

2009 ARIZONA WINTER WEEKEND ENTRY FORM

March 6 MARCH LYIN Regional GTA Rallye  
 March 6 LOW & GREEN Regional GTA Rallye  
 (VALLEY)  
**March 7 DESERT SANDS** Regional Course rallye  
**GULLIBLE'S** Regional Course rallye  
**TRAVAILS**  
**March 8 DESERT SINS** Regional Course rallye  
**SIGN OF THE TIMES** Regional Course rallye

	DRIVER	NAVIGATOR
NAME		
ADDRESS		
CITY		
STATE AND ZIP		
PHONE		
e-mail		
SCCA MEMBER #		
MINOR?		
SCCA REGION		

**VEHICLE INFO**

MAKE	MODEL	COLOR
YEAR	LICENSE PLATE	STATE

Is the vehicle owned by either crew member YES NO  
 If NO please state the name and address of owner   
 The entrant warrants that an auto insurance policy with liability limits of not less than \$20,000/\$40,000/  
 \$10,000 is in force for each vehicle entered.

Driver's signature	Date
Navigator's signature	Date

Class of Entry: E (Equipped) L (Limited) S (Stock)

For each rally that you wish to enter, please circle or underline the appropriate class.

MARCH LYIN	E	L	S
LOW & GREEN (VALLEY)	E	L	S
DESERT SANDS	E	L	S
GULLIBLE'S TRAVAILS	E	L	S
DESERT SINS	E	L	S
SIGIN OF THE TIMES	E	L	S

Entry Fees: **\$30** for each rally you enter

No refunds after March 1, 2009. Please make check payable to John Sears  
 Remit to: John Sears 7260 S. Frances Av Tucson AZ 85756

<b><u>Official Use Only:</u></b>	
Date Received	Entry Fee Paid
CAR #	Date GI's Sent

You can earn up to 10 year-end points on each Regional.

## REGIONAL GENERAL INSTRUCTIONS FOR GTA RALLIES

1) The following roadway types do not exist: private roads, alleys, driveways (except the Start and Finish location).

UNPAVED exists only when an active numbered instruction contains the word UNPAVED.

2) Execute each numbered instruction in ascending numerical order beginning with NRI # 1.

Execute each instruction at the first valid occasion to do so.

An instruction consisting of multiple parts (e.g. NRI 666: LEFT at HEX. RIGHT at WARLOCK) must be completed in the order presented prior to initiating the next NRI.

3) Signs may be anywhere except those which would require a backward glance.

Separate signs on the same support are considered the same sign.

4) Some instructions are composed of more than 1 part. Execute and complete either the A part or the B part, not both. Complete whichever can validly be completed first. If the A part and the B part can be completed at the same location, execute and complete the A part, but mark choice D on your answer sheet. If neither part can be executed, mark choice X on your answer sheet and also cancel that instruction when you initiate the next numbered instruction.

Any action taken in regard to an instruction is an execution of that instruction.

When an instruction contains at least 1 part labeled A) or B), do not execute any part not so labeled.

Some instructions (e.g. INST 666: LEFT on MEPHISTO) do not have ANY lettered parts (A or B).

The situation where you would be required to 'take back' a turn made when initiating a part of an instruction, will not occur (example follows).

Example: 45) A) RIGHT on SMITH. LEFT on JONES.

B) LEFT on HERMOSA.

After initiating Part A at SMITH, it will never occur that you will find HERMOSA prior to finding JONES.

Sample format of an A/B instruction:

23) A) RIGHT on SMITH.

B) RIGHT on JONES.

5) Don't split or conjoin words or numbers, that is, do not take HAM or HAT out of HAMILTON or 4 out of 45. A further example is: do not conjoin FIR ST into FIRST.

6) Quotation marks are used to indicate text quoted from a sign. Spelling and spacing of the sign must match that which is referenced. Foreign language marks, such as umlauts and tildes are immaterial.

7) Landmarks may be referenced by partial name. The landmark OLD VAIL RD may be referenced as OLD, OLD VAIL, VAIL RD, OLD VAIL RD, but not as OLD RD or OL.

Landmarks may be referred to by singular or plural form. Different roadway names designate different roadways.

8) Continue in the straightest possible direction until you are directed to change your direction of travel.

If the roadway upon which you are travelling ends in a bulb-shaped ending (CUL-DE-SAC), execute a U-turn by following the curbing (approx 6 feet away).

9) Each question (marked with a Q) and potential answer does not come into effect until the completion of the preceding numbered instruction and goes out of effect upon the completion of the following numbered instruction.

10) Write the answer to the question on the correspondingly numbered space on the answer sheet. If there is no applicable answer to a question marked with a Q (e. g Q1), write NONE in that space.

11) You will be given 1 point for each correctly answered Q and 1 point for each correctly marked instruction where there is a choice. HIGH SCORE WINS. If there is a tie, a coin will be tossed. The higher car number has HEADS.

12) Information in parentheses is for your amusement and/or edification and is NOT part of that instruction.

13) Sample instruction and question:

54 RIGHT on SEARS (ego boost).

Q77: Do you see "CATTLE MAY BE PRESIDENT"?

For Q77, you saw the sign or you didn't. Write YES or NO in the appropriate space on the answer sheet.

55 LEFT at T.

Q78: What is the name of the first roadway on your right?

For Q78, merely write the name of that roadway in the appropriate space on the answer sheet.

56 LEFT at JONES.

Q79: What is the name of the sixth roadway on your right?

For Q79, write NONE in the appropriate space on the answer sheet, since you will not come to 6 roadways on your right prior to executing INST # 57.

57 RIGHT at first OPP.

14) When asked (for example): Do you see "HOT CROSS PUNS"?  
We are referring to your possible observation of the sign that you might encounter.  
We are NOT referring to the text on the page which you are reading.

15) A forced turn is an area where you can go in only 1 direction - right or left - without the possibility of going straight, even though you can go straight as possible around the curve.  
Do NOT execute an NRI at a forced turn.

- 1) at           `in the vicinity of' for actions which direct a course of travel; even with - for other actions
- 2) before       in sight of and also prior to
- 3) CG           CATTLE GUARD - 2 or more metal rails over which the rallye car passes.
- 4) each        0, 1 or more instances of the referenced item (e.g. RIGHT at each T)
- 5) INTERSECTION Any meeting of existent roadways at grade level from which the rallye vehicle could proceed in more than 1 direction without making a U-turn.
- 6) LEFT        a turn to the left of 10 to 179 degrees at an intersection
- 6.5) MM       An official sign with white letters and digits on a green background
- 7) NRI         Numbered Route Instruction
- 8) on          to get upon (no trap intended) (e.g. `RIGHT on SMITH' allows you to get from the roadway upon which you are travelling and travel upon the roadway SMITH).
- 9) OPP         Opportunity - a roadway at which you can proceed in the direction given  
Remember that different roadway names designate different roadways.
- 10) RIGHT      a turn to the right of 10 to 179 degrees at an intersection
- 11) SAG        Stop Ahead Graphic - a sign that indicates a STOP will occur soon.  
OR a sign with the words "STOP AHEAD"
- 12) SIDEROAD   An intersection of exactly 3 roadways, where a roadway goes generally ahead and another goes to the left or to the right, but not both.
- 13) SOL        When SOL appears in an instruction or question, the referenced sign must be on your left.
- 14) STOP       an official octagonal stop sign at which the rallye vehicle is obliged to stop.
- 15) STRAIGHT   proceed within plus or minus 10 degrees of directly ahead at an intersection
- 16) T          an intersection of roadways such that there is a roadway to your right and a roadway to your left and past which you can no longer proceed ahead upon the roadway on which you are travelling.
- 17) TRAFFIC LIGHT   A fixed signal light alternating red and green (and frequently including yellow as a transition between green and red) used at an intersection to regulate traffic and which controls the rallye vehicle. For rally purposes, only 1 TL may exist at an intersection at which 1 does exist. A traffic light may be set to operate as a blinker.
- 18) TURN       Change direction by more than 10 degrees. A TURN instruction cannot be executed if the instruction STRAIGHT would take the contestant the same way.
- 19) UNPAVED    A road having a non-hard surface (broken stone, gravel, dirt).
- 20) U-turn     Change direction by 180 degrees.

## REGIONAL GENERAL INSTRUCTIONS FOR COURSE RALLIES

1) The following roadway types do not exist: private roads, alleys, driveways (except the Start and Finish location).

UNPAVED exists only when an active numbered instruction contains the word UNPAVED.

Roadways upon which you cannot turn (e.g. marked 'Do Not Enter' or on other side of median) do not exist.

2) Execute each numbered instruction in ascending numerical order beginning with NRI 1.

When an instruction gives an action which is to apply until a given NRI number, that references the first action of the given NRI number. It can overlap subsequent NRI's until that first action.

Execute each instruction at the first valid occasion to do so.

An NRI that does not contain 'may overlap' must be completed in its entirety in the order presented prior to initiating the next NRI.

A numbered instruction may overlap subsequent numbered instructions, if such overlap is explicitly stated as such by use of the phrase 'may overlap' in that instruction and/or an NRI number is given.

All active NRI's which contain 'may overlap' are cancelled when you complete the next DIYC instruction and/or when you enter an open control.

An NRI containing 'may overlap' is active when you complete the most immediately preceding NRI not containing 'may overlap'.

The 'may overlap' in an NRI applies only to subsequent NRI's, not the current one.

(e.g. NRI 69 "SMUT". "SEX". PAUSE 77. may overlap

You must see "SMUT" prior to taking the pause at "SEX".)

3) Signs may be anywhere except those which would require a backward glance.

When a sign is designated SOL (e.g. "SMITH" SOL) that referenced sign must be on your left.

Separate signs on a common support are to be considered separate signs.

Separate letters and/or numbers on a common support are one sign if they convey a single message.

Once you use a sign, you must be out of sight of it prior to using it again.

4) Some instructions are composed of more than 1 part. Execute and complete either the A part or the B part, not both. Complete whichever can validly be completed first. If the A part and the B part could be completed at the same location, execute and complete the A part AND PAUSE 60.

Any action taken in regard to an instruction is an execution of that instruction.

When an instruction contains at least 1 part labeled A) or B), do not execute any part not so labeled.

Some instructions (e.g. INST 666: LEFT at DIABLO) do not have ANY lettered parts (A or B).

A situation where you would be required to 'take back' a turn made when initiating a part of an instruction, will never occur (example follows).

Example: 45) A) RIGHT on SMITH. LEFT on JONES.

B) LEFT on HERMOSA.

After initiating Part A at SMITH, it will never occur that you will find HERMOSA prior to finding JONES.

However, you might have to 'undo' a pause, gain or a speed change or the observation of a sign or landmark.

Sample format of an A/B instruction:

23) A) RIGHT on SMITH.

B) RIGHT on JONES.

An instruction such as (for example) NRI 77: A) CAST 35 at STOP. LEFT on SMITH.  
LEFT on JONES.  
B) LEFT at CROSSROAD  
**may overlap**

is considered to have the A part spanning all lines up to the B) designation.  
The phrase `may overlap' is part of the NRI and applies to all parts.

5) Don't split or conjoin words or numbers, that is, do not take HAM or HAT out of HAMILTON or 4 out of 45.  
A further example is: do not conjoin FIR ST into FIRST.

6) Quotation marks are used to indicate text quoted from a sign. Spelling and spacing of the sign must match that which is referenced. Foreign language marks, such as umlauts and tildes are immaterial.

7) Landmarks may be referenced by partial name. The landmark OLD VAIL RD may be referenced as OLD, OLD VAIL, VAIL RD, OLD VAIL RD, but not as OLD RD or OL.  
Landmarks may be referred to by singular or plural form. Different roadway names designate different roadways. A landmark must be identified and/or defined in the Glossary.  
A roadway name on one side of the intersection names it on the other side unless the other side has a different name. The address numbers (e.g. 2400 N) on a street sign are not part of the name.  
Multiple signs identifying a landmark (e.g. Casino) identify that landmark ONCE ONLY!!

8) Continue in the straightest possible direction until you are directed to change your direction of travel. If the roadway upon which you are travelling ends in a bulb-shaped ending (CUL-DE-SAC), execute a U-turn by following the curbing (approx 6 feet away).

Once an active instruction contains the word `onto', e.g. RIGHT onto FRANCES, travel upon a roadway of that name whenever possible. This does not mean that you could not execute an instruction which would cause you to travel upon a roadway of another name. Never make a U-turn to remain `onto'.

An instruction, for example: `onto FRANCES', is sufficient to initiate the onto condition for FRANCES even though you might not be upon FRANCES at that time.

An instruction may direct you away from an onto responsibility, but the onto is not cancelled.

An instruction such as ` RIGHT onto SMITH. Right on JONES.' places you onto SMITH, but NOT onto Jones.

9) If the assigned speed is greater than the current speed limit, you will be able to recover lost time.

10) Penalties: 1 point per 0.01 minute early or late up to a maximum of 50 points per Leg.

11) Information within parentheses in an NRI is for your amusement and/or edification.

12) Mileages given in the left hand margin of the Route Instructions are truncated to 1 decimal place, unless the mileage is given to 3 decimal places.

13) Concerning 1 car classes:

E cars will always retain their earned score no matter how many cars run in Class E.

L cars will have their non-max leg scores multiplied by .6 and be scored with E cars if there is only 1 car in Class L.

S cars will have the non-max leg scores multiplied by .5 and be scored with L cars if there is only 1 car in Class S and at least 1 car in Class L.

If there are no cars in Class L and only 1 car in Class S, the S car will be scored with E cars and will have the non-max leg scores multiplied by .3.

**E equipment:** unlimited; **L equipment:** Unlimited distance-measuring, timing & calculating devices & no more than 2 may be inter-connected; **S equipment:** Unlimited stand-alone timing equipment plus either (not both) of the following: Unlimited distance-measuring equipment but no cumulative calculators OR stock odo & unlimited calculating devices.

14) If and when you enter a timing control with an orange control sign, proceed past the sign a safe distance and then stop.  
Give your control card to the worker and receive instructions about how to proceed.  
Stopping prior to that sign in sight of the worker(s) will carry a 25 point penalty.

## GLOSSARY

1) after        subsequent to

1.6) at        A: For Actions NOT directing a Course of Travel: most closely **even with**  
For Example: a sign to the right, applying to a road to the right, when approaching, do NOT use the mileage when you are NOT on the applicable road. Rather wait until AFTER you have made the turn and then when you "even With" it (most close).

B: For Actions directing a Course of Travel: "in the vicinity of", which we consider to be within .01 mile.

Note: consider the word **at** to exist, even though NOT specifically written in cases like the following  
NRI 34) "Jones" Right at Smith -- (consider the word **at** to appear before "Jones")

2) before        in sight of and also prior to

2.5) BFZ        Begin Free Zone

3) BTZ        Begin Transit Zone

4) CAST        Change Average Speed To (or continue average speed of). Speeds given are in miles per hour.

5) Callback    A integer representing the number of miles beyond which you are off course.

5.1) CG        A group of at least 2 metal rails over which the rally car passes.

5.2 CONTROL    The timing line of an open control as identified by an orange sign with a check and a point on it or an observation control as identified by an orange sign with OBS on it or a DIYC as identified in an instruction.

5.3 CRI        Cancel Route Instruction(s). For example `CRI 25' means cancel NRI 25.

5.4) CROSSROAD    An intersection of exactly 4 roads from which a road goes to the left, a road goes to the right and a road goes generally ahead.

6) DIYC        Do It Yourself Checkpoint. Write your calculated (or estimated) time of arrival in hours, minutes and hundredths in the provided space for the current Leg on your Control Card. Your departure time is a TDR (add your car number to determine your time).  
Example: if you were car 1, and the TDR were 10:12, you would depart at 10:13.

- 6.5) EFZ    End Free Zone
- 7) ETZ     End Transit Zone
- 7.05 Free Zone    A portion of the route where there are no manned (staffed) checkpoints.
- 7.2 GAIN    Subtract the given time from the running time for the current Leg.  
The number given is in hundredths of a minute.
- 8) INTERSECTION    Any meeting of existent roadways at grade level from which the rallye vehicle could proceed in more than 1 direction without making a U-turn.
- 9) LEFT     a turn to the left of 10 to 179 degrees at an intersection
- 10) MM nnn    An official sign with white letters and digits on a green background with the word MILE and a number (MM 364 is "MILE 364"). The nnn refers to the number of digits.
- 10.5) NRI     Numbered Route Instruction
- 10.53 OM    Official Mileage
- 10.55) on     to get upon (no trap intended - not synonymous with 'onto')  
(e. g. `RIGHT on SMITH' allows you to get from the roadway upon which you are travelling and travel upon the roadway SMITH)
- 10.6) OPP    Opportunity - a roadway at which you can proceed in the direction given  
Remember that different roadway names designate different roadways.  
Each OPP requires a different roadway.
- 10.65 OR    Some NRI's may offer a choice of parts separated by OR.  
Execute that part which can be initiated first, then ignore the other part.  
Example: NRI 55: CAST 44 at STOP OR CAST 45 at SMITH.
- 10.7) PAUSE    Add the given time to the running time for the current Leg. The number given is in hundredths of a minute (PAUSE 25 means PAUSE 0.25 minute).
- 11) PED     A sign depicting a possibly humanoid figure walking (no trap here).
- 11.5 PICTORIAL    A sign with a representation of an object or concept (e.g. NO PARKING PICTORIAL)
- 12) RIGHT    a turn to the right of 10 to 179 degrees at an intersection
- 13) SAG     Stop Ahead Graphic - a pictorial representation that a STOP will occur soon.  
OR a sign with the text "STOP AHEAD"
- 13.5) SIDEROAD    An intersection of exactly 3 roads, where a road goes generally ahead, and another road goes to the left or to the right, but not both.

- 14) SLnn      An official sign with BLACK text on a WHITE background containing both the words SPEED and LIMIT in that order with no intervening text and followed by a number.  
SL45 refers to a sign SPEED LIMIT 45 (not SPEED LIMIT 30).  
nn stands for the 2 digit number on the speed limit sign.  
Each SLnn is eligible for use when it is on the same road upon which you are travelling and that sign is perpendicular to your vehicle when you pass that sign.
- 14.5) SOL      Sign on left
- 15) STOP      an official octagonal stop sign at which the rallye vehicle is obliged to stop.
- 16) STRAIGHT    proceed within plus or minus 10 degrees of directly ahead at an intersection
- 17) T            an intersection of roadways such that there is a roadway to your right and a roadway to your left and past which you can no longer proceed ahead upon the roadway on which you are travelling OR a landmark identified as T
- 17.5 Take      Turn at
- 18) TDR      Time of Day Restart.
- 19) TL            same as definition of TRAFFIC LIGHT
- 19) TRAFFIC LIGHT    A fixed signal light alternating red and green (and frequently including yellow as a transition between green and red) used at an INTERSECTION to regulate traffic and which controls the rallye vehicle. For rallye purposes, only 1 TRAFFIC LIGHT may exist at an INTERSECTION.
- 20) Transit Zone    A part of the rallye route in which there are no timing controls and in which no specified speed be maintained. A distance and time might be given.
- 21) TURN      Change direction by more than 10 degrees. A TURN instruction cannot be executed if the instruction STRAIGHT would take the contestant the same way.
- 22) UNPAVED    A road having a non-hard surface (broken stone, gravel, dirt).
- 23) U-turn      Change direction by 180 degrees.