



Sporting Car Club of Norfolk Limited

2010 / 2011 Clubsport 12 Car

Championship Rules

- For more information and advice about how the navigation works please contact the Championship Co-ordinator, currently David Bell.
- Start at 8.00pm to allow more time for Competitors and Marshals to arrive
- Max distance 50 miles to allow more time for Natter-n-Noggin at Finish
- **Minimum number of entries is 6. Please get your entry in early to help the Organisers.**
- **Entry forms - MUST be completed and delivered to the Organisers in the period between the entry opening and closing dates specified in the regs. Entries will open 16 days before the event and close 7 days before the event.**
- **Give Ways – competitors will be expected to come to a complete halt at ALL junctions where a lower classification road joins a higher classification road, there is a Stop Sign, there is a Standing Give Way Sign and any other specified in the Final Instructions or Route Instructions for the event.**

Penalties and the method of policing will be detailed in the individual event Final Instructions.

- **Quiets – competitors will be expected to travel with auxiliary lights switched off and with minimum noise in all 20 mph, 30 mph and 40 mph restricted areas and any other areas specified in the Final Instructions or Route Instructions for the event.**

Penalties and the method of policing will be detailed in the individual event Final Instructions.

- Invitations to other clubs - KLDMC, WSMC, CMC etc.
- Passage check boards will have 3 letters/digits made from vehicle registration plates. All letters/digits must be clearly recorded on the timecard in the space provided.
- Clocks provided by the Club will be used by the Marshals for recording times on the event.
- Full results will be published in the newsletter following the event.
- Only the Crew achieving 1st Overall will receive trophies.
- This is a general description of the clues (navigation) that each class will receive.

Beginners

- Beginners may have a marked map. This will have the full route, including all Time Controls marked, but not the location of Passage Check Boards.
- 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

- Novices will be provided with the route envelopes at "Signing On", and are permitted to plot the route.
- Organisers have the option to include a maximum of three sealed envelope route cards, if this option is taken then the navigation for these "sealed" route cards should be straight forward.

- Navigation will be taken from the following only. It is hoped this will make the jump from marked map to full “plot n’ bash” easier.
 - 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

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 will 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

- 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 59 seconds 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.

Organisers

- Crews should be seeded in the order Expert / Intermediate / Novice / Beginner.