

Consolidated Booklet of NWRC General Instructions Including Changes/Additions of FOOTZ Supplemental Generals for 4/14/23 Friday Nighter Only

Revised March 2023

This document can be freely downloaded at

nwrally.org

A slightly darker background is used to denote the changes and additions from normal NWRC General Instructions.

1. INTRODUCTION

These general instructions are the rules under which the April Friday Nighter is conducted. Only two contestants per car are allowed, but the roles of driver and navigator may be switched during the event. Non-competing passengers may be allowed but their presence could be grounds for protest by other contestants with respect to awards.

Participants shall not drink alcoholic beverages during the course of the event. Any contestant observed operating a vehicle in an illegal or unsafe manner during the course of the event may be disqualified at the discretion of the sponsoring club. Any contestant observed behaving in an unsportsmanlike manner (e.g. verbal or physical abuse of rally officials or other contestants) will be penalized at the discretion of the sponsoring club. The sponsoring club may also refuse entry to any contestant whose vehicle fails to meet minimum safety standards.

Official temporary signs used on the rally, official time, and any changes to the instructions will be on display at the starting location and/or announced prior to FCO. All rally cars will be assigned a car number by the event registrar. If paper number placards are issued, display in the lower right corner of the windshield or other location where it will be easily read from a checkpoint vehicle. If magnetic numbers are issued, display on the upper right hand corner of the passenger door. Secure with tape, if needed.

2. RALLY ROADS

- 2.1 Only public through roads will be used, unless the route instructions or a route marker indicate otherwise (see section 4.8). Roads marked "DEAD END", "NO OUTLET", "PRIVATE", "CLOSED", or with a similar sign, as well as obvious dead ends, driveways, and closed roads are not rally roads. Ignore signs indicating road closure not in the immediate vicinity (e.g. ignore "ROAD CLOSED AHEAD").
- 2.2 Physical obstacles (e.g. curbs, ditches, raised traffic islands, signs, and such) can serve to define a rally road.

3. THROUGH ROUTE DETERMINANTS

- 3.1 At each INTERSECTION (see section 8), the THROUGH ROUTE is determined by applying the following six rules in numerical order. The first applicable rule determines the THROUGH ROUTE. Leave the INTERSECTION by the THROUGH ROUTE unless a route instruction or route marker directs you off it.

3.1.1 ONTO

You are placed ONTO a road when a route instruction directs you by use of ONTO and its name (a road's name may also be a route number or letter). If you are ONTO a road, the THROUGH ROUTE is the road with the same name. You are ONTO whatever name was used by the instruction. For example, if you were instructed ONTO JONES you would be ONTO any road whose names included JONES. However, if you were instructed ONTO JONES ROAD, you would be ONTO JONES ROAD SW or OLD JONES ROAD, but not JONES PLACE. You remain ONTO a road until you execute a subsequent NRI (see section 4.1.1) that takes you off the THROUGH ROUTE. Ignore changes in abbreviations (e.g. VALLEY becomes VLY or RD becomes ROAD) once you are ONTO a road. If you come to an INTERSECTION where the road name is not present, or more than one choice exists, do not apply this rule.

3.1.2 TOWARD

You are placed TOWARD an object if a previous route instruction used the word TOWARD to direct you to follow signs pointing to that object.

If you are TOWARD a named object, the THROUGH ROUTE is the road going toward any object with the same name. You are TOWARD whatever name was used by the instruction. For example, if you were instructed TOWARD HIGHLAND you would be TOWARD any object whose name included HIGHLAND. However, if you were instructed TOWARD HIGHLAND CITY, you would be TOWARD HIGHLAND CITY or HIGHLAND CITY DUMP, but not HIGHLAND PARK. You remain TOWARD an object until you execute a subsequent NRI that takes you off the THROUGH ROUTE. Ignore changes in abbreviations (e.g. PINE TREE ELEMENTARY becomes PINE TREE ELEM) once you're TOWARD an object. If you come to an INTERSECTION where there are no signs pointed toward the object, or more than one choice exists, do not apply this rule.

3.1.3 PROTECTION

The THROUGH ROUTE is the road without an official highway stop or yield sign at the INTERSECTION. If there is more than one choice of direction, do not apply this rule.

3.1.4 SIMILAR SURFACE

The THROUGH ROUTE is the road with the same type of surface as you are on. Only a paved vs. unpaved distinction will be made. If there is more than one choice of direction, do not apply this rule.

3.1.5 SAP (Straight As Possible)

The THROUGH ROUTE is the road as straight ahead as possible. This is not applicable where all road choices involve obviously more than 45-degree changes in direction.

3.1.6 If none of the five rules above serve to determine the THROUGH ROUTE, then the THROUGH ROUTE does not exist at that INTERSECTION, and any deviation specified is relative to "straight ahead".

3.2 In the absence of an INTERSECTION, the THROUGH ROUTE is the road upon which you are driving. Immediately after executing a route instruction, being directed off the THROUGH ROUTE by a route marker, or leaving the OUTCONE, consider yourself to be traveling upon the THROUGH ROUTE.

4. ROUTE INSTRUCTIONS

4.1. A route instruction may have multiple actions and it may also have multiple ACTION POINT(s). Execute each route instruction at its first possible ACTION POINT(S). There are two types of route instructions:

4.1.1 *Numbered* – Execute the Numbered Route Instruction (NRIs) in numerical order. Complete each NRI in its entirety before working on any part of the next NRI. The only exception is an ITIS instruction (see section 8).

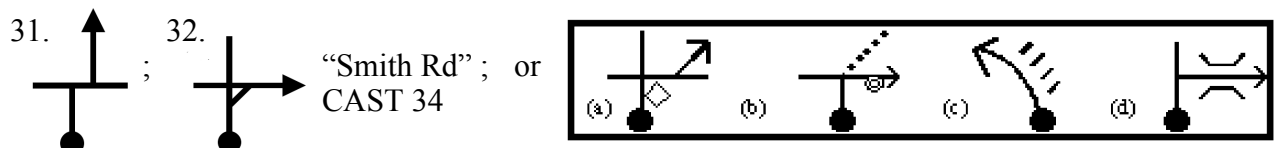
4.1.2 *Note* – Notes are named instructions that are in effect from their introduction until canceled. Action must be taken as directed each time the appropriate ACTION POINT is encountered. Notes may overlap both NRIs and other Note instructions. However, a Note may not overlap itself. If more than one Note can be executed at the same ACTION POINT, do none of them at that point.

Note instructions have a higher priority than NRIs, i.e. if a note and an NRI could apply at the same point, do the Note, and continue looking for the NRI.

- 4.2 Route instructions may be either written text or Alpines (see section 5 for Alpines).
- 4.3 Route instructions can only be executed at these ACTION POINTS:
 - 4.3.1 When a change of direction is specified:
 - at an INTERSECTION where the route instruction directs you off the THROUGH ROUTE,
 - where the THROUGH ROUTE does not exist, or
 - at the indicated REFERENCE point of an MBCU instruction.
 - 4.3.2 When no change of direction is specified:
 - at the indicated REFERENCE or
 - immediately, if no REFERENCE is indicated.
- 4.4 A route instruction can only be executed at an ACTION POINT where there is only one choice meeting the specified criteria. A U-turn is not a choice.
- 4.5 The same ACTION POINT will not be used simultaneously for two route instructions.
- 4.6 Clarifying comments may be used, but will clearly be identified as such by parentheses. They are not to be considered a mandatory part of the route instruction.
- 4.7 Speed changes contained within route change instructions are to be executed as you commence the turn.
- 4.8 Route markers identified before the start of the rally, including Off Route, On Route, and Route Correction markers take precedence over all instructions. Execute any indicated action immediately. When a Route Correction marker with an instruction number is encountered, that NRI must be executed at that point, and you must continue with the NRI that numerically follows the one indicated on the correction marker.

5. ALPINE INSTRUCTIONS

- 5.1 An alpine instruction is a diagram of one or more INTERSECTION(s) drawn to represent the subject INTERSECTION(s) as closely as possible.
- 5.2 A dot indicates the road on which you enter the INTERSECTION(s), and the arrowhead indicates the road on which you are to leave the INTERSECTION(s).
- 5.3 The shortest legal route is to be taken through the alpine (e.g. 5.7.a).
- 5.4 Rally roads are shown as solid lines. Non rally roads are not shown unless indicated as dashed lines (e.g. 5.7.b).
- 5.5 If a REFERENCE sign or object is given, the instruction must be executed at the given REFERENCE, provided the INTERSECTION(s) resembles the given alpine (e.g. 5.7.a sign, 5.7.b object, 5.7.d bridge).
- 5.6 Given speed changes are to be executed at the first INTERSECTION in the diagram (e.g. 5.7.a).
- 5.7 Examples of alpine instructions:



6. SIGNS AND OTHER REFERENCES

- 6.1 A sign is any object on which is written, or otherwise marked, text or symbols. House numbers, mail or newspaper boxes, utility pole identification, graffiti, and signs of a temporary nature, such as political posters; will not be used unless specifically identified. Signs on vehicles, and text or symbols painted on vehicles or on the road surface, will not be used.
- 6.2 Signs may appear anywhere, however you will not have to look backwards to read a sign. Exceptions will be specifically noted. Official black on white speed limit signs will be used only when they are on the THROUGH ROUTE.
- 6.3 Roads identified by a directional sign (one with an arrow or shaped like an arrow) exist AT the location of the sign.
- 6.4 All material in quotes refers to the text or symbols on a sign. Spelling will be exact and symbols will be drawn as accurately as possible. Case and punctuation (including hyphens) are irrelevant. Spacing in location modifiers is irrelevant (e.g. NE = N E = N.E. = N. E.).
- 6.5 All or any prominent part of a sign may be quoted. No intervening text will be skipped. No text or symbols will be split, combined, or reordered. Portions of words or numbers will not be quoted. Symbols may be omitted from a quoted sign. Signs will be read from left to right, top to bottom, or in the order presented on the sign.
- 6.6 Physical objects, including non-rally roads, may also be referred to in the instructions. If a sign is needed to identify an object or its location, spelling in the instructions must be exactly as presented on the sign. These identifying signs are not REFERENCES; however, they are subject to sections 6.1. through 6.5.
- 6.7 The same sign or object will not be used simultaneously for two REFERENCES within instructions which are executed. REFERENCES within instructions which have not been executed, have not been used.

7. CONTROLS AND MEASUREMENTS

There are two types of controls – Checkpoints and Route Controls

7.1 Checkpoints

- 7.1.1 A Checkpoint may be identified with a REFERENCE given in the route instructions, by an official sign, or may be unmarked (hidden location).
- 7.1.2 Checkpoints will not be placed closer than 0.2 miles to the prior NRI or another checkpoint following the rally route.
- 7.1.3 Do not slow down or stop at the Checkpoint unless instructed to do so.
- 7.1.4 The Competitor app will notify you upon passing a Checkpoint. You can configure the app to play a warble sound or read your score aloud.
- 7.1.5 The most recent Checkpoint will be at the top of the list on your device, showing your arrival time and score. Read the official information (checkpoint slip) by tapping the checkpoints listed on your device.

7.2 Route Controls

- 7.2.1 A Route Control may be identified by a REFERENCE given in the route instructions, by an official sign, or may be unmarked (hidden location).
- 7.2.2 Do not slow down or stop at the Route Control unless instructed to do so.
- 7.2.3 The Competitor app will notify you upon passing the Route Control.
- 7.2.4 Read the official information (route control slip) by tapping the control listed on your device.

7.3 Measurements

For each instruction all times will be given in seconds or *minutes:seconds*, all speeds will be given in miles per hour, all distances will be given in miles, unless otherwise stated.

7.4 Route Control Scoring

Within any rally all Route Controls will have the same value.

8. DEFINITIONS

The following terms when written entirely in capital letters will be used only in the sense described below. When written otherwise, the common dictionary definition will be used.

ACTION POINT	The point at which a route instruction can be executed (see section 4).
ACUTE	A modifier indicating a change of direction obviously more than 90 degrees.
AFTER	The first possibility after the indicated REFERENCE.
API	After Previous Instruction
AT	In the immediate vicinity of the indicated REFERENCE.
BEAR	A modifier indicating a change of direction obviously less than 90 degrees.
BEFORE	The last possibility before the indicated REFERENCE. The REFERENCE must be visible from the ACTION POINT.
BL	BEAR LEFT
BLINKER	An INTERSECTION on the THROUGH ROUTE controlled by an official traffic caution or stop blinker(s), capable of operating only as a blinker. It may be on or off.
BR	BEAR RIGHT
CAST	Change Average Speed To or continue average speed of. Maintain this average speed until the next CAST, CSD or CSU is encountered.
CSD	Change Speed Down: reduce average speed by the amount given.
CSU	Change Speed Up: increase average speed by the amount given.
CHECKPOINT	A point along the rally route where the competitors are timed. See section 7.1.
FREE ZONE	A portion of the rally that will not contain any Checkpoints, but may have Route Controls.

INTERSECTION	The point at which two or more rally roads meet, and there is more than one choice of direction. A U-turn is not a choice.
ITIS	If There Is Such. When a Numbered Route Instruction includes ITIS, execute that instruction only if its first ACTION POINT occurs before the first ACTION POINT for the next NRI. If multiple consecutive (in numerical order) NRIs include ITIS, you are required to look for the first ACTION POINT of each ITIS instruction as well as the first ACTION POINT of the next non-ITIS instruction.
L or LEFT	Left deviation of any angle from the THROUGH ROUTE
LEG	A section of the rally either between an assigned starting place and a Checkpoint (i.e., Madison style, see section 9.1.1) or between an assigned starting place and the next Checkpoint as well as between successive Checkpoints (i.e., Evansville style, see section 9.1.2).
MBCU	May or may not be considered unnecessary. Execute an MBCU instruction at the first occurrence of the REFERENCE, whether or not it occurs at an INTERSECTION and whether or not it takes you off the THROUGH ROUTE. Consider yourself to have left the THROUGH ROUTE. In other words, just do it!
NRI	Numbered Route Instruction
OBSERVE	To visually note and pass a REFERENCE.
ONTO	See section 3.1.1
OPP	A named or paved rally road at which you could execute the indicated route instruction. A named road is one with an identifying street sign.
OR	Indicates a choice of two portions of an instruction. Execute either that portion of the route instruction preceding the word OR, or that portion following the word OR, but not both. Execute the portion whose first ACTION POINT occurs first. If both portions have the same first ACTION POINT, do neither at that point, and continue to look for the OR instruction.
OUTCONE	The official starting point of a LEG, usually marked by a traffic cone.
PAUSE	A time allowance to be added in the calculated LEG time.
POSS	Any rally road at which you could execute the indicated route instruction.
PREMARKER	A diamond-shape sign with text and/or symbols on a yellow background, intended to provide warning of conditions ahead.
R or RIGHT	Right deviation of any angle from the THROUGH ROUTE.
REFERENCE	Any sign or object referred to by an instruction.
RESTART	Designates the start of a new LEG, at the indicated REFERENCE. As you approach the location, the Competitor app will display your assigned restart time for beginning the new LEG.
S or STRAIGHT	Straight deviation from the THROUGH ROUTE
SIDEROAD	An INTERSECTION at which you can TURN in only one direction.

SIGNAL	An INTERSECTION on the THROUGH ROUTE controlled by a multilight traffic signal(s). It may be on, off, or operating as a blinker(s).
SOL	Sign must be On the Left. Not always given when the sign is on the left.
SPEED LIMIT	A rectangular, black on white sign reading SPEED LIMIT and a number. When an instruction uses the term SPEED LIMIT followed by a number (e.g. SPEED LIMIT 35) the number on the sign must be the same. A PREMARKER with the same text is not a SPEED LIMIT.
STOP	An INTERSECTION on the THROUGH ROUTE with an official highway stop sign at which you would legally be required to stop.
T	An INTERSECTION in the general shape of the letter "T" as you would approach it from the base.
THROUGH ROUTE	See section 3
TOWARD	See section 3.1.2
TRANSIT ZONE	A section of the rally that you must complete in the stated time. Drive at legal speeds. Route instructions apply, but you may leave the rally route for rest or refueling. There will be no controls in a TRANSIT ZONE. Most rallies start with an odometer check TRANSIT ZONE. This allows you to calibrate your odometer to official rally mileage.
TURN	A deviation from the THROUGH ROUTE.
Y	An INTERSECTION in the general shape of the letter "Y" as you would approach it from the base.
YIELD	An INTERSECTION on the THROUGH ROUTE with an official highway yield sign at which you would legally be required to yield.

9. SCORING

9.1 Contestants will be scored on a LEG by LEG basis using one of two methods. The method used will be stated in the route instructions.

9.1.1 Madison style scoring -

Elapsed time to reach a CHECKPOINT is measured from the previous RESTART time. If you score 10 seconds early or late as you pass it, you should take action to get back on time before the next CHECKPOINT by adjusting your speed, pausing more/less, or using Time Allowance (T/A). You'll still be running early or late and take more points at the next CHECKPOINT if you do not compensate.

9.1.2 Evansville style scoring -

Elapsed time to the first CHECKPOINT in a LEG is measured from the RESTART time. Elapsed time to the next CHECKPOINT is measured from the previous CHECKPOINT. Whatever score you receive as you pass it, the time error does not carry forward. You leave every checkpoint on time in this method.

9.2 Penalties

- Each second early or late 1
- Each on-course route control missed (varies) ≤ 30
- Each off-course route control found (varies) ≤ 30
- Maximum time penalty on any one LEG 300

9.3 Time Allowances

- 9.3.1 Request Time Allowance by pressing the TA+ button on the Competitor app screen. The first press of the TA+ button will grant a 10 second time allowance. The next press increases this to 20 seconds. A third press increases it to 30 seconds. Additional presses will add full minutes, to a maximum of 19:30. The total time allowance is displayed next to the TA buttons. Pressing the TA- button will reduce the time allowance by those same increments in reverse order.
- 9.3.2 Time Allowance applies to future checkpoints only, not those you've already passed. Enter/adjust the TA as soon as it is needed. A Time Allowance persists until the next RESTART where it resets to zero. If you are late to your assigned RESTART time, start a new Time Allowance.

9.4 Classes

Contestants will be grouped into classes depending upon equipment used and relative experience. The current classes are:

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| <i>Unlimited</i> | Any computational or navigational equipment is permitted. |
| <i>Equipped</i> | Any computing or calculating device may be used, provided that it does not have a direct input of actual distance traveled. All types of auxiliary odometers are allowed, provided they do not communicate with the computing device. Eligible equipment includes calculators, laptops, PDAs, GPS units and other hardware that does not calculate delta time based upon real-time distance input. |
| <i>Masters</i> | Only pen, paper, timepiece(s), and stock odometer permitted. Contestants have vast rallying experience. |
| <i>SOP/ Intermediate</i> | Only pen, paper, timepiece(s), and stock odometer permitted. |
| <i>Novice</i> | Only pen, paper, timepiece(s), and stock odometer permitted. Contestants have a maximum of 10 rallies total. |