

Historical Canyon Loops & Ooops Rally General Instructions

Oh boy this one is going to be fun for everyone! This rally has several different aspects to it to keep you challenged and amused the entire way. There will be 12 questions to answer, some pictures and items to collect (10), and certain legs that will require precise speeds to be targeted and driven between manned or do-it-yourself check points. We also plan to throw in a poker hand! To amuse you even more, the route instructions and supplemental sheets you will receive along the rally route will be filled with fun and obscure (but mostly true) historical facts about the route you will travel and the various sites we will visit along the way. You may even need to reference some of these facts to successfully navigate the route to completion, so pay attention to history!

The rally will begin in the parking lot of the Regus building at 30211 Avenida de las Banderas in Rancho Santa Margarita. That's at the corner of Aventura and Banderas. You can't miss it, it says Regus on the building and is across Banderas from a big Applied Medical building. Be there before 9:00am on Saturday March 10th. We will have coffee and donuts ready at 8:30.

There will be a drivers (and navigators) meeting at exactly 9:00. You MUST be there to receive everything you will need to run the rally.

You don't want to be late, you will need the time between 9:00 and when you depart to review the material you will receive, which will include your route instructions, questions, scavenger items, a secret phrase to use later, your first timing slip, and your first poker card. First car off is at exactly 9:30am. The route will cover between 75 & 85 miles and end with lunch and results at Lucille's Bar-B-Que on El Toro at Rockfield. Route instructions and question sheets will not be available before 9:00am the morning of the rally.

Cars will depart in one-minute intervals. Each car will depart at 9:30am plus their car number in minutes (so car #5 leaves at 9:35, get it?). The beginning of the rally will have an odometer correction segment. This is to enable you to match your odometer and speedometer to the rally master. Several aspects of the rally will depend on an accurate odometer and speedometer, so you may have to apply a correction factor to stay consistent with official rally times, speeds and distances. The odometer correction segment is exactly 9.7 miles with easy course following and no timing pressure. The correction segment is also a training segment for new rally teams to get you familiar with the terms and instructions. Odometers will be reset at the end of the correction run and a second start into the main part of the rally will follow.

At no time will any team be required, asked or encouraged to disobey applicable traffic laws. In fact, a ticket may get you disqualified.

Your car number MUST be displayed on the right-hand side of your car, either on the upper right front window or on the right-side door. You can use painters tape, shoe polish, or more formal numbers but it needs to be visible to the course workers as you drive by. Painters tape

will be available at the start if you need it. If you want to use a personal car number please contact the rally master (Bob Rose) ASAP to reserve it, otherwise one will be assigned to you.

Teams will be given route following sheets 30 minutes before the first car out. The instructions will not be too difficult but there may be room for interpretation from time to time. We won't always give a street name or specify left or right. We reserve the right to use simply "left" "right", "next opportunity" and other vagaries, including simply "L", "R", sharp (direction) etc. If you get lost, there will be opportunities to get back on route, so you don't have to go home or straight to the end point. There are definitions of rally terms at the end of this document.

In addition to the route list, teams will be given two other lists. One is a set of questions. These will be in no particular order with respect to the route, and the answers will all appear somewhere along the route. It's a good idea for the navigator and driver to be reviewing the questions before departure and then throughout the rally and be answering them as the opportunities present themselves. Some of the questions may be macro in nature, like the total miles of the entire rally or a particular set of legs, some may be cumulative, like "how many times did you cross Ortega Hwy during the rally?", or how many times did you see a particular sign. Other questions could have nothing at all to do with the route but be something every PCC'er should know. It's a good idea to know everything you are looking for before you leave the start point.

The other list will be a scavenger list. You will be asked to find and bring certain items back to the end of the rally, as well as pictures of certain people or objects that teams may be able to find along the rally route.

The rally will have certain legs that will require the teams to cover the distance specified at exact average speeds. The average speed can and will change along the leg depending on road conditions and posted speed limits. The required average speeds will never exceed the speed limit, but obstructions, lights, stop signs and other things that slow you down may require some "seat of the pants" adjustments. If there is a traffic light or stop sign inside a TSD leg, we will provide a "pause" feature in case you get stopped at the light. But if you don't stop or slow down the PAUSE duration still counts into the total leg time, so you need to stay on your toes when adjusting speeds to hit those exact leg times. Every second early or late through a leg costs you a point and will be used for car rankings for each leg (see scoring below).

Because we have a TSD leg or three embedded in the rally, there may be both manned and "do-it-yourself" checkpoints. You will be clocked into and out of the manned checkpoints if applicable. A manned checkpoint will be found on the side right side of the road with a nice big sign with "PCC" or the PCC logo, a big check mark and a period following it. The sign is the timing line if you are clocking into a checkpoint unless otherwise specified in the route instructions. DO NOT STOP BEFORE OR RIGHT AFTER THE CHECKPOINT SIGN. If you think you are early do not "turtle crawl" into the checkpoint, it's dangerous and we will give you a big fat 100-point penalty. Pull past the sign and then carefully off the road into the available parking areas. This is for everyone's safety and accurate timing. **Stay in your car.** The check point

worker will come to you. If you are clocking out of a checkpoint you will be told where to leave from and exactly when to go on the little slip the checkpoint worker will give you. **Any instructions given to you at a checkpoint take precedence over route instructions** and may refer you to an instruction number further into the route list if applicable, or if last-minute road changes on the route that are out of our control have happened that require adjustments to the route instructions that we couldn't print in advance.

The last feature of the rally is the poker hand. You will be given playing cards at several points along the rally (beginning, end, checkpoints, perhaps elsewhere). There may also be an extra card or two posted along the way. You will know it if you see it. If you do find one, don't take it, just take a picture of it or write down the value and suit along with where you found it and submit it with your hand at the end of the rally if it helps you. We will be using a 7-card stud format, so the best 5 card poker hand out of all the cards you manage to collect (or see) should be submitted. High hand wins.

Scoring: Each feature will be weighted to determine overall winners. 115 total points are possible.

- Time-Speed-Distance legs:
 - A penalty point will be assessed for each second early or late with respect to the "perfect" leg time for each of the three timed legs. These points are only used to determine the leg winners, not to be confused with total points for the rally championship.
 - The lowest scoring team (closest to perfect time) for each leg will receive 10 rally points, next lowest 9 rally points, next lowest 8 rally points etc. down to 7th place and below who will receive 4 rally points.
 - The same method will be applied to the scoring for the total of all three TSD legs.
 - 40 potential total rally points are a perfect score for the TSD portions of the rally, up to 10 for each leg and 10 for overall TSD scoring.
- Number of questions answered correctly: 12 questions, several with different point values as indicated on the sheets. 30 total points can be won if you answer all the questions correctly
- Number of scavenger items & photos returned correctly. 3 points each for a total possible score of 30 points.
- Highest Poker Hand: 15 points for 1st, 13 points for 2nd, 11 points for 3rd, 9 for 4th, 7 for 5th, 5 for 6th, 4 for 7th, 3 for 8th through 10th

The number of trophies or prizes will be determined by the general PCC-CE rules, but we have a lot of participants so there will be at least three.

This rally features a lot of loops (hence the name). You may be covering the same piece of road more than once, perhaps in the same direction, perhaps coming from the opposite way. Don't let the fact that a rally car is coming at you or turns in front of you somewhere other than the turn you are looking for necessarily cause you to believe you are off course. You may not be. Of course, it's possible that you are too. That's the point. Following other cars is not advised.

Manned checkpoints will always be on your right. The checkpoint sign facing you on the right is the only one that matters. If you see a checkpoint on the left and no sign on the right keep going, it's not for you.

This may be the first time some of you have encountered these types of rally formats, particularly all at once. It means you will both be very busy and multi-tasking for most of the duration of the event. A lot of the success of a rally team is separation of duties. The driver has to focus on driving and safety at all times. The navigator is always looking for and anticipating the next route instruction, all the while both of you are trying to answer questions, find stuff, stay on time when it applies, and not get lost. This is why we picked a lunch destination that serves alcohol, you may need it by the time this is over.

To help you along, we recommend that you carry a few things in the car with you:

- A clipboard. No kidding. In a Corvette in particular a good old-fashioned clipboard will help keep you organized. It's too easy to lose stuff between the seats.
- A calculator
- A stopwatch or a watch with a second hand and even better if it's a chrono. You must have a digital timepiece or watch or clock with a second hand, or an equivalent cell phone app that can be synchronized to the master rally clock if you intend on being competitive and qualifying for the fabulous prizes to be awarded later.
- Before you start the rally, you are going to need to coordinate your timing device to the master rally clock for the start time and the TSD legs so that you leave or enter the checkpoints on time. We will be using the US Naval Observatory master clock time. It can be found on the web at <http://www.usno.navy.mil/USNO/time/display-clocks/simpletime> There are apps for this too. The best I have found is Clocksync. It's free and it provides global atomic clock time which matches the USNO time. Once set, the minute and second hands on your watch should be more than accurate enough to keep you on time for the few hours it will matter for the rally. We will have a master clock at the starting point and one at each of the checkpoints available to sync to as well if you need it.
- More than one writing implement (bring 3 at least). It's hard to answer (and remember) questions when your pen runs out of ink or your pencil breaks.
- A cell phone or a digital camera to show the rally master the answers to the photo items on the scavenger hunt part of the rally at the end. An extra camera, extra batteries or a car charger are a really good idea.
- A paper or plastic bag to keep the scavenger items collected, organized and secure in the car. One for trash too.
- A full tank of gas at the start. Duh.
- Your patience and best behavior. A rally car has never gone off course, missed a turn, or missed the answer to an in-route question without taking both the driver and the navigator with it.

We will be covering some very interesting and scenic roads through many canyons and ridgelines around Orange County, they are all Corvette safe. No dirt, no big speed bumps. Don't

forget to take the time to enjoy the drive as well, but please do pay attention. Some the roads are very narrow with limited sight distances. Watch for oncoming cars!

Here are some definitions to abbreviations you may find in the route instructions:

L	Left
R	Right
Light	A traffic light with operating Red Yellow and Green lights
Roundabout	A circle with multiple streets converging
Confirm	You must see this street, item or landmark before executing the next instruction.
Roundabout Exit	An opportunity to leave a roundabout once you have entered it.
STOP	A stop sign or “stop” painted on the road you are on along your route of travel
U-Turn	A turn of 180 degrees
CAS	“Change Average Speed to....” I.E. “At Light, CAS 45” means change your average speed to 45mph when you pass the traffic light
RIP	It means Read in Part: i.e. RIP “Oak Mill” and you pass a sign that says “Oak Mill Estates” that is what you were looking for.

If you are instructed to turn a particular direction at a given light or landmark, and that direction is not available, that light does not exist. i.e. “Turn Right at the Next Light” but the next light is a fire station on the left and no right turn is available, keep driving until you find a light where there is an available street to the right.

Time Speed distance calculations: If you are fast with math and a calculator you can do a pretty good job of figuring if you are on time, early, or late during a timed leg (or you can just do it by the seat of your pants).

Distance = Speed x Time

Time = Distance / Speed

Speed = Distance / Time

We have run the rally route many, many times. It takes between 3 and 4 hours including scavenger stops and a likely potty stop or two, so everyone should make it to Lucille’s between 12:30 and 1:30. There is a pretty good chance you will not go off course and will have a blast with the experience. One of the elements, if it works out properly, will have a few of you seeing Corvettes going in three or four different directions all at once. You might also pick up a little Orange County history and trivia along the way.

One of our helpers said, “Anyone who doesn’t participate in this is going to wish that they did.” Don’t be that guy.