

British Car Club of Delaware and Brandywine Motorsport Club

TWO COUNTY RALLY

May 15, 2011

GENERAL INSTRUCTIONS

DEFINITIONS:

L = Turn to the left, any angle

R = Turn to the right, any angle

T = A road configuration shaped like a T as approached from the bottom

Stop Sign = Applies only to Stop Signs that require you to stop.

“ -----“ = Words in quotes are from a sign.

Pick up = To continue in the same general direction

Jog = A turn in one direction followed closely by a turn in the opposite direction

(.....) = Words in parenthesis in the route instructions are intended to be helpful but are not required to correctly follow the rally route

ROUTE FOLLOWING:

Execute the next numbered instruction

When instructed to “and follow” a specific road (i.e., Instruction #10 and #61), the road will turn left or right but signs will tell you which way the road goes.

Every effort has been made to keep you on the correct course by giving mileages at most turns. If in doubt, continue straight ahead through crossroads until the mileage is correct. Your car’s odometer may not agree with the official mileage, therefore you should note your car’s odometer reading at the turns in the space provided and then estimate what your car’s odometer will be reading when the next turn comes up. Some turns are close together and some are a mile or more apart, **KEEP YOUR DRIVER INFORMED.**

TRANSIT ZONE

A section of the rally that does not need to be traveled at a prescribed average speed, and these sections do not contain any checkpoints, or control points. Drive to the end of the transit zone at highway speeds, and then leave the transit zone at your correct time.

OPEN CHECKPOINTS

The checkpoint locations for this rally are noted in the route instructions. The correct elapsed times from the beginning of the rally or the previous checkpoint are also noted along the route. Try to be on time at these turns.

When you arrive at a checkpoint (marked by a BMC sign) do not stop at the sign, but continue to the location of the checkpoint crew. There your arrival time will be given to you as well as your departure time and the location at which to zero your odometer for the next leg of the rally.

PASSAGE CONTROL POINTS

There will be several control points during the rally, which will not be noted and do not require you to stop. Your time will be taken as you arrive at these control points, and timing penalties will be charged for being early or late. If you see one of these control points, do not stop, but continue to rally as if it were not there. **NO STOPPING WITHIN SIGHT OF A CHECKPOINT OR CONTROL POINT** in order to lose time, you must keep your car moving

OFFICIAL TIMES

Times as listed are to 1/100 of a minute, not seconds (e.g., 0.50 = 30 seconds). We have noted the correct elapsed time from the beginning of the rally and from the beginning of each leg after the open checkpoints. This is to help you stay on time. If you add your car number and 1 pm to the official time you will know how early or late you are during the first leg. At the open checkpoints, you will be given your time into the checkpoint and a new time to start the next leg. Your starting time for legs 2 and 3 should be added to the official times for leg 2 and 3 to see if you are early or late.

If you have never run a rally before don't worry. We have setup two classes: Novice and Experienced. Any equipment to help run the rally is OK: a GPS, a calculator, a good wrist watch for correct time of day, or a stopwatch that keeps good time.

SCORING

The penalty for being Early or Late to any checkpoint or control point is one point for every 1/100th of a minute (0.6 second). Maximum points per checkpoint will be 500 points (5 minutes).

START / FINISH

The Start is located in Brandywine Springs Park on Rt. 34 just East of Rt. 41, and the finish is at The Hunter's Den, 3517 Old Capitol Trail, Marshallton, DE.

GOOD LUCK!