

Rallye School

General Instructions, Page 1

Special Instruction: Welcome to Rallye School, which will demonstrate some of the mechanics of a course marker-gimmick rallye. The route instructions designate a prearranged course which you will drive, where you must apply what you have read in these General Instructions. Read all instructions very carefully. After each set of route instructions, a brief explanation details the gimmicks that were at play and which course markers you should have recorded. There are no gimmicks (tricks) in this paragraph. End SI.

DEFINITIONS:

at: in each instruction using the word “at”, everything following “at” must appear on the sign where you are instructed to turn.

ch: a chance to turn in the direction indicated at a named road.

opp: an opportunity to turn ONTO the road by name

NLORBN: no longer onto road by name

ORBN: onto road by name

U: a one hundred and eighty degree turn. Make Us where safe and legal but consider them made where instructed.

completion: execution or deletion

delete: does not exist

right: R

left: L

R: make a turn to the right approximately 90 degrees.

L: make a turn to the left approximately 90 degrees.

turn: change of direction.

Stop: An 8-sided red and white sign with the word “STOP” on it.

CM: Course marker

CP: Checkpoint

T: the intersection of two named roads shaped like a T approached up the stem. Always go L at uninstructed Ts.

DRI: delete the route instruction you are currently working on

CRI: continue with the lowest numbered, uncompleted RI, or 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 signs erected for tonight’s rallye are considered signs.

DG: delete the sentence in the general instructions that caused you to reach this CM. DGs are only used in SIs (No gimmicks on DG).

steps: Numbered instructions.

on course: You are doing just fine. Execute an “on course” by patting the drive on the back.

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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.

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. Remember, although the RI page is divided into different stages, the numerical order dictates completion (that is, you cannot complete two different RIs with the same number). SI: Information in the “Clues and Reminders” column on the RI page are not part of any instruction -- they’re just helpful hints with no gimmicks on them.

COURSE MARKERS 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.

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The Story:

Many course marker-gimmick rallyes are organized around a theme or story, which is also used to define several rules and gimmicks that will come into play during the course of the rallye. Here's a very brief story for this rallye, though usually they'll be much more involved:

On today's rallye, you're taking on the role of Richie Cunningham, on your way to school. Your route to school is detailed in on the route instructions page and you'll have to follow it very carefully to make sure you don't get lost on your way! As you start your way down Thirteenth Street **after completing RI 7**, you notice the Fonz jumping over a shark on his surfboard and are so thoroughly disappointed in the absurdity of that story arc that you decide to ignore the letter "a" (both capital and lowercase) on any sign you see for the rest of the day. Hopefully that won't mess you up on your way to school!

GOOD LUCK AND HAVE FUN!

The Rallyemasters