

MINI-MONTE 2008

General Instructions

1. INTRODUCTION

This is a TSD (Time, Speed, Distance) rally. There shall be no more than two people in each vehicle

Rally time is local time as broadcast by CHU or WWV.

Starting time will be 11:00 plus your car number in minutes.

Route instructions and maps will be available 30 minutes before your starting time. It is the contestants' responsibility to check them for legibility and completeness. Departure from the start indicates that all rally materials are in order.

2. CLASSES

- 2.1 EQUIPPED: Anything goes. Teams equipped with GPS systems must run in EQUIPPED.
- 2.2 LIMITED: Any calculating equipment and stock 0.1 mile odometer, OR slide rules, tables and 0.01 mile odometer. Any timing equipment other than variable rate clocks.
- 2.3 STOCK (Seat Of Pants): 0.1 mile stock odometer and slide rule, tables or simple four function calculator. Any timing equipment other than variable rate clocks.
- 2.4 Novice: Same as STOCK except the combined experience may not exceed ten Time-Speed-Distance Road Rallies in the past three years OR have placed in the top three overall or placed in Limited or Stock Class in the past five years.

3. COURSE FOLLOWING

3.1 The route is to be determined from the roads highlighted on the master Mini-Monte Map supplied in the rally package. This map is the only map which you may use. Street names on the map are usually but not always accurate. Key times, the start and end of transit zones, etc. are related to the map route by lettered notes on the map. Some of these notes will include an enlarged section of the map. The sign/object in this will be shown by an "x". The route will be shown by arrows.

3.2 During the Odometer Correction Leg the route will be determined by simple written instructions. These are to be executed in the order in which they are printed. At intersections where no instruction applies go as straight as possible.

4. MILEAGES

Mileages at intersections are at the apex of the turn unless otherwise specified and from the last odometer re-zero point.

5. SIGNS AND OBJECTS

A sign is any continuous surface on which letters, numbers, or illustrations are printed, painted, raised or embossed. Quoted material in lettered notes 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 scrambled or rearranged. Punctuation may or may not be quoted. Material not enclosed in quotes will refer to the object or place or likeness thereof. The object or place may be identified by a suitable sign.

6. ROADS

Under no circumstances are contestants to enter, or count as opportunities to enter, any private roads or driveways, roads marked "DEAD END", "NO OUTLET", etc., or to illegally enter any road (e.g. ONE WAY against traffic). All other roads on the map exist and may be used. This includes unpaved.

7. CONTROLS

Controls (checkpoints) will be located on the right-hand side of the rally route and will be identified by a sign or object which will be referenced in the instructions. The landmark may be on the left side of the route. If it is the instructions will indicate that. If the control is

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manned the crew will be on the right side of the route. DO NOT STOP AT CONTROLS. As you pass the sign entry your arrival time in the appropriate box on the score sheet provided with your maps. This time will be used to determine your score unless the control is manned. In which case the time recorded by the checkpoint personnel will be used.

The approximate location of each control will be shown on the maps. After each control there will be a lettered note giving a key time which will contain some slack.

Timing at controls is from the previous time of day (re)start to timing line. If you are late you must make up the time. Timing will be to the 0.01 minute.

8. GLOSSARY

Add Time: the time in minutes which you should pause, wait or delay on the rally route. An add time will increase your run time.

Key Time: the time at which Car #0 should leave a specific point on the route. Key times will contain some slack time to allow for controls, traffic light delays etc.

Transit Zone. A portion of the rally route in which no specific speed need be maintained. A key time will be given at the end of each Transit Zone.

CAS: Change (Commence) Average Speed. All speeds are in Miles Per Hour.

STOP - an intersection controlled by a stop sign which requires you to stop.

9. TIME ALLOWANCES (TA)

It is dangerous to try to make up time if you get delayed or lost. PLEASE use a TA if you get behind. This tells us how far behind your scheduled time you are now running.

To claim a TA, enter it on your scorecard in the space provided for the next control.

TA's must be taken in one minute increments with a maximum of 19.50 minutes. The first TA should start at 1.50 minutes (e.g. 1.50, 2.50, 3.50, ... 19.50). Subsequent TAs should start at 1.00 minutes (e.g. 1.00, 2.00,...). Only one TA is allowed per checkpoint.

A maximum of 19.50 minutes of TA is allowed for the rally. TAs are cumulative. Once you take a TA it is in effect for the rest of that event. There is no penalty for taking a TA.

TAs are always added to your run time.

10. SCORING

Each 0.01 minute early or late at a control 1

Stopping/creeping in sight of a control (except for safety reasons) 100

Maximum timing penalty at a control 500

11. SPEEDS

In order to insure suitable speeds we will use a modified Montana Method. That is whenever you pass a SPEED LIMIT (black and white) sign which controls your speed CAS to a speed determined as follows:

Speed Limit 40 or greater CAS 40.

Speed Limit 30, 35 CAS 30.

Speed Limit 25 CAS 24.

Speed Limit 20 CAS 20.

Speed Limit 15 CAS 15.

Do not use advisory black and

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yellow MPH or conditional (e.g. School Zone) speed limit signs. This rule does not apply during transit zones.

12. CAR NUMBERS

Car numbers will be provided and are to be placed on the right front door.

There is a \$5 deposit for car numbers. It will be returned when you return your number.

13. Additional Stuff

1. If you become seriously lost or decide to quit and go home call us at 908-930-2786.
2. Make sure that you have all parts of the map. Compare them to the map on display at the start.
3. Exact mileage is given to some but not all checkpoints.
4. Don't forget to enter your arrival times in your scorecard. If you need a TA enter that there as well.
5. Remember TAs last for the duration of the rally. If you take a 1.50 minute TA before the first control you must apply that to all subsequent controls.
6. Have fun.