

Road Warriors

General Instructions, Page 1

Special Instruction: Welcome to today's car rallye, which is called a course marker-gimmick rallye. The Class of 2000 appreciates your participation and support. We have designed a prearranged course which you will drive, where you must apply what you have read in these General Instructions. Read all instructions very carefully. There will be a brief beginner class at 7:15pm. This class will review the basics of running this rallye. Have fun and good luck. The theme of this rallye is based on the Mad Max series of movies. Having seen these movies, however, in no way enables you to obtain a higher score than those who have not seen any of the Mad Max movies. This rallye will run entirely within Winters City limits. 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

onto: onto the road by name. Stay onto a road by name, even if you must U to do so, until instructed off.

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.

Cir: Circle. Cir and Circle are considered to be the same word.

enter: stop at the indicated checkpoint and hand your scoresheet to the rallye personnel.

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. When you are told to turn but not instructed as to which way to turn, you should turn to the left if possible.

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. R 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).

Word: One or more letters set off by spaces.

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 four pages labeled General Instructions which you received at the start. They are always in effect, unless deleted by an SI.

4. Note Instructions: Notes are lettered instructions labeled “Note” that come into effect upon completion of the immediately preceding RI or SI (No gimmicks on how notes come into effect). Complete notes according to the following schedule: Execute Note A once and then it is deleted; Execute Note B twice and then it is deleted; Execute Note C three times and then it is deleted.

5. 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. 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.

6. Route Instructions (RIs): RIs are numbered instructions on the Route Instruction page. RIs come into effect and are to be completed in ascending numerical order. Once you execute an RI, it no longer exists. 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.

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SI: A FEW HELPFUL HINTS:

- 1. List the gimmicks** (tricks) on your RI page (you may want to print it out if you're running this rallye online) that you encounter as you read through these General Instructions. You will need to apply them to the route later. You may wish to make note of the gimmicks in the margins of these pages so you can find the original wording when you need it.
- 2. Make a note** of when gimmicks come into effect and are ended. The best places to make these notes are next to the RIs and Supps that bring the gimmicks into effect and those that end them.
- 3. Some gimmicks are harder than others.** With this in mind, try your best to think through all of the gimmicks you encounter. We hope you enjoy today's rallye and enjoy figuring out the many challenges of the route.
- 4. Some clues are listed on the RI page.** SI: No gimmicks on the clues and reminders.

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.

CHECKPOINTS will be identified by a sign with a ✓. similar to the one at the start. 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 may receive instructions at a CP. At all CPs you will be given an opportunity to draw card(s) to form a poker hand. Best poker hand will win a prize. You may only enter a CP located on your side of the street.

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THE TELL:

“This ain’t one body’s story; it’s the story of us all. We got it mouth to mouth so you got to listen it and member, because what you hears to today you got to tell the birthed tomorrow. I’m looking behind us now across the count of time; down the long hall into history back...” I sees a time when driveways do not exist and the world has no direction (North, South, East, and West do not exist as words on signs prior to the completion of RI 19). In this time, the words Road, Street, Lane, Avenue, Way and their abbreviations do not exist on signs. Those who live in this time survive only by strictly following the instructions of their leader, the high authority, whom they so oddly call the Rallye Master. All people are known only as the Road Warriors. Road Warriors continue as straight as possible until instructed otherwise by the word of the high authority, and only travel on roads that do have names. When looking at any writing the Road Warriors would never split words, unless instructed otherwise by the high authority’s word. Tonight you, and everyone in your car, become Mad Max: the Road Warrior, and enter this other time, in which you follow the rules stated above. As you drive through the rallye, however, many things happen to you... After the completion of RI 3, an embargo is placed on Winters, and all M’s on signs are stricken from existence (the great Rallye Master informs you that you can split M’s out of words on signs at this point); once you see a CM with the number 12 on it, the embargo is lifted and the M’s are replaced to where they rightfully belong. To Road Warriors, the circle symbolizes the unity of all things, thus, they can not refuse a chance to turn L at Village Circle (Cir and Circle are considered to be the same word). Between the completion of RI 14 and the completion of RI 16, you’re lost and confused, so much that you begin to read all of the CMs upside down (i.e., L-1 becomes I-7; 1<->I, 3<->E, 4<->h, 7<->L, 0<->O). After you record a CM with the number 1 on it and until you see a CM with one or more E’s on it, you’re so tired of senselessly driving through this world devoid of life that you get double vision: all letters and numbers on CMs are “doubled” (i.e., M-7 becomes MM-77). There is a great belief that one known as Captain Elliot “G.L.” Walker will restore civilization to its former glory; this belief is so dominant that in search of Captain Walker, all Road Warriors are compelled to turn R at Elliott. Between the completion of RI 22 and the completion of RI 23, another embargo is placed on Winters: this time the numbers 1, 2, 3, 4, and 5 and the words one, two, three, four, five, second, third, fourth, and fifth are stricken from their existence on signs. The Great Rallye Master is not one to forget the old teachings, as well as the new, and bids you to remember what Hank Hill said: The only place you can find a Main Street anymore is in Disneyland.”

The Finish: The finish is the Pizza Factory Pizza Parlor on Main Street in Winters. The finish opens at 8:30 and closes at 9:00. You must turn in your score sheet to the rallye personnel before 9:00 or you will be disqualified. The Tiebreaker: In the space provided on your scoresheet, write the number of good CMs you believe are possible for tonight’s rallye.

GOOD LUCK AND HAVE FUN!

The Rallyemasters