

Scoring Pattern

SKILL LEVEL: SENIOR-EXPERT

These days, you can score a rallye on your laptop but years ago Rallyemasters relied upon easy to follow scoring patterns to tally points quickly. Equal value CMs were grouped on the scoresheet so they could be quickly added. Some RMs memorized the pattern and could total a scoresheet without referring to a key. Future RMs might consider having a well thought-out scoring pattern just in cast that computer dies.

Fun Run 13 7/22/05

CLASS Novice

NAVIGATOR Buffy

CAR # 14

DRIVER Spike

PASSENGERS Giles

COURSEMARKERS

A	_____	N	_____	AA	_____	NN	<u>18</u>
B	<u>12</u>	O	<u>5</u>	BB	_____	QQ	<u>12</u>
C	<u>21</u>	P	<u>28</u>	CC	_____	PP	<u>15</u>
D	_____	Q	_____	DD	_____	OO	<u>7</u>
E	<u>11</u>	R	<u>23</u>	EE	<u>24</u>	RR	_____
F	_____	S	_____	FF	_____	SS	_____
G	<u>27</u>	T	<u>7</u>	GG	<u>32</u>	TT	<u>55</u>
H	<u>55</u>	U	<u>28</u>	HH	<u>27</u>	UU	<u>7</u>
I	<u>7</u>	V	<u>32</u>	II	<u>55</u>	VV	<u>28</u>
J	<u>28</u>	W	<u>15</u>	JJ	<u>7</u>	WW	<u>9</u>
K	<u>32</u>	X	<u>9</u>	KK	<u>28</u>	XX	<u>15</u>
L	<u>15</u>	Y	<u>27</u>	LL	<u>32</u>	YY	<u>9</u>
M	<u>9</u>	Z	<u>55</u>	MM	<u>15</u>	ZZ	<u>27</u>

CHECKPOINTS

CP 1 RBS

CP 2 RBS

CP 3 _____

CP 4 _____

CP 5 _____

CP 6 _____

CP 7 _____

TB 1 39 CMs TB 2 Bob

SCORE

CMs _____

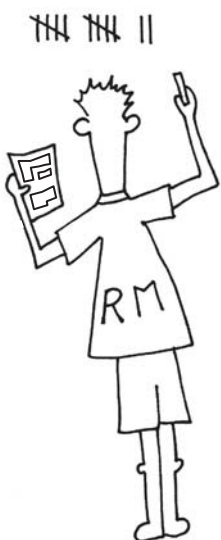
CPs _____

TOTAL _____

Hint: Contestants can gain insight into a rallye by discerning the scoring pattern. For example: there could be another partial CM with this gimmick since it is near other partials; this might be a fish since it is with other bad CMs.

Hint for Rallyemasters: Group full and partial credit CMs of an impossible combo together so it's easy to see if a contestant recorded more than one.

Warning: Rallyemasters have been known to boobytrap their scoring patterns. There just might be a good CM in the middle of all those bad ones.



Exercise: Analyze the pattern and compute the score.

Car 14 may have questionable rallye skills but they did record all the CMs and get full credit at the checkpoint. On this rallye, 1000 points are possible with a typical gimmick worth 10 points. Full and partial credit are given in 10 point increments but no CM is more than 30. These impossible combinations score zero if more than one CM is recorded. So how did Spike and Buffy do?

Answers. How you should have scored Car 14:

Spike and Buffy scored 890 points. Since there are more good CMs than bad or partials on a rallye, you realized the large block of 28 CMs at the bottom was worth 280. You assume the small block at the upper right to be fish for -40. The remaining CMs must be full and partial credit combinations. CMs E, R, and EE are likely to be 10, 20, and 30. As no CM could be more than 30, CMs B, O, C, and P must be two combos at 10 and 20 each. By recording all the CMs, Car 14 scored 0 of 70 possible. To figure the CPs, $1000 - (280 + 70) = 650$ which might make CP1 640 & CP2 10 or 325 each.

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. 07-25-05 RBS