SI: One ringy dingy... Two ringy dingy... Three ringy dingy... Four ringy dingy... A gracious hello and welcome to this evening’s A–B style gimmick rallye. Please take your time and carefully read everything given to you. At 6:00 PM, there will be a beginners school for anyone who wants help understanding this type of gimmick rallye. Feel free to ask the rallyemaster questions before you leave the start. Before leaving the start, please fill out the top of your score sheet. There are no gimmicks on capitalization or punctuation anywhere. End SI.

**Definitions**

Other terms take on their standard dictionary meanings.

**AT** – as close as possible, within 100 feet
**CH** – a Chance to turn in the direction indicated
**COMPLETE** – execute or delete
**COURSEMARKER** – a rallye-erected sign with a single or double letter and a number. However, this is an A–B rallye, so coursemarkers do not exist.
**CP SIGN** – a rallye-erected “√” sign similar to the one at the start
**CS** – Continue Straight through one intersection without turning
**DELETE** – consider non-existent for rallye purposes
**EXECUTE** – physically do
**INTERSECTION** – a location where two or more roads meet, where you can proceed in more than one direction not counting a U
**L** – turn to the Left
**LANDMARK** – a physical object that is defined in the General Instructions, or a street that is identified by a street-naming sign
**OBSERVE** – see the indicated sign along your route and completely pass it
**ON** – physically upon
**ONTO** – upon the road by name
**R** – turn to the Right
**SA** – the indicated sign may be found anywhere, or may be hard to see
**SOL** – the indicated sign must be on your left as you pass it
**STOP** – a government-erected sign displaying a red octagon
**T** – an intersection shaped like the capital letter T approached up the stem
**TURN** – change your direction of travel between 30 and 150 degrees at an intersection
**U** – reverse your direction of travel
**WORD** – one or more letters set off by spaces or punctuation
**YIELD** – a red-and-white government-erected sign directing your progress through an intersection

**Route**

All roads used will be paved and public. Roads identified as “Privet” do not exist. Driveways and parking lots exist only at the start and finish. When instructed to U, make the U at a safe and legal place but consider it made where instructed.

**Checkpoints (CPs)**

CPs will be on the right and will be identified by a CP Sign. There is no CP at the start. When you encounter a CP, stop before the CP Sign, hand your score sheet to the CP personnel, and say “Is this the party to whom I am speaking?” CP personnel may be marking spaces on your score sheet, so be sure to keep your score sheet current. The on-course CP at Ponderosa Park will be open from 6:30 to 9:00 PM.
Main Road Determinants (MRDs)

At any intersection, the Main Road is determined by the highest priority Main Road Determinant which would direct a unique course through that intersection. To clarify, an MRD cannot be applied if it would direct more than one course through an intersection (would not be unique), and MRDs will not direct you to U (would not take you through the intersection). MRD SAP is always in effect; other MRDs are in effect only as described in the Area Codes section. The MRDs for this rallye are:

**ONTO** – Consider yourself “onto” any street whose name appears after the word “onto” in an RI part.
When onto, the Main Road is a road that you are onto, as identified by sign(s) at the intersection.

**TOMLIN** – The Main Road is identified as Lily by sign(s) at the intersection.

**PLACES** – The Main Road is identified as Arran, Devonshire, Dublin, or Iberia by sign(s) at the intersection.

**THINGS** – The Main Road is identified as Foxglove or Oracle by sign(s) at the intersection.

**CRITTERS** – The Main Road is identified as Dove or Cardigan by sign(s) at the intersection, or is not identified as Dunnock by sign(s) at the intersection.

**R@T** – At a T, the Main Road is the road to the right.

**SAP** – The Main Road is the road that appears to continue as straight as possible through an intersection.
This judgment is made as you enter the intersection, NOT as you approach it. If a change of course greater than 45° is required, then do not apply this MRD.

Area Codes (ACs)

The only AC in effect (if any) is the lowest AC on the current RI page that is above the current RI.

**408** – In order of priority, the MRDs in effect are: THINGS, PLACES, ONTO, R@T, SAP

**415** – Ernestine is tired of straining her neck to read signs high on poles. Therefore, only the bottom two signs on any given support are visible.
In order of priority, the MRDs in effect are: ONTO, R@T, SAP

**510** – In order of priority, the MRDs in effect are: TOMLIN, PLACES, CRITTERS, ONTO, R@T, SAP

**650** – Ernestine dislikes letters that cannot be found on her telephone dial (shown to the right). Therefore, letters that are not found on Ernestine’s telephone dial do not exist on signs. Words are not split by such non-existent letters. For example, deleting the letter Z from "AMAZING" would leave the single word "AMAING" rather than the two words "AMA ING".
In order of priority, the MRDs in effect are: ONTO, R@T, SAP

**804** – Ernestine is using your car mirror while powdering her nose. Therefore, all words on signs are read backwards. For example, the word “AMAZING” would be read as “GNIZAMA” rather than being read normally.
In order of priority, the MRDs in effect are: ONTO, R@T, SAP

Instructions

When two or more instructions or instruction parts of different priority conflict or coincide, do the one of higher priority first. If you cannot proceed forward according to the instructions in this order of precedence, then U.
The Types of Instructions in Order of Precedence

1. **California Vehicle Code** (CVC): Obey the law and drive safely.

2. **Special Instructions** (SIs): There are no gimmicks in SIs. Just do them in the obvious manner. Do not work on any other instructions while executing SIs.

3. **General Instructions** (GIs): The ground rules of the rallye. You are reading them now.

4. **Area Codes** (ACs): Instructions labeled “Area Code” on the RI pages. ACs determine which MRDs are in effect, and affect signs as described in the “Area Codes” section.

5. **Route Instructions** (RIs): Numbered, unlabeled instructions on the RI pages. Complete RIs in ascending numerical order. Each valid RI has two parts lettered A and B, and each part has one or more actions. Select the A or B part whose first action can be done first along the route, and cross out the corresponding choice on your score sheet. If the first action of part A can first be done at the same point along the route as the first action of part B, then cross out choice C on your score sheet and select part A. Delete the part you did not select, then execute the action(s) of the selected part in order. When all actions of the selected part have been executed, consider the RI completed.

6. **Follow the Main Road** (see Main Road Determinants).

**Signs**

Only government erected signs and rallye erected checkpoint signs are valid for this rallye. There are no valid signs on the surface of the road, on vehicles, or on the surface of a wall. Do not look behind you to see any signs. Do not split words. Additional words, numbers, or symbols do not invalidate a sign. The words Street, Avenue, Drive, Lane, Way, and their abbreviations do not exist on signs.

Quoted words refer to signs, and actions using quoted words can be executed only where all the quoted words in that action can be found on a sign. Such signs must appear on the right as you pass them, unless the terms SOL or SA are used.

Actions in RI parts not using quoted words refer to landmarks as defined. Signs identifying landmarks can be anywhere.

**Miscellany**

During the rallye, you can reach the rallyemaster via the cell phone number listed on the score sheet. Please do not abuse this privilege. Before turning in your score sheet, answer the tiebreakers (TBs) at the bottom of your score sheet. The finish is located at Jake's of Sunnyvale, 174 E Fremont Avenue, 408/720-8884. The finish opens at 9:00 PM and closes at 10:00 PM. Late score sheets may be penalized 5 points per minute late up to 10:15 PM, at which time they may no longer be accepted. If you disagree with the gimmicks as explained in the critique, you can file a protest. All protests must be turned in by 10:15 PM, must be printed, and must include your car number, your class, the problem, and the desired resolution. Honored protests may affect an individual car, all cars in one or more classes, or the entire rallye.

Good luck, and enjoy the rallye!

— Darin McGrew (Rallyemaster)