

# IDES OF MARCH

MAR. 19, 2011

**I. Schedule:** This event has starting locations in Pittsboro, IN (Eastern Standard Time) and Oakwood, IL (Central Standard Time). There will be an opportunity for competitors to synchronize their clocks to official time (Eastern Standard Time) at the end of the odometer calibration zone (OCZ).

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|-----------|-----------------------|--|
| <b>A.</b> | 12:45 PM to 1:30 PME  | Registration(Loves/Subway, Pittsboro; SW Corner of Exit 61 I-74) |
|           | 1:30 PME + Car #      | Receive Route Instructions                                       |
|           | 2:00 PME + Car #      | Start Rally (Note: C=Central time, E=Eastern time)               |
|           | 7:00 PME + Car #      | Could Arrive Beef House (I-74 & SR 63, Covington, IN)            |
|           | 7:30 PME + Car #      | Must be at Beef House  |
| <b>B.</b> | 12:00 PM to 12:45 PMC | Registration(Oakwood Truck Plaza, Exit 206 I-74)                 |
|           | 12:45 PMC + Car #     | Receive Route Instructions                                       |
|           | 1:15 PMC + Car #      | Start Rally (Note: C=Central time, E=Eastern time)               |
|           | 7:00 PME + Car #      | Could Arrive Beef House (I-74 & SR 63, Covington, IN)            |
|           | 7:30 PME + Car #      | Must be at Beef House  |

**II. General:** This event is a Championship event counting towards the Indianapolis Region 2011 Rally Championship, a Championship event counting towards the Great Lakes Division 2011 Rally Championship in the Tour category, and a Championship event counting towards the 2011 Sports Car Club of America National Rally Championships in whichever category you choose to compete. The previous statement should not intimidate any novice. First of all, every effort has been made to ensure that you will be able to drive the course. These general instructions contain all the information needed to allow an alert team to score well on this event.

Page one through three of these general instructions apply to all competitors. Page four applies only to those competitors running in the **Tour** category. Page five applies only to those competitors running in the **Course** category. Page six applies only to those competitors running in the **GTA** category. Page seven is any addendum items discovered on final check. **We recommend discarding the pages that do not apply to you!**

The course was measured in a 1998 Ford Contour shod with 205x16 Nokian WR2 tires. The odometer was a Timewise 798A with input received from the left rear (undriven) wheel. Weather conditions during measurement will be stated in the addendum. Stated mileages, or mileages used in computations, are referenced to:

- A: the referenced sign.
- B: the near edge of the intersection (where the edge of the intersecting road meets yours)
- C: the apex of the turn.

**III. Roads:** The following roadway types do not exist: private roads, alleys, driveways (except the Start and Finish location) and roads marked Court, CT.

Note that unpaved roads DO exist today!! One of the consequences of this is that you will occasionally have to make a decision about whether to count an unpaved road as an opportunity to apply the instruction. We have placed some special signs in an attempt to minimize problems. When you are on an unpaved road and an unpaved road meets it that is not clearly private as determinable by a sign or mailbox, or that does not clearly end at a building etc., look at the surface of the new road. If it is similar in material and width to the road you are on for at least fifty (50) feet assume it is public (does exist); otherwise assume that it is private (does not exist).

**IV. Instructions: All competitors will be using the same route instructions after the OCZ.**

Execute each numbered route instruction (NRI) in ascending numerical order beginning with INST # 1.

Any action taken in regard to an instruction is an execution of that instruction. Execution is NOT the same as completion! (Example: Right after “200 N”. When you see the sign you have initiated/executed, but you have not completed the instruction until you have made the turn.) Do NOT initiate an instruction until the previous instruction is completed.

Any instruction that has an official time to the left is to be executed at that time plus your car number in minutes. (Jogularity) **Note that you need to add your automatic pauses between controls!**

There are questions printed between many instructions. These questions apply only to the GTA.

Information in parentheses may be helpful, but is NOT part of the instruction.

**V. Signs:** Signs are a crucial component of any set of instructions. Quotation marks are used to indicate text quoted from a sign. Type style, capitalization, punctuation (including hyphens and apostrophes), exact spacing, and case are considered irrelevant; however, the presence or absence of spacing is relevant.

Signs may be anywhere except those which would require a backward glance. Separate signs on a common support are separate signs.

Don't split or conjoin words or numbers; that is, do not take HAM or HAT out of HAMILTON or 4 out of 45. A further example is: do not conjoin FIR ST into FIRST.

Signs may be quoted in whole or in part, but quoted text will be contiguous.

**VI. Landmarks:** Landmarks may be referenced by partial name. The landmark OLD VAIL RD may be referenced as OLD, VAIL, OLD VAIL, VAIL RD, OLD VAIL RD, but not as OLD RD or OL.

Different roadway names designate different roadways.

A landmark **MUST** be identified by a sign or be defined in the Glossary.

**VII. Glossary:**

**AT** In the vicinity of for actions which direct a course of travel. When referencing a sign, it means the entire intersection that the sign defines or controls. (Note variance from RRR)

**ACUTE** a turn of 100 to 179 degrees at an intersection.

**AFTER** past, in the direction of travel, the referenced object. (the instruction must be active)

**BEAR** A turn in the direction indicated of more than 10, and less than 90 degrees.

**BFZ** Begin Free Zone (there are no open controls in a free zone)

**CAST** Change (or Continue) Average Speed To (miles per hour)

**COMPLETION** You have done ALL of the implied and specified actions of the instruction in the sequence indicated.

**COVERED BRIDGE** A structure that has a roof and walls to keep precipitation off the roadway, and which conveys the road that you are driving on over some obstruction.

**CROSSROAD** An intersection of exactly 4 existent roadways, where a roadway goes generally ahead and another goes to the left and another to the right.

**CZT** Car Zero Time. Your time is this number plus your car number in minutes plus any time allowance that you have taken.

- DELTA** A generally untraveled three cornered area in the middle of an intersection. On this event, deltas are treated as one intersection. Execute a right, left, or straight at a delta (referenced or not) by taking the shortest roadway from the road you are on through the intersection onto the road that leaves in the direction indicated.
- EFZ** End Free Zone (means that it is necessary to be on time; i.e. running the CAST.)
- EXECUTION** The act of doing any implied or specified action of an instruction.
- INITIATION** You have initiated an instruction when you do the first action of the instruction. For instance: Right after “xxx” is initiated when you see the sign (implied action). (Warning: The initiation rule means that you could be looking for two questions at the same time!!)
- INST #** Instruction Number or Numbered Route Instruction (**NRI**).
- INTERSECTION** Any meeting of existent roadways at grade level from which the rally vehicle could proceed in more than 1 direction without making a U-turn.
- JOG** an intersection of existent roadways in the form of a T (see below) where there is a nearly immediate opportunity to return to the original direction of travel. Example: Jog Left would involve a Left @ T followed immediately by a turn to the right. It is not possible to go straight through a jog.
- LANDMARK** A physical object, such as a traffic light.
- LEFT** a turn to the left of 20 to 179 degrees at an intersection. (Note variance from RRR’s)
- RIGHT** a turn to the right of 20 to 179 degrees at an intersection. (Note variance from RRR’s)
- RRR** SCCA Road Rally Regulations
- RXR** a round sign generally used to warn of a railroad crossing.
- SIDEROAD** An intersection of exactly 3 existent roadways, where a roadway goes generally ahead and another goes to the left or to the right, but not both.
- SOL** Sign On Left (sometimes just a hint.)
- STOP** an official octagonal stop sign at which the rally vehicle is obliged to stop.
- STRAIGHT AS POSSIBLE (SAP)** proceed in the direction that requires the least steering input.
- T** an intersection of existent roadways such that there is a roadway to your right and a roadway to your left and past which you can no longer proceed straight ahead upon the roadway on which you are travelling. There are no lazy T’s on this event. Do what the instruction says.
- TRAFFIC LIGHT** A fixed signal light alternating red and green (and frequently including yellow as a transition between green and red) used at an INTERSECTION to regulate traffic and which controls the rally vehicle. For rally purposes, no more than 1 TRAFFIC LIGHT exists at an INTERSECTION.
- TRANSIT ZONE** A part of the rally route in which there are no timing controls and in which no specific speed need be maintained. Either an exact time for passage or a restart time from the end of the transit zone must be given. An approximate distance for the length of the transit zone is desirable.

**VIII: Emergency Numbers:** Cell phone operation is sporadic in the area of the rally, but if you get lost, you can try the following number:

Chuck Hanson: (317) 431 – 5228 Important note: if you attempt to call me with your cell phone number concealed, and I do not answer because I am on the phone with someone else, I will not be able to return your call! I DO NOT HAVE VOICE MAIL ON THIS CELL PHONE!

## IDES OF MARCH – TOUR CATEGORY

### I. INSTRUCTIONS: All competitors will be using the same route instructions.

The questions that occasionally occur between instructions apply only to the GTA category.

### II. COURSE FOLLOWING: Continue as straight as possible through intersections until you are directed to change your direction of travel. There are two basic instructions to change your direction of travel; Left, and Right (which means that you have to decide between Left and Right at the intersection).

Covered bridges are single lane travel. Pause 30 seconds whenever crossing one.

Pause 6 seconds for each Stop sign, and 3 seconds for each Yield sign that applies to your course of travel.

If you go 5 miles without executing an instruction you are off course; i.e. LOST! Turn around and go back.

**IMPORTANT NOTE: The CZT's do not include any of the optional pauses occurring between controls. (This means that the first CZT following a control will have the pauses incorporated.)**

### III. CONTROLS: This event will use only PASSAGE controls, and OBS controls to collect score cards.

**PASSAGE** controls will be marked by an orange control sign. (Example shown at start). Drive past the sign and continue as in a free zone until the next instruction (CZT). **Time Allowance will be given automatically to minimize your score (remember that TA's must be 0.5, 1.5, 2.5 minutes, etc.).** Note that there is a CZT (Car Zero Time) given for every NRI. Your correct time at that location is CZT plus your car number in minutes. Also, CZT's are given in seconds (X:YY:ZZ) and scoring will be in seconds.

### IV. SCORING: One point for each second early or late up to a maximum of 120 points.

30 points for slowing below half the operational CAST (creeping), or for stopping within sight of a control without a working instruction to do so.

Ties will be broken on the basis of the most zeros, followed by the most ones, etc.

## IDES OF MARCH – COURSE CATEGORY

**I. INSTRUCTIONS:** All competitors will be using the same route instructions. Execute the instruction at the first opportunity which fulfills the written conditions. Course competitors will consider whether the execution is Course Directing or Course Following.

**CRAP Rule (Constantly Reoccurring Automatic Pause):** Whenever you execute a Course Following Instruction, immediately pause 30 seconds.

The questions that occasionally occur between instructions apply only to the GTA category.

Covered bridges are single lane travel. Pause 30 seconds whenever crossing one.

**IMPORTANT NOTE:** The CZT's do not include any of the optional pauses occurring between controls. (This means that the first CZT following a control will have the pauses incorporated.)

### II. COURSE FOLLOWING:

**Course Directing Manner:** Means that the instruction causes you to leave the Main Road.

**Course Following Manner:** Means that the instruction goes the same direction as the Main Road.

**Main Road:** Most intersections have a main road leaving them, but not all. There will be three Main Road Determinants (MRD's) for the main road except during transit zones. They are labeled "A", "B", and "C". At each intersection, evaluate these in order and use the first one that applies to determine whether the NRI is course directing at this intersection. MRD's do NOT apply in transit zones. The MRD's in effect at the end of the OCZ are:

“A” **Right at T** Hopefully this one is obvious.

“B” **Protection** means the one road leaving the intersection, other than the one you arrived on, which has the lowest ranking sign, or no sign that restricts entry to the intersection; i.e. STOP is higher ranking than YIELD. You will have to be able to recognize these from the back, and in some cases from near the edge.

“C” **Straight as Possible** (As defined.)

**III. CONTROLS:** This event will use only PASSAGE controls, and OBS controls to collect score cards.

**PASSAGE** controls will be marked by an orange control sign. (Example shown at start). Drive past the sign and continue as in a free zone until the next instruction (CZT). **Time Allowance will be given automatically to minimize your score (remember that TA's must be 0.5, 1.5, 2.5 minutes, etc.).** Note that there is a CZT (Car Zero Time) given for every NRI. Your correct time at that location is CZT plus your car number in minutes. Also, CZT's are given in seconds (X:YY:ZZ) and scoring will be in seconds.

**IV. SCORING:** One point for each second early or late up to a maximum of 120 points.

30 points for slowing below half the operational CAST (creeping), or for stopping within sight of the open control without a working instruction to do so.

**Ties** will be broken on the basis of the most zeros, followed by the most ones, etc.

## IDES OF MARCH – GTA CATEGORY

- I. INSTRUCTIONS:** All competitors will be using the same route instructions. Execute the instruction at the first opportunity which fulfills the written conditions. GTA competitors will consider whether the execution is Course Directing or Course Following.

The questions that occasionally occur between instructions apply to the GTA.

Covered bridges are single lane travel. Please yield to competitors running for time.

### II. COURSE FOLLOWING:

**Course Directing Manner:** Means that the instruction causes you to leave the Main Road.

**Course Following Manner:** Means that the instruction goes the same direction as the Main Road.

**Main Road:** Most intersections have a main road leaving them, but not all. There will be three Main Road Determinants (MRD's) for the main road except during transit zones. They are labeled "A", "B", and "C". At each intersection, evaluate these in order and use the first one that applies to determine whether the NRI is course directing at this intersection. MRD's do NOT apply in transit zones. The MRD's in effect at the end of the OCZ are:

“A” **Right at T** Hopefully this one is obvious.

“B” **Protection** means the one road leaving the intersection, other than the one you arrived on, which has the lowest ranking sign, or no sign that restricts entry to the intersection; i.e. STOP is higher ranking than YIELD. You will have to be able to recognize these from the back, and in some cases from near the edge.

“C” **Straight as Possible** (As defined.)

### III. CONTROLS:

This event will use only PASSAGE controls, and OBS controls to collect score cards.

**PASSAGE** controls will be marked by an orange control sign. (Example shown at start). Drive past the sign and continue as in a free zone until the next instruction (CZT). **Time Allowance will be given automatically to minimize your score (remember that TA's must be 0.5, 1.5, 2.5 minutes, etc.).** Note that there is a CZT (Car Zero Time) given for every NRI. Your correct time at that location is CZT plus your car number in minutes. Also, CZT's are given in seconds (X:YY:ZZ) and scoring will be in seconds. **Do NOT leave any point before CZT because the next control might not be open and therefore think that you are a missing car they have to wait for! (And don't let yourself get more than 10 minutes later than CZT either!!)**

### IV. SCORING:

You will be given 1 point for each incorrectly answered Q and 1 point for each incorrectly marked instruction plus 1 point for each minute early or late at a control. (You have a  $\pm$  1 minute window.)

For each instruction, enter “D” for course directing, or “F” for Course Following.

LOW SCORE WINS. If there is a tie, a coin will be tossed. The higher car number has HEADS.

Each question (marked with a Q) and potential answer comes into effect upon the **initiation** of the preceding numbered instruction and goes out of effect upon the **completion** of the following numbered instruction. Write the answer to the question on the correspondingly numbered space on the answer sheet. If there is no applicable answer to a question marked with a Q (e. g Q1), write NONE in that space. A blank is an incorrect answer and will be scored as 1 point!