

GET YOUR KICKS ON ROUTE 66

General Instructions - Page 1

Special Instruction: Welcome to today's car rallye, which is called a course marker-gimmick rallye. A prearranged course has been designed which you will drive while applying what you have read in these General Instructions. Read all instructions very carefully. In your invitation to this rallye you received a tip page giving basic instructions for running a car rallye. If you have additional questions please feel free to ask the rallyemaster at the start prior to beginning the rallye. The theme of this rallye is based on historic U. S. Route 66. Any knowledge or expertise of U. S. Route 66, however, in no way enables you to perform better on the rallye than those that have no knowledge of it. In fact, this rallye is not being scored however you will receive an answer sheet at the end of the rallye if you want to see the gimmicks and their explanations. This rallye will run entirely within a small section of the Winters City limits with the exception route to end the rallye on Central Lane. There are no gimmicks (tricks) in this paragraph. End SI.

General Instructions (also referred to as GIs)

DEFINITIONS:

<u>at:</u>	in each instruction using the word "at", everything following "at" must appear on the sign where you are instructed to turn.
<u>ch:</u>	a chance to turn in the direction indicated at a named road.
<u>opp:</u>	an opportunity to turn ONTO the road by name.
<u>onto:</u>	onto the road by name. Stay onto a road by name, even if you must U to do so, until instructed off.
<u>NLORBN:</u>	no longer onto road by name.
<u>ORBN:</u>	onto road by name
<u>U:</u>	a one hundred eighty degree turn. Make Us where legal and safe but consider them made where instructed.
<u>enter:</u>	stop at the indicated checkpoint and hand your scoresheet to the rallye personnel. At each checkpoint you are on course. Please do not block driveways or stop out in the street, you are to park at the curb. Do not enter the checkpoint if you are unable to comply with the posted CP signs.
<u>completion:</u>	execution or deletion
<u>delete:</u>	does not exist
<u>right:</u>	R
<u>left:</u>	L
<u>R:</u>	make a turn to the right approximately 90 degrees
<u>L:</u>	make a turn to the left approximately 90 degrees
<u>turn:</u>	change of direction
<u>stop:</u>	an 8-sided red and white sign with the word "STOP" on it.
<u>CM:</u>	coursemarker

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DEFINITIONS (continued):

- CP: checkpoint
- T: the intersection of two named roads shaped like a T. R at uninstructed T's.
- DRI: delete the route instruction you are currently working on
- CRI: continue with the RI indicated, and delete any other RIs that may be in effect.
- signs: any single surface, only government erected street signs and traffic control signs and CM/CP related signs erected for tonight's rallye are considered signs.
- church: First Baptist Church
- red rocking chair: A red rocking chair on the route is a rest stop for the driver or navigator to stop, sit in the chair and take a break.
- DG: delete the sentence in the general instructions that caused you to reach this CM. DGs are only used in SIs. No gimmick on DG.
- word: One or more letters set off by spaces.
- park: Locate a safe and legal space to park, maneuver the car into it and place the car in park. Do this as near as possible to the place where instructed.
- steps: numbered instruction.
- on course: you are doing just fine. Execute an "on course" by taking a deep breath
- Chevy Vega: Emil's transportation for his travels tonight

ORDER OF PRECEDENCE: The Order of Precedence is listed below, decreasing in precedence as you travel down the list. When two or more instructions of different precedence are in effect, work on the instruction of higher/highest precedence.

1. **California Vehicle Code:** OBEY THE LAW. Do not break any laws to follow any other instructions. You may work on other instructions while following the Vehicle Code. The police have been notified about the route and will be patrolling the route. SI: DO NOT SPEED. This rallye is not a race, it is a mind game on wheels.
2. **Special Instructions (SIs):** Highest order of precedence other than the law. There are no gimmicks on SIs. When instructed, always follow the SIs. Do not work on any other instruction when SIs are in effect.
3. **General Instructions (GIs):** General Instructions are contained in the five pages labeled General Instructions which you received at the start. They are always in effect, unless deleted by an SI.

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4. **Supplementary Instructions (SUPPs):** Supps are numbered instructions with lettered part(s) that appear on the SUPP/SI pages or are shown to you at a Checkpoint. Once you execute a supp it is deleted, and its corresponding CM no longer exists (i.e. if you encounter a CM for a second time on the route ignore it). Supps received at CPs come into effect upon receipt and are deleted upon execution. When a supp has more than one part, complete the supp in alphabetical order.
5. **Route Instructions (RIs):** RIs are numbered instructions on the Route Instruction page. Always work on the lowest numbered uncompleted RI. Once you execute an RI, it no longer exists.

COURSEMARKERS: are round white signs with a letter-number combination and red reflective tape. There is a good CM at the start. When you see a CM, record it on your score sheet by writing the number on the CM next to the corresponding letter on your scoresheet. Once you record a CM, bring into effect and complete any corresponding Supps or SIs on your SUPP/SI page. When you are working on supps and record a coursemarker, delete the supps you were working on and begin working on the supps from the CM just recorded. Once a CM is recorded on your scoresheet it does not exist.

CHECKPOINTS will be identified by a sign with a ✓. similar to the one at the start. The CP may be on the opposite side of the street from the direction you are traveling, park, take your scoresheet with you and safely cross the street to the CP. The CP at the start is good. When you encounter a CP, enter the CP by telling the personnel which RI you are working on and hand the personnel your score sheet. You can only enter a CP if you can obey the posted CP signs. At some of the CPs you will be given an opportunity to answer trivia questions. The team with the most correct trivia answers will win a prize. You might also be given cards for a poker hand. The best poker hand at the end of the rallye also receives a prize. You may also receive instructions at a CP from CP personnel.

THE ROAD TRIP – a tale of Emil’s travels on the Mother Road

Tonight you will be following Emil’s route as he journeys across the country trying to get home to his beloved wife and children, Mary Jo, Kit and Joie who have planned a 66th birthday celebration with family and friends. When you see Emil on the route say “Happy Birthday.”

It was a dark and stormy night when Emil set off in search of the elusive kicks his family planned for his birthday celebration. As he took to the roads of Winters he found that all roads had been transformed and renamed U. S. Route 66. Losing his bearings in the storm

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the compass point abbreviations N, S, E and W did not exist on signs but the words did. Additionally the words Road, Street, Lane, Avenue, Way, Circle, Court and Expressway did not appear on signs and neither did their abbreviations (e.g. Rd., St., Ln., Ave., Cir., Ct., Expy.).

Beginning his journey in Chicago, also known as “The Windy City,” a strong north wind soon blew his little Chevy Vega off course at First and he had to retrace where he had been to find his way back on course. Happy to be out of the wind Emil was enjoying a pleasant drive listening to Joe Pyne, the father of conservative radio talk shows. Strange, he thought Joe had died, but what the heck, perhaps it was an old recording.

After the completion of RI3 while traveling through Missouri, Emil slowed as he crossed Abbey to admire the Meramec Caverns. The caverns gained notoriety when outlaw Jesse James used them for his hideout. As he left the caverns Emil spied in his rear view mirror that a wet hitchhiker dressed in old west attire and wearing a six shooter was now sitting in the back seat. The hitchhiker informed Emil that his name was Jesse James, his horse had died and he sure appreciated Emil giving him a ride in his horseless carriage. It was rather odd, and as Emil looked at Jesse he noticed he could see right through him. Perhaps it was fitting that Emil found he was now onto the road named Zombie – the spookiest section of Route 66. Would he get out alive?

Emil was relieved to leave Missouri behind and enter Kansas, the shortest section of Route 66. Unfortunately, (or fortunately), when he saw a V8 on the route he realized the Vega was low on oil and he needed a tow from Tow Mater to Cars on the Route. He was annoyed when Tow Mater announced “Dad gum! If I’m lyin’, I’m cryin’ but I can only go right when I encounter T intersections to get to the repair shop but I will Git-R-Done!”

The Vega, now filled with oil and an extra case in the back, put Emil back on the road again and happy to reach Oklahoma. He was getting hungry and knowing that he was in Newt Wallace’s home state Emil began looking for Newt’s on the route knowing that once he found Newt’s he could go right at the first chance to find the secret okra patch. Yummy! He was still munching on okra when after executing RI 9 he cruised over the state line into Texas. Sadly the smell of the okra attracted the famous Goatman who attacked the Vega. Being a goat (or man) of discriminating taste he ignored the okra and instead ate Emil’s directions. At this point Emil had no choice but to continue straight.

Arriving in New Mexico Emil was wondering could things get any worse? Would he ever get home to his party? Surely the worst was behind him – OH NO! The worst was in front him! A flaming semi-truck was heading straight for him with sparks flying from his wheels. It was

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then that Emil saw the devil (666) on the route and decided he should U, then R at Baker to go to church. Is this what comes from listening to Coast to Coast radio at 3 a.m.?

Whew, Arizona! There standing under Q 16 on a corner in Winslow, Arizona, such a fine site to see is a very sad looking Ellie Mae. Poor dog, she is very unhappy because Emil spotted a woman looking suspiciously like Mary Jo in a flat bed Ford and he took off with her leaving Ellie Mae behind. Taking pity on Ellie Mae you decide to pick her up. Your navigator identifies so closely with Ellie Mae that he/she morphs into Ellie Mae. Ellie Mae likes to stick her head out the car window and bark. In fact you can't get her to stop barking. That is at least preferable to the gas she passes in the car.

California here we come! Exhausted but happy to be in the Golden State all Emil can think about is getting a tee-pee at the Wig-Wam Motel before driving the rest of the way home. Blurry eyed he noticed he had gone too far and passed Li Wai Village thus entering the land of the maniacal chief that had been raised by wolves. Time to turn around and go back in search of his Wig-Wam where he could get a good night's sleep and dream of the friends, family, pizza and beer that will be waiting for him when he gets home. Poor Emil, it has been a challenging trip on Route 66 so remember to say "Happy Birthday" when you see Emil.

Special Instruction: Thank you for joining us to celebrate Emil's birthday by Getting Your Kicks on Route 66. Good luck and have fun!

The Rallymaster and CP Personnel
(Mary Jo, Kit, Joie and Kristen)