

Rallye School • Route Instructions, Page 1

Example 1: Bad Route Instruction

SI: Start off heading North on 15th between Mission and Vestal

1. R onto Heading

Explanation:

*RI 1 was misspelled HeAding rather than Hedding, 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 1, and take "L first op".*

*However, "op" isn't defined ("opp" is...), so instead you should 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 R first opp, and continue working on RI 2.*

At this point, you should now be onto Hedding by name.

Example 2: Onto Road by Name

SI: You should be traveling West on Hedding between 15th and 16th

2. L at Commercial

Explanation:

*Did you notice that the name of Hedding changed to Berryessa when you crossed Mabury? Since you were onto Hedding by name, you couldn't continue onto the new road, so you had to U to keep traveling on Hedding. 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 2.*

Example 3: Parallel Signs and Instruction Precedence

SI: You should be traveling North on Commercial from the corner of Hedding

3. L at Oakland

SI: Begin SI after turning at Oakland. No gimmicks or instructions will take you onto the freeway, so continue driving down Oakland past the freeway entrance without looking for gimmicks. End SI after passing over the freeway.

Rallye School • Route Instructions, Page 2

4. R at Madera
5. L at 10th
6. L first ch
7. R at Thirteenth

Explanation:

*Driving on Commercial, you picked up course marker **O9**, which was just an on course CM to let you know you were on track. There weren't any gimmicks on executing RI 3 and then you follow the SI across the freeway to pick up **D2**, which tells you to take an R at Madera, 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 right at the corner of Madera and Oakland), you still have an instruction to take another right at Madera.

*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 R at the corner of Madera and 12th, 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 **AA5** as you continue to travel down Madera to make sure everyone is working on RI 5. There aren't any gimmicks or CMs on the next three RIs, so you should execute these without issue.*

Example 4: Applying General Instructions

SI: You should be traveling South on 13th from the corner of 13th and Hedding

8. R at Vestal
9. L at 12th

SI: The Rallye ends traveling south on 12th between Vestal and Mission, where you should be able to check your score.

Explanation:

Rallye School • Route Instructions, Page 3

After completing RI 7 a General Instruction went into effect that deleted the letter “a” from signs, so the word “Vestal” can’t appear on a sign to let you complete RI 8 (it’s “Vestl” instead).

*Continuing straight down 13th St, 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 13th St, you find **C3** instead, which tells you to make a U turn, then go “L at Vestal” and continue working on RI 9.*

*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 “Vestal” because the sign still reads “Vestl”. 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 9 without any gimmicks to turn L at 12th 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 12th from Vestal (which you would have no good reason to do), you would pick up **F13**, a fish worth -50 points.*