### AN OVERVIEW OF CAR RALLYES BY BILL JONESI

# I. PERFORMANCE RALLYES (RALLY RACING, STAGE RALLYING)

Basically dirt/gravel/mud/snow/ice road racing against the clock on closed roads. Cars need to be race prepared with rollcage, harnesses, helmets, fire extinguisher, competition license, etc. and requires a co-driver.

# I. PRORALLY

National championship caliber events, usually run over 2 to 3 days, with at least 100 miles of stage legs where the roads are closed for competition.

#### 2. CLUBRALLY

Divisional level area championship events that generally run a single day, with 30 to 100 stage miles.

#### 3. RALLYSPRINT

Short events with multiple runs over a single closed course, such as off-road recreation park or hill climb. May not require co-driver or routebook.

### 4. RALLYCROSS (RALLY-X)

Low speed autocross like events on unpaved field/lot. Does not require co-driver, routebook or most safety equipment.

#### II. TIMED RALLYES

Scoring of Timed rallyes are generally based solely on correct arrival time at various CPs (Checkpoints) with penalties for either early or late arrival, along a route with locations may be known or unknown. Events are held on open public roads.

# I. **TSD** (TIME, SPEED, DISTANCE, TIME AND DISTANCE, T&D, ROADRALLY)

Route is followed by a set of Route Instructions (sometimes supplemented with Note Instructions) with one or more assigned average speeds per leg.

### 2. TRAP TSD

Same as above, but with looped course following or timing traps to increase difficulty.

#### 3. MONTE CARLO

Route Instructions similar to TSD, generally with Tulip (Alpine) diagrams of each intersection, to ease course following. Generally there are no traps, only one average speed per leg, and each leg has large section (1/4-3/4 of leg) before the Minimum Distance that the CP can occur, and hence no average speed needs to be maintained there.

# 4. **PAN AM** (KNOWN TRUE TIME MAP MONTE CARLO)

Route is followed by Map(s) and Course information, and traps are possible. Generally on each leg you determine your own route to the Standoff (similar to Minimum Distance) at which point you will see (or be given other information to determine the location) of the CP. The exact time to arrive at the CP is known (and creeping is allowed).

### 5. PAN CARLO

Hybrid of Monte Carlo & Pan Am, maps are used navigate to the Minimum Distance, and an assigned average speed is used to determine correct time to arrive at the CP, traps are possible.

#### 6. REGULARITY

Route is followed by a set of Route Instructions, contestants set their own speed, and are timed at unknown locations. They then rerun the course one or more times and attempt to match those times.

#### III. GIMMICK RALLYES (VARIETY)

Scoring of Gimmick rallyes are generally based solely on marking a scoresheet with information found along the route. Any time restraint is limited to X hours on route or finish by X:00. Events are held on open public roads.

### I. O-A (QUESTION & ANSWER)

Various Questions are interspersed in the Route Instructions.

# 2. A-B (DUAL PART ROUTE INSTRUCTION)

Each Route Instruction has two parts, A & B, the scoresheet is marked with which part can be validly done first, if both can be done at the same point then C is marked.

# 3. CM (COURSEMARKER)

The route is followed by a simple set of Route Instructions, along the route CMs (a letter & number combination on a posted sign) are encountered which are recorded on the scoresheet and bring into effect supplemental instructions.

#### 4. PHOTO

The route is followed by a simple set of Route Instructions, valid Photos are identified, and the mileage at which they occurred along the route is marked on the scoresheet. A working odometer is needed.

# 5. HARE AND HOUND

The route is followed by finding markings (generally a mound of flour/lime) at intersections. If a mound is found, the correct course <u>may</u> have turned. A confirming mound will be located a short distance (1/10-1/4 mile) down the correct course. A working odometer is needed, adjusted mileage closest to rallyemaster wins.

### 6. MAP CLUE

A set of clues or riddles are given, the correct answers of which are streets or landmarks found on the provided map. A course is then laid out to travel to these points to gather the requested information for your scoresheet.