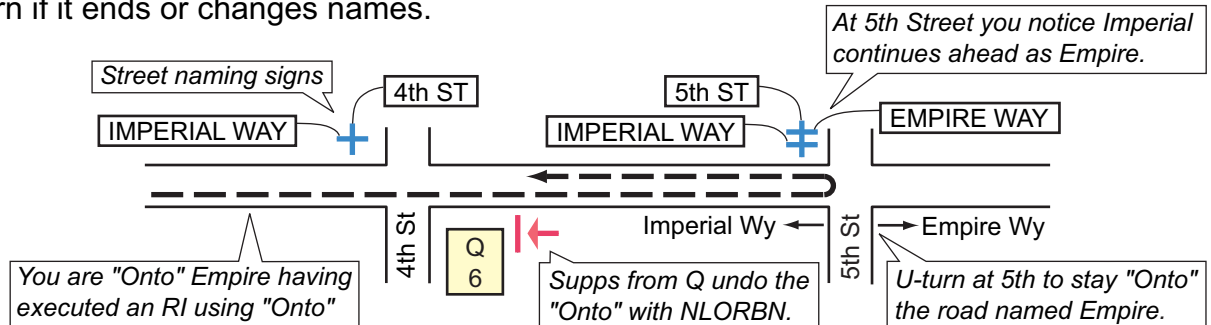


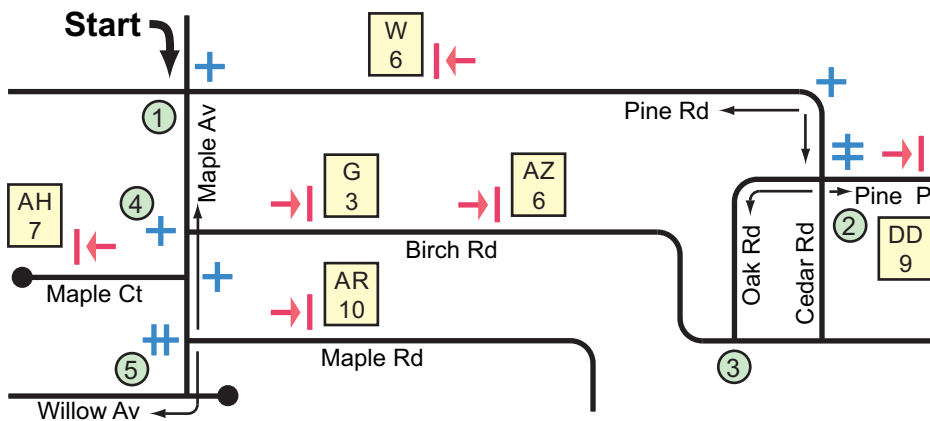
Onto Gimmicks

SKILL LEVEL: BEGINNER-NOVICE

Unlike most instructions where the payoff, or reward, for catching the gimmick is a coursemarker immediately after you execute the instruction or make the turn, "Onto" gimmicks have a delayed payoff. Once you execute a route instruction (RI) using 'Onto', you need to wait for something to happen such as road branching or the street name changing. When the street naming signs indicate a change with the 'Onto' road, you must react appropriately by following the road as it branches or doing a U-turn if it ends or changes names.



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|---------------|---------------|---------------|---------------|----------------|
| 3 Supp | 6 Supp | 7 Supp | 9 Supp | 10 Supp |
| 1. U | 1. NLOBRN | 1. U | 1. DRI | 1. NLOBRN |
| 2. NLOBRN | 2. U | 2. R 1st Opp | 2. U | 2. U |
| | | | | 3. L 1st Opp |



- RIs:**
1. L onto Pine
 2. R at Oak
 3. R onto Birch
 4. L onto Maple
 5. R 1st Opp

Using the above map, Supps, RIs, run the route with these "Onto" GIs:

Exercise #1 "Executing an instruction using the word 'ONTO' puts you onto the road by name. When onto, remain on the road by that name until instructed NLOBRN, even if you must U to do so."

Hint: Watch the signs expecting the street name to change.

Exercise #2 "Executing an instruction using the word 'ONTO' puts you onto the road by name. When onto, remain on the road by that name until instructed NLOBRN, but do not U to do so."

Hint: One of the roads you were "Onto" may show up later.

Exercise #3 "When you are instructed 'ONTO' at an intersection, only execute instructions, including a U, that keep you onto that named road until instructed NLOBRN."

Hint: You can do a turn while "Onto" if the other road has the same name.

Answers. What you should have done:

Exercise #1: Execute RI 1 at Pine. The road name changed to Cedar at the forced turn so U to stay 'onto' Pine gets CM W. Do RI 2 at Oak and RI 3 onto Birch. Birch ends at the T so U to stay 'onto' and get CM G. For AZ, U again since still 'onto' because NLOBRN is not NLOBRN. Do RI 4 onto Maple. Follow Maple to the left instead of SAP to get CM AR.

Exercise #2: Do RI 1 at Pine. Turn L down Pine Pl since you were previously 'onto' Pine instead of doing RI 2 to get DD. Do RIs 3 and 4. Get AR by following Maple since you are 'onto' Maple. No CMs W, G, or AZ (you can't U while 'onto').

Exercise #3: Do RI 1 and U at the name change to get W. Do RIs 2 and 3. Get CMs G and AZ as per Exercise #1. Do RI 4. While 'onto' Maple, execute RI 5 down Maple Ct since this would allow you to stay 'onto' and do the instruction. Get AR by doing the "Onto Follow".

SI: There are NO tricks or gimmicks in these worksheets. Everything here refers to the typical rallye only, and is not part of any rallye in particular. For more rallye information and tips visit www.therallyeclub.org. End SI. rev. 10-14-04 RBS