



GENERAL INSTRUCTIONS

1. Introduction:

1. The Way It Was TSD Road Rally **IS NOT A RACE**.
2. This is not The Cannonball Run with Little British Cars.
3. Definition: A TSD rally is a precision-based competition where a driver and navigator must stay on a specific route over many miles and arrive at unknown location checkpoints at specific times. It is not about going as fast as you can, it's about arriving at a previously unknown location as accurately as possible.
4. Please observe all posted speed limits. You will be assigned average speeds to maintain, and you will be penalized for arriving early or late at checkpoints along the route.
5. It is each contestant's responsibility to check the route instructions for legibility and completeness.

2. Glossary:

1. **AFTER:** The referenced item will be before the point at which the action is to be executed. Example: Turn Left **AFTER** "Bobs Tree Removal Service" (A sign on the side of the road.)
2. **AT:** The referenced item will be in the immediate vicinity of the point at which the action is to be executed. Example: Turn RIGHT **AT** "Bobs Tree Removal Service" (A sign on the side of the road.)
3. **CAST: Change Average Speed To** (a speed in miles per hour). Example: At "Bobs Tree Removal Service" (A sign on the side of the road) **CAST 45 MPH**

4. **RIGHT (LEFT):** A turn from 1 to 90 degrees in the direction indicated at an Intersection.
5. **Acute Right (Acute Left):** A turn from 91 to 179 degrees in the direction indicated at an Intersection. (Example: When the instruction says Acute Right First Opportunity and the first road you see would require you to only turn 90 degrees to the right, that is not your turn.)
6. **STOP:** An official octagonal stop sign, at which you are required to Stop.
7. **OPPORTUNITY:** From the Cambridge Dictionary: Where you are in a situation that makes it possible to do something that you want to do or have to do. Example: "Turn LEFT your first opportunity." This is not the same as "Turn LEFT your second opportunity."
8. **TRAFFIC LIGHT:** An intersection controlled by one or more traffic regulating lights, which need not be working.
9. **T:** An intersection, roughly in the shape of a capital T. It must be approached from the bottom. Example: Right at the T CAST 45 MPH.

3. Signs and Objects

1. 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.
2. Material not in quotes refers to the actual object, place or likeness. The object or place may be identified by a suitable sign.
3. All signs and objects will be of a permanent nature. Mail boxes, newspaper delivery boxes, their supports and signs and objects attached to them will not be used. Utility pole identifying numbers will not be used.
4. All signs and objects will be visible within 90 degrees of straight ahead. There will be no LOOK BACKS!

4. Roads

1. Roads requiring an illegal entry, requiring an illegal turn, marked "KEEP OUT", "DEAD END", "NO OUTLET", "ROAD CLOSED", etc. and private

- roads and driveways are not to be considered as opportunities to turn.
2. Unpaved/gravel roads are not to be considered as opportunities to turn.
 3. For the purpose of this TSD Rally all road types mentioned above,
DO NOT EXIST.

5. Execution of Instructions

1. Execute instructions in the order presented.
2. Complete each instruction before executing the next.
3. Speed changes may overlap several instructions. (Example – Route Instruction says: “Right at T. CAST 45.” You turn Right at the T intersection and change your average speed to 45 mph. You may have multiple instructions after that, but you maintain 45 mph till the next CAST speed change.)

6. Checkpoints

1. **Checkpoints** are used to determine your arrival time a certain point compared to the Rally Masters computed time.
2. Unlike the way it was back then, checkpoints will not be staffed. Instead, we have technology. Example: A Route Instruction could say:
#36: RIGHT on Blue Mill Rd. CAST 45
#37: Glassy Mountain Fire Station 36 is **CHECKPOINT #5**. Take a picture of the sign.
#38: LEFT at T. CAST 40 mph

Explanation: Everyone has a cell phone these days. Between the driver and the navigator, there are two high-definition cameras in the car.

3. Actions At The Checkpoint

- 1) All Checkpoints will be located so that you can stop adjacent to them, safe from other traffic.
- 2) Use your phone to take a picture of what the instruction is telling you to take a picture of.

- 3) Have the Navigator write down your arrival time on the **TIME CARD** for that CHECKPOINT.
- 4) Add two minutes to your ARRIVAL TIME. That will be your DEPARTURE TIME.
- 5) At the rally check-in table at The Stubborn Mule, the Navigator will sign the TIME CARD and hand it to the rally scoring official.
- 6) At the request of the scoring official, the Navigator may be requested to show the pictures of the CHECKPOINTS.

7. Timing

1. This rally will be timed to the MINUTE. When your TIME CARDS are scored, you will receive 1 point for every **MINUTE** you are **EARLY or LATE** at a CHECKPOINT.
2. Like golf, the team with the low score is the winner.
3. As previously stated, when you reach a CHECKPOINT, have the Navigator write down your arrival time on the TIME CARD for that CHECKPOINT.
4. Add two minutes to your ARRIVAL TIME. That will be your DEPARTURE TIME.
5. Scoring is for each leg between CHECKPOINTS, which for timing | purposes are separate. If you arrive at a CHECKPOINT 5 minutes late, the lateness does not carry over to the next stage and cannot be made up.
6. In the interests of safety, whenever you STOP at a STOP sign, add **15 SECONDS** to your route time. That way you will not have to speed to catch up to your AVERAGE SPEED as stated in the Route Directions

8. In Case You Get Hopelessly Lost Or Confused

1. In case you get hopelessly lost, confused or are just not having any fun, please don't just drive off into the sunset and leave us

- wondering if you are still alive.
2. If you have to leave/bail out early, please contact the rally master, so that we can account for your whereabouts, and know that you did not drive off a cliff.
 3. The finish point is the Stubborn Mule Restaurant & Brewery @ 501 N Howard Ave, Landrum. It fronts on Hwy. 176, approximately 6/10ths of a mile North of the traffic light into downtown Landrum.

9. Things You Need To Bring

1. Your **CAR**, a **DRIVER** and a **NAVIGATOR**. Solo drivers are not permitted.
2. Your cell phones, as you will need them to take pictures of CHECKPOINTS and there are some real nifty stopwatch functions in there.
3. A clipboard to hold down the route instructions. You don't want them blowing out of the car.
4. A large note pad for the navigator to do the TSD computations on.

Although the five pages above may seem confusing at first, a slow second read should bring some clarity.

For those who are interested, it is our intention to have a **RALLY SCHOOL** in March – Date and Location To Be Determined. We will go over the General Instructions and then when everyone is comfortable, we will go out and have a 10 or 15 mile PRACTICE RALLY. This practice session may or may not cover a portion of the actual routes for the April event, but it will look like the real thing.