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SI: Often at the beginning of a rallye as well as between sets of RIs that take place in different areas, SI traverses will be used to efficiently move you from one area to another (especially when you need to travel on larger, busier streets). Note that there are no gimmicks during these traverses and you won't need to look for CMs during them either – just follow the instructions in the obvious manner.

As you exit the parking lot, **L** at Cuesta, continue on Cuesta through the light at Miramonte, **R** at Fordham (the first chance after the light). End SI immediately after turning on Fordham.

Example 1: Bad Route Instruction

1. R 1st ch
2. L at Dukes

Explanation:

*Soon after turning on Fordham, you picked up course marker **O9**, which was just an on course CM to let you know you were on track.*

*RI 1 was a good RI that you can execute at Sladky, but then RI 2 was misspelled DukeS rather than Duke, so you can't execute the turn. Instead, you should go straight and pick up a course marker: **P31**. Looking up 31 on your SUPP/SI page tells you to make a U, delete RI 2, and take "R @ Duke".*

*However, "@" isn't defined ("at" is...), so after making the U you should instead continue straight to pick up another course marker: **I4**. Looking up 4 on your SUPP/SI page finds an SUPP that tells you to take a U, then turn L 1st ch, and continue working on RI 3.*

At this point, you should now be traveling north on Duke.

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Example 2: Onto Road by Name

SI: You should be traveling North on Duke between Sladky and Jefferson

3. L 1st opp

Explanation:

*Executing RI 3 puts you on Jefferson by name (see the definition of “opp”), but did you notice that the name of Jefferson changed to Lee when the road turned? Since you were onto Jefferson by name, you couldn’t continue onto the new road, so you had to U to keep traveling on Jefferson. Doing so gives you **Z15**, the SUPP for which tells you to U and then “NLORBN” (that is, “No Longer Onto Road By Name”), allowing you to execute RI 4.*

Example 3: Parallel Signs and Instruction Precedence

SI: You should be traveling North on Lee between Jefferson and Tulane

4. L at Tulane

Explanation:

*Traveling along Lee, you pick up **D2**, which tells you to take an L at Tulane, which also happens to be the route instruction you’re working on.*

The SUPP takes precedence over the route instruction, but both are in effect. After you execute the SUPP (taking a left at the corner of Lee and Tulane), you still have an instruction to take another left at Tulane.

*To follow this instruction, notice that the definition of “at” simply tells you to turn when you see the street name on a sign -- but that sign might be parallel to your direction of travel! So, to execute RI 4, you’ll turn L at the corner of Tulane and Fordham, picking up another course marker: **II6**, the instruction for which (an SI) puts you back on course. The fact that this instruction is an SI also tells you that there are no gimmicks on completing these instructions.*

*Finally, you pick up **QQ5** as you continue to travel down Tulane to make sure everyone is working on RI 5.*

Example 4: Applying General Instructions

SI: You should be traveling West on Tulane between Fordham and Yale

5. L at Yale

6. R 1st ch

SI: The Rallye ends traveling West on Sladky just after turning off of Yale, where you should be able to check your score.

Explanation:

After completing RI 4 a General Instruction went into effect that deleted the letter “a” from signs, so the word “Yale” can’t appear on a sign to let you complete RI 5 (it’s “Yle” instead).

*Continuing straight down Tulane, you’ll see course marker **A10**, which you might be tempted to record. However, the same GI affects CMs as well (they’re also signs), so this isn’t a valid course marker! Driving further down Tulane, you find **C3** instead, which tells you to make a U turn, then go “R at Yale” and continue working on RI 6.*

*You can make the U, but notice that the SUPP for **C3** didn’t delete the rule in the generals that removes “a” from signs, so this is still in effect and the second supp is bad -- you still can’t turn at “Yale” because the sign still reads “Yle”. Instead, head straight through the intersection to pick up **U1**, which finally ends the gimmick (via the DG, or Delete General, instruction) and gets you back on track.*

Finally, you can execute RI 6 without any gimmicks to turn R 1st ch and reach the end of the rallye.

Example 5: Fish

Explanation:

*You might wonder, “why not just drive around and record all the course markers I find?” There are two answers: First, all the fun in the rallye is figuring out the gimmicks, so why would you want to? And, second, because most rallyes will include bad course markers (worth negative points) to prevent this sort of “fishing” from being a productive way to rack up points. Fish CMs are generally placed on the periphery of the valid course but in areas you shouldn’t reach if you’re following the instructions. For instance, if you turned R at Fordham from Tulane (which you would have no good reason to do), you would pick up **F13**, a fish worth -50 points.*