



# RARITAN VALLEY SPORTS CAR CLUB

## PINE BARRENS EXPRESS



### 2008 General Instructions

#### 1. INTRODUCTION

- 1.1. These General Instructions are the rules of the rally.
- 1.2. **THIS IS A RALLY NOT A RACE!** Please observe all posted speed limits! Police in each community through which this rally passes were notified of the event.
- 1.3. Official Rally time is local time as broadcast by CHU or WWV. Timing will be to the one-hundredth (0.01) of a minute.
- 1.4. Samples of emergency and off-course signs will be displayed at registration.
- 1.5. If you leave the event for any reason, notify the Organizers. Rally Headquarters phone: *To be posted*. Call to report emergency events on the rally route. Additional Mobile numbers may be posted at the Start.
- 1.6. No less than or more than two (2) contestants will occupy a car. Exception: non-competition
- 1.7. At registration, all crewmembers are required to sign a liability waiver.
- 1.8. A vehicle self-inspection form, in your registration packet, must be filled out, signed and returned to registration.
- 1.9. Departure from the Start constitutes acceptance of the Registration Package, including the General Instructions and the Route Instructions as complete.

#### 2. RALLY SCHEDULE

- 2.1. REGISTRATION: 1:00 PM to 2:30:00 PM.
- 2.2. CONTESTANTS who have registered and fail to show must notify rally officials 24 hours before their due time to start or they forfeit their entry fee.
- 2.3. ROUTE INSTRUCTIONS will be available upon completing registration.
- 2.4. ENTRANTS' MEETING at 2:00 PM.
- 2.5. CAR # 1 OFF (FCO): 2:31 PM
- 2.6. FIRST CAR TO FINISH: 8:30 PM (approx.)

#### 3. TERMS – GLOSSARY

- 3.1 **ADD:** To wait or delay a specified time on the route (given in decimal minutes).

- 3.2 **BFZ (EFZ):** Begin (End) Free Zone.
- 3.3 **BQZ (EQZ):** Begin (End) Quiet Zone.
- 3.4 **BTZ (ETZ):** Begin (End) Transit Zone.
- 3.5 **CAS:** Commence (Change) Average Speed
- 3.6 **CAUTION:** Exclamation point (!); Two (!! ) indicates greater caution; Three (!!!) denotes extreme caution.
- 3.7 **DNF (Did not finish)** Contestants who fail to complete the course.
- 3.8 **FREE ZONE:** A part of the rally with no checkpoints. The following are free zones:
  - 3.8.1 The tire warm-up and odometer correction legs.
  - 3.8.2 Any numbered Interstate, U.S., State or county routes.
  - 3.8.3 The distance in which an ADD time is operative.
  - 3.8.4 Transit zones.
- 3.9 **GAIN:** To subtract or lose a specified time on the route (given in decimal minutes).
- 3.10 **KEY TIME:** The time for Car #0 to leave a designated point on the route. When both an ADD time and a Keytime are given in the same instruction, the ADD time is already included in the KEYTIME.
- 3.11 **MTS:** Mileage to Sign.
- 3.12 **NO STOP YOU STOP:** Instruction requires you to come to a complete stop at the intersection, in the absence of a STOP sign.
- 3.13 **QUIET ZONE:** A portion of the rally where only low beams and no undue noise is permitted.
- 3.14 **RI:** Route Instruction.
- 3.15 **SECTION:** Portions of the rally from one odometer zero point to the next odometer zero point.
- 3.16 **SI:** Signalized Intersection. An intersection controlled by one or more traffic regulating lights, which need not be operating.
- 3.17 **STOP:** An intersection controlled by a STOP sign requiring you to STOP.



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- 3.18 **STRAIGHT:** Continue with the least deviation from your current direction of travel.
- 3.19 **T:** An intersection in the shape of the letter T.
- 3.20 **TA:** Time Allowance. See section 13.
- 3.21 **TRANSIT ZONE:** A portion of the rally in which no specific speed need be maintained. The time to travel the transit zone will be given in decimal minutes or the transit zone will end with a KEY TIME.
- 3.22 **WATERHOLE:** A large depression in the road, usually the full width of the road. If there is water in the "hole", contestants are urged to go around one side of the waterhole rather than through the middle.
- 3.23 **YIELD:** An intersection controlled by a YIELD sign requiring you to YIELD.
- 3.24 **YUMP:** A raised portion of the road that if traveled at speeds greater than approx. 5 mph could cause the car to become airborne.
- 3.25 **Y** – An intersection in the approximate shape of the letter Y.
- 3.26 **CR-** County Route, **NJ** – New Jersey State Route, **US** – United States Route.

#### 4. CLASSES

- 4.1 Any time keeping equipment is allowed in all classes.
- 4.2 **EQUIPPED** Unlimited navigational equipment.
- 4.3 **LIMITED** Any odometer and computational equipment, which does not integrate time and mileage.
- 4.4 **STOCK:** A stock 0.1-mile odometer with slide rule, tables and/or a single memory calculator.

#### 5. SIGNS AND OBJECTS

- 5.1 A sign is any continuous surface on which letters, numbers or symbols are printed, painted, raised or embossed.
- 5.2 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.

- 5.3 Material not in quotes refers to the actual object, place or likeness thereof. A suitable sign may identify the object or place.
- 5.4 All signs and objects will be of a permanent nature. Mail boxes, newspaper delivery boxes; their supports and signs or objects attached to them will not be used.
- 5.5 No consecutive route instructions may refer to the same sign.
- 5.6 All signs and objects will be visible within 90 degrees of straight-ahead. There will be no LOOK BACKS!
- 5.7 Emergency Signs will have:
- 5.7.1 RED background for CAUTIONS
- 5.7.2 YELLOW background for ROUTE FOLLOWING.
- 5.7.3 BLACK NUMBERS indicate the Route Instruction Number.  
(See examples at Registration)

#### 6. ROADS

- 6.1 There will be no distinction between paved and unpaved roads in this rally.
- 6.2 Roads having illegal entry, requiring an illegal turn, marked "KEEP OUT", "DEAD END", "NO OUTLET", "ROAD CLOSED", and driveways (except at start of odd leg and end of rally) are not to be considered as opportunities to turn.
- 6.3 Roads indicated in a tulip by a dotted line shall not be used.

#### 7. EXECUTION OF INSTRUCTIONS

- 7.1 Execute instructions in the order presented.
- 7.2 Speed changes, Add/Gain Times, Free Zones and Transit Zones may overlap several instructions.

#### 8. ROUTE FOLLOWING PRIORITIES

- 8.1 Official information shall be executed in the following order:
- 8.1.1 Official Emergency Signs.
- 8.1.2 Route Instructions
- 8.1.3 General Instructions
- 8.2 In the absence of an instruction at an intersection proceed as straight as possible.



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#### 9. MILEAGE

Mileages were taken at:

- 9.1 The "STOP" sign or "YIELD" sign, if there is one present controlling your passage.
- 9.2 The referenced sign, if MTS is noted in the Route Instruction.
- 9.3 The apex (midpoint) of the turn. Where there is more than one opportunity to turn in a tulip, the mileage is at the first turn.

#### 10. CAR NUMBERS

- 10.1 Contestants will be supplied with a magnetic car number for a \$5 deposit. Place the car number high on the front passenger side of the car. The deposit will be refunded when the number is returned.

#### 11. ROUTE INSTRUCTIONS

- 11.1 Route Instructions will utilize the "TULIP" format, which is an overhead graphical representation of each intersection. Each route instruction will have one or more of the following information:
  - 11.1.1 Mileage – Overall.
  - 11.1.2 Delta – the distance from the prior instruction to the current instruction.
  - 11.1.3 Timing – Information such as speed changes and Add Times.
  - 11.1.4 Tulip – Contestants enter at the bottom of the tulip from a point shown as a round bulb. Contestants then follow the shortest valid route to exit the tulip at the point shown as an arrowhead. Each tulip may show signs and/or landmarks. Tulip drawings are not to scale.
  - 11.1.5 Route Instructions – may include signs, objects, cautions, and other pertinent information such as Key Times.

Mileage	Delta	Timing	Tulip	Route Instructions
16.23	16.23	CAS 30		BQZ
18.32	2.09			MTS
19.46	1.14			
20.45	0.99			

**Instruction # 1** reads: right turn at an intersection where the road straight ahead is not passable and the road to the right has a bridge. You begin average speed of 30 MPH at the intersection and begin a quiet zone.

**Instruction # 2** reads: at 18.32 miles there is a sign on the left that shows an arrow pointing left. Mileage is to the sign. You go left at Y with a triangle.

**Instruction #3** reads: go to the right at a T intersection then right at another T intersection with a building kept on your left.

**Instruction #4** reads: Right at YIELD (^) then Left at STOP(-)

Dots in a tulip indicate the number of prominent trees to a maximum of three dots.

#### 12. CHECKPOINTS

##### 12.1 CLOSED TIMED CONTROLS

- 12.1.1 They will be located on the right-hand side of the rally route and will be identified by a checkpoint sign (on display at the start). You will be timed as you pass the sign. **DO NOT STOP!** Continue the route as per the RI.
- 12.1.2 Timing at controls is from the beginning of the section to the timing line.
- 12.1.3 Checkpoints will be open 10 minutes before the perfect arrival time of the first car, and will close 20 minutes after the last missing car is due, or until all cars have passed, whichever is earlier.

##### 12.2 PASSAGE CONTROLS

- 12.2.1 May be located at the end of a section identified by an appropriate sign.



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Contestants must turn in their scorecards for the completed section.

#### 13 . TIME ALLOWANCES (TA)

- 13.1 It is dangerous to try to make up time if you get delayed or lost. PLEASE use a TA if you are delayed for any reason. There is no penalty for taking a TA.
- 13.2 To claim a TA, present a filled out TA slip along with your scorecard at the next passage control or at the finish.
- 13.3 TA's must be taken in one-minute increments starting at .50 minutes (.50, 1.50, 2.50, 3.50...). Additional TA's must be in 1-minute increments.
- 13.4 A maximum of 19.50 minutes of TA is allowed for each Section.
- 13.5 Once you claim a TA(s) you must remain on the TA adjusted "perfect time" until the end of the current Section. TAs do not carry over into the next Section.

#### 14 . EMERGENCY SPEEDS

- 14.1 Emergency speeds (if invoked) will reduce speeds by 20%.
- 14.2 Emergency speeds may be invoked with an emergency sign for the following leg(s).

#### 15 . SCORING

- 15.1 Each 0.01 minute early or late: 1 point
- 15.2 Maximum score at a checkpoint: 200 points
- 15.3 Creeping - drastically reducing rally speed or stopping in sight of a control: Cars will be timed when they stop and be penalized for Creeping: 50 points  
Failure to stop at a PASSAGE CONTROL: 200 points
- 15.4 DISQUALIFICATION for:
  - 15.4.1 Consumption of intoxicants before or during the event.
  - 15.4.2 The use of any two-way radio, cellular phone except in a mechanical or medical emergency.
  - 15.4.3 Conduct detrimental to the sport of rallying.
- 15.5 Scoring will be done on-line from the RVSCC.COM web site. It will follow this tentative schedule, an exact schedule will be posted at registration.

- 15.5.1 PRELIMINARY Results and raw scoring data will be posted within 24 hours of the end of the rally.
- 15.5.2 Scoring Review Requests will be submitted electronically on the form provided, by 12:00 NOON on the Wednesday following the rally.
- 15.5.3 OFFICIAL Results will be posted no later than 6:00 PM on the Wednesday following the rally.

#### 16. PROTESTS

- 16.1 All protests must be made in writing and submitted to the rally committee within 20 minutes of your arrival at the finish.
- 16.2 Your protest must suggest the specific relief you wish to be granted. If a time adjustment is requested, a TA must have been filed at the end of the section, after the incident. Disputes over timing differences of 3 hundredths of a minute (.03) or less will not be considered.
- 16.3 A protest committee appointed by the Rally Master will resolve protests.

#### 17. AWARDS

- 17.1. Awards up to a maximum of 15% per class will be given to contestants as follows:
  - 17.1.1. EQUIPPED (Class A)
  - 17.1.2. LIMITED (Class B)
  - 17.1.3. STOCK (Class C)
  - 17.1.4. BEST NOVICE (utilizing the same navigational equipment as class C (STOCK), with no more than a total of 10 rallies run by the contestants combined. Or, no other than novice trophies have been won.
  - 17.1.5. BEST INDEX OF PERFORMANCE using the following factors:
    - 17.1.5.1. 1.00 EQUIPPED
    - 17.1.5.2. .85 LIMITED
    - 17.1.5.3. .45 STOCK & NOVICE
- 17.2 Awards will be delivered to winners after Results are official.

#### 18. TIEBREAKERS

Comparing the sum of the squares of all the control scores will break ties for trophies. The car with the lowest sum shall win.