



Sporting Car Club of Norfolk Limited

Devilishly Difficult Table Top Rally

Autumn 2015

www.scon.co.uk

Instructions

1. Route:
 - a. Map 144 B3
 - b. It is continuous
 - c. All roads (including whites) will be used for the route and the navigation will also include gated and NTR roads (roads that do not go anywhere - drives / tracks / etc)
 - d. Sections of the route will be used more than once (some of the private land sections will be 'lapped')
2. Route Cards (RC):
 - a. Each RC is split into 3 or more sections
 - b. The sections within a RC will have similarly themed navigation and each section will be more challenging than the previous one
 - c. RCs are laid out as for a Regularity starting at the Regularity Start (RS) passing through one or more intermediate Time Controls (iTC) and finishing at the Regularity Finish (RF)
 - d. RCs will be linked via a non-competitive road section
3. Check Points (CP):
 - a. Each RC will be accompanied by a CP list
 - b. Each CP will have
 - i. 10 figure grid reference
 - ii. Cumulative distance in miles from the RS
 - iii. Average speed in mph to the next CP (all speeds will be an integer between 19 mph and 41 mph)
 - c. The route will pass through ALL the CPs for that RC in the order listed
 - d. All controls (RS, iTC, RF) will be located at a CP (the next CP after the last RC instruction for that section)
 - e. The first CP in the list WILL be the reference for the RS

- f. The last CP in the list MAY NOT be the reference for the RF
- g. The CPs are really only of relevance to the Experts but can be plotted by everyone as a check
- h. Experts ONLY, at each CP the average speed may change, knowing the distance and speed will allow you to calculate your due time at the next CP

4. Grid References:

- a. Will either be 6 or 10 figure. The route has been mapped out using Mapyx Quo v2 software and 10 figure references are the easiest option for me BUT they are not meant to trick anyone
- b. 10 figure references should be plotted as a 1m square at the centre of a 100m square
- c. 6 figure references should be plotted as the centre of a 100m square
- d. All references should plot in the centre of the road and if the plot is 'near' a junction then consider the plot to be at the junction

5. Route Checks (iRC):

- a. Each section will require answers to 4 iRC questions
 - i. SH Count the number of Spot Heights where the route passes over the dot (only count Spot Heights where the spot is on the road – queries as to whether a spot is on the road can be made using the Query Form)
 - ii. BR Count the number of Bridges the route passes over or under (the symbol for a Bridge will be found on the map Legend – queries about Bridges can be made using the Query Form)
 - iii. ETL Count the number of times the route passes under an Electricity Transmission Line
 - iv. CP The CP reference for the control (iTC or RF) – not the Grid Reference just the CP from the list
- b. The answer to SH, BR and ETL may well be 0 in the majority of cases

6. Penalties:

- a. iRC 10 seconds per error up to a max of 60 seconds e.g. if the correct answer is 3 then the penalty for answering either 5 or 1 will be 20 seconds etc.
- b. iTC actual time early or late up to a max of 60 seconds

- c. CP 60 seconds
- d. Maximum penalty for a section:
 - i. Novice 240 seconds
 - ii. Semi Expert 240 seconds
 - iii. Expert 300 seconds

7. Classes:

- a. Novices attempt the first two sections on each route card and answer the relevant iRC questions
- b. Semi Experts attempt all sections on each route card and answer all the iRC questions
- c. Experts attempt all sections on each route card, answer all the iRC questions and calculate due time at each control

8. Due Time Calculation:

Experts only: on a Regularity event the aim is to travel at a specified average speed to arrive at the next secret control on your due time - the average speed changing at specified points – in this version the average speed changes at each CP – knowing the average speed and the distance travelled will allow you to calculate your due times at the next CP – when a CP coincides with an iTC then you should have your due time at the iTC – Easy Peasy!

- a. RS
 - i. Self-start so pick your own start time
 - ii. The answer to the simple general knowledge question will give your average speed to the next CP – this will be an integer between 19mph and 40mph
- b. CP
 - i. Each CP has the cumulative distance in miles from the RS and an average speed general knowledge to the next CP
 - ii. You will be able to calculate the distance travelled from the previous CP in miles and the average speed in mph
 - iii. Calculate the time taken, truncate to the previous whole second
 - iv. The answer to the simple general knowledge question will give your average speed to the next CP – this will be an integer between 19mph and 40mph
- c. iTC
 - i. Work out your due time based on your start time
- d. RF

- i. Work out your due time based on your start time
- e. Link
 - i. Link section to the next RS with no due time calculation

9. Website:

The path is obvious because if you don't know it you won't be looking at this document

Home > Clubmans > 2015 > Rnd 6

Loads of links:

- a. Downloads (pdf):
 - i. Flyer
 - ii. Regs
 - iii. Instructions this document
 - iv. Entry List will be updated if anyone bothers
 - v. Final Results ditto
- b. Route Cards (pdf):
 - i. Card 0 available October
 - ii. Card 1 available October
 - iii. Card 2 available November
 - iv. Card 3 available December
- c. Solutions (pdf):
 - i. Card 0 available October
 - ii. Card 1 available January
 - iii. Card 2 available January
 - iv. Card 3 available January
- d. Miscellaneous (pdf):
 - i. Notice Board updated regularly
 - ii. Int. Results updated regularly
- e. Online Forms:
 - i. Entry submit Entry
 - ii. Query submit Query
 - iii. Card 0 submit answers for Card 0
 - iv. Card 1 submit answers for Card 1
 - v. Card 2 submit answers for Card 2
 - vi. Card 3 submit answers for Card 3

The website uses Cookies, if your PC accepts Cookies then the forms should 'remember' what you put in previously.

The site is fairly old school, it looks OK on a PC and a tablet but I have no idea about a smartphone, the only smart bit about my mobile is the travel sock!

10. Answer Forms:

The relevant answer form will become available when the corresponding RC is published – you can have as many goes as you want at answering a RC – each submission will prompt a reply from me with your score for that submission – obviously 0 is good – in the event of a tie the number of submissions will be used as a tie breaker

11. Tie Breaker:

In the event of a tie after 3 RCs then it will go to furthest cleanest on scores from the next class level – but I'll worry about that next year – have to see if anyone manages to last the course

12. Route Card 0:

- a. A sample RC is available from the web page
 - i. 3 sections
 1. RS
 2. iTC x 2
 3. RF
 4. CP x 10
- b. Solution is available from the web page
 - i. Due times at iTC
 - ii. iRC answers
 - iii. Answer form should be similar
 - iv. Correct route
 1. Red dots iTC
 2. Blue dots CP
- c. The answer form can be submitted as many times as you wish (includes space for comments / queries) from the web page

13. Bottom Covering:

All a bit of fun, there will almost certainly be errors so keep an eye on the Notice Board, the forms have very little (no) validation, use the Query Form to ask questions / point out errors / etc