

SCCON 12 Car Rally Rules 2005/6

What is a 12 Car rally?

A 12 car rally is a timed navigation exercise, where points are lost for not using the correct route or for taking more time than has been allowed.

The rally is limited to 12 competitors and is usually between 40 and 60 miles long, it takes place on a Friday evening.

The competitors drive between checkpoints (time controls) along country lanes.

What do I need to have a go?

All that is needed is a car, with a driver and navigator, a map. Something to lean the map on (map board), something to see the map with (map light), along with a soft pencil and a rubber. A "Romer" is also required to plot map references.

(These may be purchased from Mark Annison if required.)

The driver simply drives the car where the navigator tells him to go!

Where do they start?

The 12 car rallies start at all sorts of places, garages, village halls, etc.

They need to start where there is room for the organisers to "scrutineer" the car to make sure it is roadworthy and safe. The organisers also need space to carry out the necessary paper work and the navigators need space and light to sort their maps out.

Where do they finish?

All 12 cars usually finish where there is food and a bar!

The finish is a very social part of the rally, where competitors re-live the event over a pint and a sandwich, while the organiser sorts out the points.

How do I find the correct route?

To find the route, simple clues must be solved to enable it to be plotted onto a 1:50,000 scale Ordnance Survey Landranger® map.

Will I need to be Einstein to solve the clues?

No. The clues are set according to the experience of the navigator. They are simple to understand and with practice, simple to solve.

What happens if I go the wrong way?

The organisers place "passage checks" along the correct route, that have to be noted by the competitors. If any are not noted, penalty points are added.

How do I know what time is allowed?

Each competitor has a "Time Card" that lists the time they are due at each time control along the route. The time allowed is the time it takes to drive between time controls at an average of 30 mph.

What happens if I take too long?

If you are "late" at a time control you have 1 penalty point added for each minute you are late at that time control. You then continue to the next one, still at the 30 mph average and your time schedule is adjusted to account for your lost time.

Does the fastest car always win?

No, you do not have to have a fast car to win.

Penalties are added for not following the correct route and for gaining or losing time.

The penalties for gaining time are greater than those for losing time. The penalties for not following the correct route are greater still.

The winners are those that have followed the correct route and have kept closest to the (30 mph average) time allowed.

When do the rallies take place?

The 12 car rallies take place on Friday evenings during the winter.

The Championship will run from September to March each year and will include all 12-car rallies run by SCCON.

This seasons events will be published in the Newsletter's rolling calendar

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Who can take part?

Any SCCON member or Associate member can take part in a 12 car rally. You must be 12 to navigate, and to drive you must have passed your test. You will automatically score points to contribute to the Overall and Class Championships. Members can join the Championships at any point during the season.

How do I know what sort of clues I will be getting?

The clues vary according to the class you are in.

The 12 cars are divided into three classes: -

Novice

Intermediate

Expert

Competitors will remain in their class for the duration of the season.

Initial Classification will be the decision of the Championship Co-ordinator, based on the experience of the navigator.

Normal crew pairings will be in the same class.

Mixed class crews will take the class of the NAVIGATOR.

Examples of the clues each class will get are towards the back of these notes.

How do the Championships work?

Each 12 car rally is an event in itself, with it's own trophies and winners.

Championship points will be awarded to all that take part in each 12 car rally.

Event Organisers will receive Championship points based on their average scores.

It is the Organiser's responsibility to ensure the Championship Co-ordinator knows who they are for Championship points allocation.

Points will be awarded as follows.

Class Championship

2 points for starting, and 2 for finishing.

3 for 1st; 2 for 2nd; 1 for 3rd; in each class

If a navigator drives or a driver navigates the points will be allocated to the corresponding category. Crews take the Navigators class for the Class Championship.

Drivers score points according to the class of Navigator accompanying them on the event.

Your best 5 scores from 6 events will be used to establish your final Class Championship position.

Overall Championship

12 for 1st; 11 for 2nd; 10 for 3rd; etc.

Your best 5 scores from 6 events will be used to establish your final Overall Championship position.

What awards can I win?

Championship awards will be:

Overall Championship

First Overall Driver

First Overall Navigator

Class Championship

First Novice Driver

First Intermediate Driver

First Expert Driver

First Novice Navigator

First Intermediate Navigator

First Expert Navigator

How do I change classes?

You will remain in the same class for the duration of the season.

Progression to the next class will be achieved when you score more than 2/3rds of the maximum possible points.

E.g. If five events are run:- maximum score = 35

Progression achieved for those scoring more than 24.

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Are there ever any disagreements?

If there are problems between a competitor and an organiser, the Championship Co-ordinator will adjudicate

Will the same person run all the rallies?

Not necessarily, individual events can have different organisers, but if they do then they must: -
Comply with these notes.
Comply with the navigation for classes as shown in these notes.
Have the navigation checked by the Championship Co-ordinator

Will all rallies be the same?

No they will not. They will be similar, as that is the aim of these notes, however different organisers put their own personal touch on their rally.

Also as they are in different parts of the county so the type of lanes that they use will be different.

All rallies will usually start at 7-30pm, they may have a 10 minute time recovery section at approximately half distance, and be between 40 and 60 miles long.

I'm interested, how do I find out more?

Contact the Championship Co-ordinator, Malcolm Watson.

How do I enter a 12 car rally?

All events will publish their "Regulations" in the newsletter and on the SCCON website about four weeks prior to the event. They will all be in the standard SCCON format.

These Regulations give information about who is running the rally, where it is taking place, as well as containing all the technical stuff required and an entry form.

The important thing to remember is that your normal car insurance is not valid for a rally. Cover can be easily arranged, and the costs will be identified in the Regs.

Club membership cards will be inspected at Signing On

Cryptic Clues

This is a general description of the clues (navigation) that each class will receive.

For more information and advice about how the navigation works please contact the Championship Co-ordinator.

Novices

At the discretion of the Championship Co-ordinator, Novices can opt to have a marked map.

A marked map is effectively "bought" with 2 Class Championship points and 2 Overall Championship points; i.e. these points will be deducted from your final event placing.

If this option is taken the Competitor may win an event and/or class, but once they have done so they are no longer eligible to use a marked map.

Novices will be given the grid reference and approach direction of all time controls in their "start pack".

- Navigation will be taken from the following only.
- Junctions defined by:- Tulips - With heads and tails, in order and not reversed.
- Junctions defined by:- SO TR TL - Spaced and not reversed.
- Route defined by:- Spot heights - With directions of approach and leaving.
- Route defined by:- Grid lines - To be crossed, spaced, in order and not reversed.
- Junctions defined by:- Compass headings for direction of departure at consecutive junctions – spaced, in order
- Junctions defined by:- road colours e.g YYY, YWY, RGY, YYWW – spaced, in order

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Intermediates

The location of time controls will include the direction of approach.

Navigation will be taken from the following only.

- Tulips - May have head or tail omitted may be reversed or numbered out of order.
- SO TR TL - May be squashed but not reversed.
- Spot heights - With /without directions of approach and leaving.
- Grid lines - May be squashed but not reversed.
- Grid squares - in order, not squashed.
- Map references - Approx. no more than 1 per mile of route.
- Herringbone - Straight with clues where possible. Shows start or finish
- Compass headings for direction of departure at consecutive junctions – may be squashed, in order
- Junctions defined by road colours e.g. YYY, YWY, RGY, YYWW – may be squashed, in order

Experts

The location of time controls may not include the direction of approach.

Navigation will be taken from the following only.

- Tulips - May have head and tail omitted, may be reversed or numbered out of order.
- SO TR TL - May be squashed and reversed.
- Spot heights - With/without directions of approach and leaving, may be out of order.
- Grid lines - May be squashed and reversed.
- Grid squares - May be out of order, not squashed.
- Map references - Approx. no more than 1 per 1/2 mile of route.
- Herringbone - May be bent or circular, if circular clues must be added.
- Compass headings for direction of departure at consecutive junctions – may be squashed, or reversed
- Junctions defined by road colours e.g. YYY, YWY, RGY, YYWW – may be squashed, or reversed

All Competitors and Organisers

ALL route cards will have the grid reference of the control at their end.

Map references will be used for black spots and quiet zones etc.

On the route instructions after the “from” and “to” there will be square brackets []. If the brackets are empty then white roads may be used. If the brackets contain CRO [CRO] this means “coloured roads only” and white roads are not to be used.

White roads (on the map i.e. not green, red, brown or yellow colour) may not have a sealed (tarmac or concrete) surface.

If there is a triangle drawn beside a route instruction it means to drive the long way around the small grass triangle that will be found at that junction.

Results will be published in the Newsletter following the event.

It is the Competitor's responsibility to ensure the Championship Co-ordinator has the information to enable him to compile the Championship placings.

Maximum Permitted Lateness (OTL – Over Time Limit) – is the maximum amount of cumulative lateness which if exceeded will result in the Competitor being deemed to not have visited that control, and may result in exclusion from the results. This is 30 minutes or as defined in the event Regs. Your time card will show you what your maximum permitted lateness is. If in doubt please ask the organisers or another competitor.

These Rules apply to the Organisers and the Competitors.

August 2003
Competition Committee