

# Percy Pig Table-Top Rally 21<sup>st</sup> September 2006

## ENTRY FORM

Driver.....Navigator.....

Address.....Address.....

Tel No.....Tel No.....

Car Make.....Model.....

Colour.....C.C.....

Reg. No.....

CLASS: NOVICE

Rally insurance required? YES / NO

Entry Fee:		£0-00
Insurance:	£0-00	
Associate Member Fee:	£0-00	

Total \_\_\_\_\_

Cheques must be made payable to Sporting Car Club of Norfolk Ltd.

### ALL COMPETITORS MUST SIGN THE FOLLOWING DECLARATION

I have read the Supplementary Regulations issued for this event and agree to be bound by them and by the General Regulations of the RAC Motor Sports Association Ltd. (MSA)

I declare that the use of the vehicle hereby entered will be covered by insurance as required by the law which is valid for such part of the event as shall take place on roads as defined by the law.

Driver.....State your age if under 18.....

Navigator.....State your age if under 18.....

In respect of entries by competitors under 18, the following must be signed by their parent/guardian.

The entry of driver / navigator is made with my full knowledge and consent.

Signed.....Relationship.....

Address.....

# Percy Pig Table-Top Rally

Welcome to the Percy Pig Table-Top Rally, run as a training exercise to prepare prospective competitors for the 2006/7 12 Car Championship. The event will mirror, as closely as possible, an actual Clubsport 12 Car Rally including event paperwork (entry form, signing-on, route instructions, time cards), timing, procedure at time controls etc.

The Sporting Car Club of Norfolk Ltd. will promote a Table-Top rally on Thursday 21<sup>st</sup> September 2006.

The event is a training exercise and is **NOT** part of any Championship.

The event is open to anyone who can be bothered to turn up.

There is no limit to the number of individuals in a team but ideally should consist of a driver and navigator.

The entire event takes place at Scoulton Village Hall: Map ref. 144 / 986 010

The first car will start at:	8-01pm.
The first car will finish at:	10-00pm (ish).
Any crew not signed on by:	7-50pm may be excluded.

An actual 12 Car usually covers approx. 50 miles and takes approx. 2 hours to complete.

Timing will be by clocks held by marshals. Timing on the route will be to the previous minute.

O.S. Landranger map 144 edition B2 is required (the route will also work on edition B1).

### PENALTIES:

Missing a time control or being OTL at a time control (TC):	<b>1 FAIL</b>
(OTL = over total permitted lateness which will be shown on the time card for each TC)	
Missing or failing to record a route check:	<b>5 Mins</b>
Each minute early at a time control:	<b>2 Mins</b>
Each minute late at a time control:	<b>1 Min</b>

**To qualify as a finisher, the crew must present their time card at the final competitive time control within 30 minutes of their due time at that control.**

There will only be one Class.

There will be no Awards.

Entry is free, however an indication of interest would be much appreciated as there is quite a bit of paperwork to prepare.

Completed entry forms can be posted or brought along on the night:  
David Bell, Mousehold Cottages, 97 Norwich Road, Rackheath, Norwich. NR13 6QQ.

The closing date for entries is Wednesday 20<sup>th</sup> September 2006

The minimum number of entries for the event is 6. If the minimum number of entries is not reached by Friday 15<sup>th</sup> September 2006 the organisers reserve the right to cancel the event.

Event officials:  
Clerk of the course: David Bell

If you have any questions about the event do not hesitate to contact  
David Bell on: 01603 - 720871

How it's supposed to work:

- Turn up at the venue in good time.
- If you haven't already posted your Entry Form make sure you have a completed one with you, with the declaration signed and a legible address.
- 'Signing-on' requires more signatures on other pieces of paper.
- After you have 'signed-on' you will receive an envelope containing important documents.
  - Time card
  - Final Instructions
  - Entry list
  - Sample set of route instructions
- Read the documents and make sure you have everything you should have.
- Your time card and entry list will show your car number – this is also important and will determine your start time eg car 1 at 8.01 etc.
- Set your watch to rally time – a master clock should be on display somewhere near the 'Signing-on' sheet.
- Nothing to do now until your start time – this would be a good time to ask questions if you are not sure about anything. Have a go at the sample route instructions.
- Everything up to this point will be the same on a 12 car, the next bit (covering the procedure at controls) is specific to the table-top but follows the same general principles as the real thing.
  - Make sure you 'arrive' at TC1 in the minute before your start time.
  - The marshal will circle a time and initial your time card.
  - At your start time the marshal will give you a sheet of route instructions defining the route to TC2.
  - Back to your seat and plot the route.
  - The route instruction sheet will also have some questions, the answers to which will prove that you have followed the correct route. **VERY IMPORTANT BIT Record the answers to these 'route checks' on your time card AND your route instruction sheet.**
  - Your time card will also have the amount of time, in minutes, that you have to plot the route to TC2 and answer the questions. If you manage to do this in less than the time allowed then you can have a breather. If things are going well then you need to 'arrive' at TC2 in the minute before your due time, if things aren't then you'll have to take the minute that is on the marshal's clock when you 'arrive' at the control.
  - Same procedure as TC1. The marshal will circle a time and initial your time card. **HAND IN YOUR ROUTE INSTRUCTION SHEET WITH THE ROUTE CHECK ANSWERS** – this is to allow the results to be calculated (and to stop any cheating) - the route instruction sheets will be returned at the end of the event.
  - You will then be given another sheet of route instructions defining the route to TC3.
  - This process will be repeated until 'arrival' at the final control.
- The procedure at the final control is the same as on a 12 car. After the time card has been processed, and you have signed the damage declaration on the time card, hand the time card to the marshal. **ANOTHER IMPORTANT BIT To be qualified as a finisher the time card MUST be handed in within 30 minutes (actually 30 minutes and 59 seconds) of your due time at the final control.**
- All you have to do now is wait for the results and swap tales of daring dos!

**NOTE – a 12 car is timed at 30mph: a 10 mile section will give you 20 minutes to plot and drive the section without penalty. To try and keep the event competitive but straight forward it has been timed at 60mph and actually covers 100 miles.**

#### 12 Car Rally - what you need:

O.S. Map(s)	Watch
B or 2B Pencils & Sharpener	Eraser
Map Board (preferably thick cardboard)	Romer
Map Light or car interior light if bright enough	Warning Triangle
Clipboard for time card	

# SCCON

## 12 Car Rally (Primer) The Sporting Car Club of Norfolk's Percy Pig Table-Top Rally

Thursday 21<sup>st</sup> September 2006



Map Required:	<b>144 B2</b>
Start:	Scoulton Village Hall
Map Ref:	144 / 986 010
Scrutineering Starts at:	7-00 pm
Rally Starts at:	8-00 pm

#### **12 Car Rally - what you need:**

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