be submitted to the rallymaster within 30 minutes of the closing of the last checkpoint.

GLOSSARY:

Acute	A turn of substantially more than 90 degrees
After	Any distance past (from 1 inch to 5 miles)
At	‘In the vicinity of’ for course directing actions (e.g., R, L, TURN); ‘even with’ for other actions, including CASTs, pauses, mileages, etc.
Bear	A turn of substantially less than 90 degrees. (example – Bear Right at “XYZ”)
Before	Closest opportunity prior to, but in sight of, the Course Marker
Blinker	A light or lights that blink to warn of a hazard or traffic stop. Only one light may be counted per intersection. Need not be working.
CAST	<u>C</u> hange <u>A</u> verage <u>S</u> peed <u>T</u> o (in MPH). or Continue Average Speed of.
Crossroad	An intersection of exactly four roads from which a road goes to the left, a road goes to the right, and a road goes generally straight ahead.
Intersection	The joining of two or more eligible rally roads where you could go in more than one direction without making a U-turn
Jog	A turn in one direction followed by a turn in the opposite direction. The second turn must be in sight of the first turn.

L (Left)	A turn to the left, at an INTERSECTION, of any magnitude.
On / 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 a Course Directing action. (such as R, L, TURN)
OR	An instruction which tells the contestants to do one thing ' OR ' another. The first item, which the rally car encounters, should be executed and the other ignored. Do not execute both sides of the "OR" .
Pause	A pause of a specified time along the rally route
PU (Pick Up)	To Pick Up or join a road by basically going as straight as possible ONTO a road at an INTERSECTION. This instruction carries the same requirements as On or Onto.
R (Right)	A turn to the right, at an INTERSECTION, of any magnitude.
Redundant	An instruction is redundant if you would have proceeded along the same route had the instruction been omitted.
S (Straight)	Continue in the most straightforward direction through an INTERSECTION
Sideroad	An intersection where a road leaves the road you are on, either to the left or to the right, but not both.
Slant T	A 'T' intersection, with one road leaving with an angle substantially more than 90 degrees.
SOL	Sign On Left
STOP	Official highway sign at which you must stop.
T	An INTERSECTION having the general shape of the letter T as approached from the base of the T.
Turn	Either Right or Left, at an INTERSECTION, but in the only direction possible, other than straight as possible.
TL (Traffic Light)	A (Red / Yellow / Green) light or lights that control flow of traffic at an intersection. Only one light may be counted per intersection. Need not be working.