

# THE TRAP RALLYE - GENERAL INSTRUCTIONS

## Start

It is the contestants' responsibility to depart at their correct start time and in assigned car number order. The correct start time is 1:30pm plus the assigned car number in minutes. Example: Car #1 departs at 1:31pm.

## Main Road Rules

The course is defined by the following rules with the following priority.

1. **On or Onto** - after executing an instruction that directs you onto a named or numbered road by the use of the word "on", "onto", "enter", or "pick up" and the road's name or number, that named or numbered road is then the main road until a course directing action can be executed
2. **Protection** – proceed in the single direction leaving an intersection (except for the road on which you entered the intersection) that is NOT controlled by either an official stop or yield sign, until a course directing action can be executed
3. **Straight as Possible** – proceed as straight as possible through any intersection until a course directing action can be executed.

## Course Directing Actions

The portion of any numbered or note instruction which directs a unique course other than to follow the "main road" will use the terms "left" (L), "right" (R), "turn", "enter", "exit", and "straight" (or actions defined in similar terms) and are considered course directing actions. These actions must be executed by leaving the "main road". If there is a choice (redundancy) between a course directing action and non-course directing action(s), the course directing action takes priority. Clarification - follow the main road using the MRR's, until a numbered or a note instruction can be executed. A U-turn is not a course directing action and will only be used as an Emergency instruction. Parenthetical information in a numbered instruction can be helpful or informative, but is not essential to follow the course and can be used to separate groups of scoring opportunities, note instructions, or to provide on-course confirmation. (Steeplewood) means to notice the street identified by its sign as you pass it. "Steeplewood" means to notice only the sign itself.

To follow the correct course, apply these priorities in the following order:

1. Execute an **Emergency** instruction (if used)
3. Execute a course directing action in a **Numbered** instruction
4. Execute a course directing action in a **Note** instruction
5. Follow the "main road" using the **MRR** priorities

## Emergency Signs and Instructions

An Emergency instruction may be implemented only by the use of easily-seen white paper/plastic dinner plate(s) located on the right side of the rally route or by a written or verbal change to the route instructions made by a rally official to the contestants. If a white plate is encountered on the route, consider it an Emergency Sign only if it includes the letters "EMERG" and the next course directing action(s) to be taken.

## Numbered instructions

Numbered instructions are executed only once and in ascending numerical order, beginning with the number "1" and always take priority over any other course directing action (note instructions). In case of conflicts, execute the numbered instruction.

## Note instructions

Note instructions become active only upon the execution or cancellation of an immediately preceding numbered instruction and upon use of the word "Activate" and followed by a unique alphabetical letter. Example: **Activate Note D**. A note instruction must be executed each time its conditions are met and is cancelled only upon use of the word "Deactivate". Example: **Deactivate Note A** or **Deactivate after 1<sup>st</sup> use**. If more than one note instruction can be executed at the same point (redundancy), the note instruction with the lowest alphabetical letter takes priority over any higher-lettered note instruction(s). Note instructions may be executed in any alphabetical sequence and are frequently out of alphabetical order. In case of conflicts with a numbered instruction, always execute the numbered instruction.

## Roads

The following are to be considered non-existent and will not be used by the contestants, unless specified in a course directing action: all unpaved (dirt/gravel) roads, roads which clearly end in sight (courts, cul-de-sacs), roads into a plant entrance or parking lot; roads which are obviously closed/barricaded, marked private, not legal to enter (or require an illegal turn to enter), alleys, and roads marked "Keep Out", "No Outlet", "Dead End", etc. **All signs, landmarks, road identification, Controls, and/or scoring opportunities located at or past a "No Outlet" or "Dead End" sign do not exist and are invalid to use.**

## Quoted Signs

Words, numbers, and/or letters in quotation marks are quoted from a sign identifying a landmark or a road. Quoted signs used as valid scoring opportunities will be only on the right-hand side of the rally course, unless the instruction(s) state **SOL** (sign on left) or if the quoted sign is also road identification. All quoted signs will be readable at the posted speed limit. "Look-back" signs (ones that can be read only after they are passed) will not be used as scoring opportunities, but some road identification used for course following may not be readable until even with (or slightly past) the sign. Spelling should be exact, but non-exact punctuation, spacing, and/or type style will not be used as a basis for scoring. Signs on movable objects, vehicles, or painted on the road surface are not used and are invalid (do not exist). Road identification may be located anywhere in the immediate area of the identified road (on the right, the left, across the intersection, or even suspended above an intersection). Scoring opportunities based solely upon road identification are also valid if located on the left of (or above) the rally course.

## Landmarks

All landmarks will be identified by a sign or defined in the glossary of these rules or the event supplement, if any. A sign identifying a landmark need not be attached to the landmark, but the identification will be obvious. A defined landmark will be used only in the sense defined.

## Controls

A Checkpoint (✓) sign identifies the Control areas of the rally course. Each car must stop past the Checkpoint sign, in the vicinity of the Control Worker(s), and be prepared to answer questions and/or exit the car and participate in an activity. After the route instructions are returned to the contestant(s), they may slowly proceed out of the Control area and continue on the rally course.

## Scoring

"Fill-in-the-blank" scoring opportunities will be in the order shown on the route instructions and may overlap subsequent (later) instructions and other scoring opportunities, if so noted. Some scoring opportunities may be invalid or do not exist (correct by leaving "blank") and/or located on "non-existent" or off-course roads. Answers to each invalid scoring opportunity will count as 3 negative points against the contestant's total score. Each valid scoring opportunity, correctly answered, will count as 2 points, except on multiple-choice answers, where the maximum possible number of points allowed (over 3) is provided to the contestants. Each valid but unanswered on-course scoring opportunity will count as 0 points. A maximum of 10 points may be awarded at each Control location for successfully completing all questions and/or activities.

## Penalties

20 points will be deducted from the contestant's total score for unsafe or reckless driving or illegal speeds, as observed by any Control Worker or Rally Official while the contestant is on the rally course. 20 points will also be deducted for a contestant's failure to obey the written or verbal directions of a Rally Official or Control Worker. Serious infractions may result in disqualification of the contestant.

## Time Allowance

The course is less than 60 total miles. You have 2 hours and 30 minutes to complete the rally course, plus a 30-minute penalty-free period (3 hours total). After 3 hours, 10 points will be deducted from the contestants' total score. After 3 hours and 30 minutes, the contestant will receive a total score of 0 points.

# GLOSSARY

**ACTIVATE:** to begin using a Note instruction

**AFTER:** in the vicinity of, but immediately past the referenced landmark

**AT:** "Even with" or "in the vicinity of" the referenced landmark

**BEFORE:** in sight of and prior to the referenced navigational aid

**BLINKER:** a warning signal at an intersection or a railroad crossing, which the contestant is obliged to obey if operating. The blinker consists of a light or lights usually red or yellow, operating in a fixed sequence of on and off. For rally purposes, only one blinker may exist at an intersection or railroad crossing. The blinker does not have to be operational to be a valid landmark.

**CONTROL:** an area that the contestant is required to stop in order to follow the directions of the Control Worker(s). It is identified by a Checkpoint sign.

**DEACTIVATE:** to stop using (or to cancel the use of) a Note instruction

**ENTER:** to move toward the landmark or road in order to travel on it

**EXIT:** to leave a controlled access road using an exit ramp to enter onto a major highway's service road

**IMMEDIATE OR IMMEDIATELY:** quickly execute, in the same vicinity

**INTERSECTION:** any meeting of public roads (without regard to route designation, surface condition or other characteristics unless such render the road non-existent) at grade level from which the rally vehicle could proceed in more than one direction without making a U-turn

**L or LEFT:** a turn to the left

**LEG:** a portion of a rally route extending from one point to the next

**MOVE:** to travel in the direction given

**OPP or OPPORTUNITY:** a place at which the specified action can be executed

**PAVED:** a road having a hard surface, such as concrete, brick, or asphalt

**PICK UP:** used when a road's name changes without having to execute a turn (may be redundant with MRR Straight as Possible)

**R or RIGHT:** a turn to the right

**SOL:** a sign on the left-hand side of the rally route

**SS or STOP:** an intersection controlled by an official octagonal stop sign at which the rally vehicle is legally required to completely stop before proceeding

**SERVICE ROAD:** a paved road traveling along a major highway, used to gain access to or to exit from a limited-access major highway

**STRAIGHT \*:** to proceed within plus or minus 10 degrees of directly ahead at an intersection (may be redundant with MRR Straight as Possible)

**T:** an Intersection having the general shape of the letter "T" as approached from the base by the contestant. It is not possible to go "straight as possible" at a T. The base of the T may branch into a Y, but if both branches clearly end at a T, the entire intersection is still considered a T intersection.

**TL or TRAFFIC LIGHT:** a fixed signal light alternating red and green (and frequently including yellow as a transition between green and red) used at an intersection to regulate traffic and which controls the rally vehicle. For rally purposes, only one traffic light may exist at an intersection. A traffic light may be set to operate as a blinker, although it will not be referenced as such and it may not be operational in order to be a valid landmark.

**TOWARD:** to move in a direction closer to the referenced landmark

**UNPAVED:** A road having a non-hard surface, such as broken stone, gravel, dirt, etc.

**YIELD:** An official triangular yield sign at which the contestant is obliged to yield.

## DEFINITIONS and EXPLANATIONS

These definitions and explanations are considered non-essential because they use the generic meaning of the terms. They are, however, an official part of the rules.

1. Execute instructions at the first opportunity consistent with conditions stated.

2. Actions: Each instruction requires one (or more) actions. Actions may be specified or implied. An implied action usually consists of reaching, attaining, or observing a specified sign or landmark. A specified action is an action that the contestant is specifically ordered to execute, such as Left, Right, Turn, Straight, etc. (Note that the normally non-verbs left, right and straight are defined as actions.)

3. Initiation and Completion: An instruction is initiated at the start of the first action, specified or implied, of the instruction. A numbered instruction is completed after the last action of the instruction.

4. Overlap occurs when an instruction is initiated prior to the completion of a previously initiated instruction. Note instructions may be executed out of order (do not confuse this with overlap).

5. To apply the "Protection" main road rule, you must recognize the backs of stop and/or yield signs from their usual and standardized shapes.

**6. There may be times when you are following the "main road" and looking for the next numbered instruction and one (or more) note instructions, while also looking for several scoring opportunities. Do not get discouraged if you are making mistakes – you may be making less than other contestants! However, if it's just too much at some point, disregard the scoring opportunities and concentrate only on following the correct course and having fun!**