

Time, Speed, Distance Road Rally

BASIC EVENT ITINERARY

8:00 to 9:00 – Settler's Prairie Park in Middleton, WI -----> Check-in and Driver's Meeting

12:00 to 1:30 – River Mill Food & Spirits in La Valle, WI -----> Lunch provided by Cheese Wheel, Inc.

7:00 to 8:00 – Barn 23 Bar & Restaurant in Dodgeville, WI -----> Rally Conclusion (socialize, drinks/food if you choose, & awards)

GENERAL INSTRUCTIONS

Objective: Follow the directions and arrive at each checkpoint on time.

Stages: We have an amazing route set up for you today. This rally will include 6 stages of varying lengths.

Follow precise directions at given speeds to reach the checkpoint on time. Teams are provided lots of information including tulips, road names, and average speeds.

At the beginning and end of each stage you will receive a card for your poker hand. Bring cards to the end and let us know what you have. Team with best hand gets worst stage time eliminated

Scoring: Teams will earn 1 penalty point per second for late arrival to each checkpoint.
Teams will earn 2 penalty points per second for early arrival at each checkpoint.

A team's final score will be comprised of penalty points earned in each stage. The team with the lowest, cumulative score at the end of stage 3 will win the rally.

Note: Arriving early to CP2 does not reduce the points earned for being late on stage 1.

Awards: This event will feature 2 classes. Awards will be given to the top 3 teams in each class
"Top Fuel Wizards" You are the over prepared team!! Teams that not only bring 4 GPS's (to quadruple verify the name of each road they turn on) but take it one step further and try to calculate/track their average speed while driving the route. Timing files and tables and/or auxiliary speed or mileage devices mounted to your vehicle will all move you into this class for the rally
"Pro Stock Ninjas" You are the team that likes to get by with the bare minimum. Teams that only bring a GPS or Map to compete for aiding in their navigation fall into this class. These teams are not using any type of average speed calculating device and are simply "guessing" at their average speed based on how well they've been able to maintain the posted speed limits turn by turn

RALLY RULES

Teams: Teams consist of 1 driver, 1 co-driver (navigator), and a roadworthy vehicle.
Team members may choose to switch roles at any point during the competition.
Drivers must be at least 18 years of age and hold a valid driver's license.

Disqualification:

1. Teams pulled over for speeding or any other traffic violation will be disqualified from the rally.
2. Teams arriving excessively early to a checkpoint may be disqualified by CW staff.
3. Teams tampering with the course or objects on the course may be disqualified by CW staff.
4. Teams reported by their peers for reckless driving may be disqualified by CW staff.

Passing: Teams wishing to make a pass must:

1. Indicate your intention to pass by flashing your lights.
(Car ahead may acknowledge by flashing emergency lights or by pulling over.)
2. Complete the pass in a safe manner following the rules of the road.

Time allowances: Time all stoppages with a stopwatch.
Valid time allowance requests include:

1. Flat tire or other minor mechanical issue
2. Stoppage for illness

HOW TO RALLY

Staging & Launch: Cars will be lined up single file and launched at a set interval, usually 1 or 2 minutes apart.

Prior to launch:

1. Driver > Pull your car up to the starting line & zero the odometer
2. Co-Driver > Read through the route instructions quickly (1-2 minutes).
Highlight anything that jumps out at you; unique Tulips, special stage instructions, etc.
Double check special stage rules at the top of the sheet.

During the rally:

1. Follow the route instructions in order.
2. Communicate with your teammate.

Reading the route instructions:

#	Tulip	Instruction	Avg. Speed
28		Right onto S Midvale Blvd.	23
29		Left onto Odana Rd.	31

Checkpoints: When you reach a checkpoint, STOP at the cones until we've acknowledged that we have your time. Don't assume we have it.

Checkpoints on this rally are "closed," which means that after you cross the CP you will be parking your vehicle for a short break – typically 15-20min after each stage

MISCELLANEOUS

Average Speed: The speed given encompasses all time spent until the next turn or instruction. This includes acceleration, braking, changes in speed limit, and pauses at stop signs or traffic lights. Multiple turns might be lumped into a single average speed.

Getting lost: If you find yourself off course:

1. Retrace your steps if possible.
2. Create a route to the checkpoint directly.
3. Always double check blind spots when turning around in driveways, dead ends, etc.

Open Road: Caution: We are competing on open roads with blind curves and blind hills. Always expect a vehicle, jogger, cyclist, animal (deer, turkey, cow), or tractor around each corner. (Special to this year's route is the presence of Amish on the roads: watch for people, buggies, horses, and yes...poop.)

Rally Gear: Teams are encouraged to employ one or more digital maps (GPS/Smartphone)
Camera, Stopwatch, Pens/Pencils/Highlighters
Navigator reading light for night rallies