



Peachstate Region PCA

General Rally Procedures

OVERVIEW

Of all the competitive Peachstate PCA events, the rally is the only event that requires two people; a driver and a navigator. Our rallies are a way to enjoy country driving with a low-key competitive nature to it. Any Peachstate member can enjoy rallying at any level, whether you want to run it competitively or just treat it as a pleasant day's drive through the countryside

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.

COURSE FOLLOWING PRIORITIES

Over the course of a rally, the rally team will drive along a route by following a set of instructions directing them to make turns, look for course markers and to drive at an assigned speed. To assist in better understanding how these instructions should be followed, a series of priorities has been defined.

Unless directed by the Rallymaster in specifically declared rules at the beginning of the rally, the following priorities shall be in effect. Should there be any conflict, the priority listed first will be used.

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.

These instructions may or may not be accompanied by an official mileage. A numbered route instruction may be redundant only if accompanied by official mileage.

3. Execute a lettered note instruction.

A lettered note is invoked with the words "Begin Note (letter)". The action called for by the note must be executed at each opportunity until the note is cancelled by the words "Cancel Note (letter)".



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" (or "PU") until you are taken off that named road by a higher priority instruction.

5. **Protection.**

Upon arrival at an intersection of roads, turn onto the road that does not have a Stop or Yield sign if it is the only such road leaving the intersection.

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 official mileage must be given.

INSTRUCTIONS

Instructions will be executed in ascending numerical order. Some instructions may consist of a single command, such as "R on Powers Rd" or may have two or more parts, such as "R on Powers Rd and look for horses for the next half mile." An instruction is considered completed only when all of the conditions in the instruction are fulfilled.

There will be no more than five miles between each instruction. For more information of reading and executing rally instructions, visit Peachstate's web site and the various rally instructional videos.

ROUTE INSTRUCTION TYPES

There are two basic types of instructions, numbered and lettered.

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. o 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 – NON-QUOTED MATERIAL

- A Landmark is an object along the course such as: signal, STOP, fire hydrant, barn, horse
- 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 – QUOTED MATERIAL

- 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 Page 3 of 5 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.

FREE ZONE

A part of the rally route that is free of timing controls (checkpoints). Any CAST of 50 or greater will also be considered a free zone and shall extend to at least 0.5 mile after the termination of that CAST.

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.

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".

OPTIONAL ROUTE INSTRUCTIONS

Route instructions may be in forms other than written instructions, such as map following, straight line navigation, or tulip diagrams.

PARENTHETICAL INFORMATION

Information in parenthesis is extra and intended as an aid to the rally team. It cannot alter the rally route and may be redundant.

CLASSES AND CHECKPOINTS

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.

The original equipment odometer mounted in its original location must be used. No manual, electronic or GPS aids for calculating, car navigational or cruise control devices are allowed. The only exception is the use of a tablet or smart phone with the Richta Competitor app for checkpoint timing / critique delivery.



CLASSES

Peachstate Region, PCA, shall sanction the following classes:

- 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.
- Class TOUR.
Tour class may have extra instructional information to facilitate entrants completing the course. No competitor points shall be awarded tour entrants.

VIRTAUL CHECKPOINTS OR CONTROLS

Peachstate Region no longer uses manned checkpoints that were stationed on the side of the road throughout the rally route. Today, virtual checkpoints are set-up along based on GPS coordinates with your in-time automatically logged. As you are driving the rally you will encounter a “beep” sound to identify that you have passed through a checkpoint. Continue driving unless designate by the Rallymaster in the instructions to stop. If an instruction designates there is a checkpoint, do not speed up or slow down to try and adjust your driving time.

RICHTA COMPETITOR RALLY APP

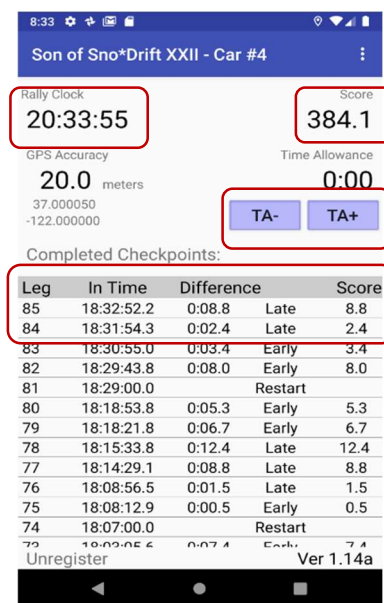
To track your progress and record your time in a checkpoint, Peachstate PCA uses the Richta Competitor rally app. This is a free, GPS-based app that runs on your cell phone.

The rally app provides the following information:

1. The official time clock used by the Rallymaster
2. Your score throughout the rally
3. Buttons for adding or adjusting your delay time
4. Your time into a checkpoint, time difference, early/late indicator into the checkpoint and your score for the leg

Prior to the start of the rally, this app must be running on your cell phone and all other cell phone apps shutdown.

For more information on using this app, see the Richta Competitor All rally school video on Peachstate’s rally web page.





TIME ALLOWANCES

In the event you become extremely late on the rally, you can enter a delay time in the Richta Competitor app. There is no penalty for entering a delay time, however, each delay time is associated with the current leg you are running. Therefore, the delay MUST be entered before you reach the next checkpoint.

To enter a delay time use the "TA+" located at the upper right side of the 'Competitor App. Each time you press the button the time will be incremented, press TA+ once and it will increment to 10 seconds, a second press will add 20 seconds, a third press will add 1 minute and 30 seconds and each additional press of the TA+ button will add 1 minute.

If you want to reduce the delay time entered, use the TA- button and each time you press the button the delay time will be reduced in the opposite order as entered.

DO IT YOURSELF CONTROLS (DIYC)

At a DIYC write your "time in" in five digits for hour, minutes, and seconds (h : mm : ss) in the first available TIME IN box on your scorecard. In the next available TIME OUT box write a time that is exactly three minutes after the time-in that you selected. This will be the time that you leave the DIYC and continue with the next instruction(s) at the same CAST if a new CAST is not given. Rallyists should pull ahead to complete the logging of times so not to block the view of subsequent cars. The times must be logged before reaching the following checkpoint. The critique sheet will be given at the next checkpoint which must be a manned open control.

SCORING AND PROTEST

SCORING

- Each leg of the rally is scored separately. If you are late or early at one checkpoint you cannot improve your score by arriving early or late at the next one.
- The winner of the rally is the team with the lowest score.
- In case of a tie, the team with the best individual leg time or combination of legs will be awarded the highest position.
- Contestants shall be awarded one point for each second early or late at the control for errors up to five minutes for a maximum of 300 points..

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 – RALLY INSTRUCTIONS

The following instructions are used throughout a rally:

Acute	A turn of substantially more than 90 degrees
After	Any distance past (from 1 inch to 5 miles)
At	Closest opportunity within sight of the Course Marker
Bear	A turn of substantially less than 90 degrees
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	Change Average Speed To (in MPH). May overlap instructions.
CM	Course Marker
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	A turn to the left of any magnitude.
"OR"	An instruction which tells the contestants to do one thing OR another. The first item, which the rallyist 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
R	A turn to the right of any magnitude.
Redundant	An instruction is redundant if you would have proceeded along the same route had the instruction been omitted.
RIP	"Reads In Part": a sign or a major part of a sign.
S	To proceed as Straight as possible.
SL	Speed Limit
Slant T	A T intersection, with an angle substantially more than 90 degrees.
SOL	Sign On Left
STOP	Official highway sign at which you must stop.
T	An intersection in a T shape as approached from the base of the T.
TL	Traffic Light of the Red, Yellow, Green type. Only one may be counted at an intersection. Need not be working.
WOIN	Working On Instruction Number