

Classic Rally Club Rally School 2012



Rally School

- What it's all about
- What you need
- Intro to navigation
- Lots of practice, lots of help



What's it all about

- FUN, not sheepstations!

What you do on a rally

- Get from start to finish!
 - Various “control points”
 - “Major controls” to start/end a stage
 - “Passage controls” on the way
- This means navigation
 - first plot the route
 - then find the roads
- Driver and navigator both work
- Watch out for boards, questions
- And look for trickery!

What you **need** to have

- A relaxed attitude!
- Everything from Registration
 - **especially** the maps
- Supplementary Regulations
- Accurate odometer
 - or correction tables, Halda, Terratrip etc.

These are very useful

- Mapboard – soft not hard
- Romer on a string
- Pens, pencils and rubbers
- Highlighters
- Ruler
- Calculator
- Protractor (preferably circular)
- Accurate clock with seconds

Handy stuff

- Remember abbreviations
- Take other maps
 - e.g. NSW Road Directory
- Magnifying glass
- Geometry compass
- Post-it notes
- Bulldog clips

More handy stuff

- Clipboard
- Clear plastic
- Sticky tape
- Bottles of water
- Car sickness aids



The basics

- Mapped vs unmapped
 - everything is **as mapped** unless told otherwise
- The map is always right
 - even when it's wrong

Handy hints

- Remember the “top box”
- Plot once then check it all again
 - and again, and again
- If you don't understand something
 - try asking your driver!
- Don't argue: discuss
 - not playing for sheepstations
- If you don't know where you are,
STOP!!!!!!

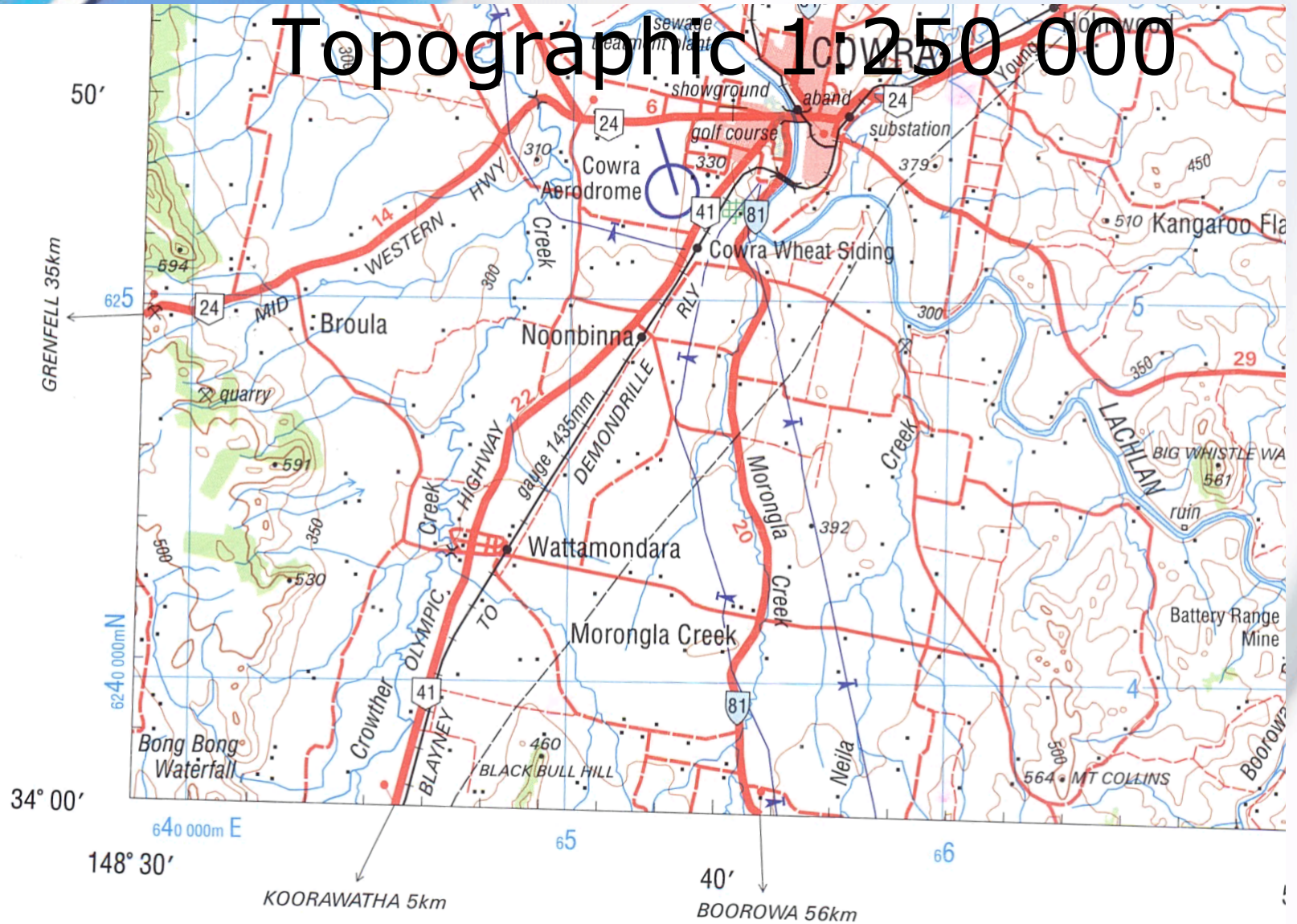
Things you **must** know

- Definitions from CAMS Manual, Supp Regs
 - (the rules of the game!)
- Map legend
- Abbreviations e.g. "TL"
- Timed vs Untimed events
- Timed events: "to the minute"
- What is "rally time"

Intro to navigation

- Any maps can be used
 - NRMA
 - Generally 1:550 000
 - Also 1:100 000
 - N not always to top!
 - Maps from yesteryear!
 - Roads often different
 - Watch for realignments
 - Topographic 1:250 000
 - Commonly used

Topographic 1:250 000



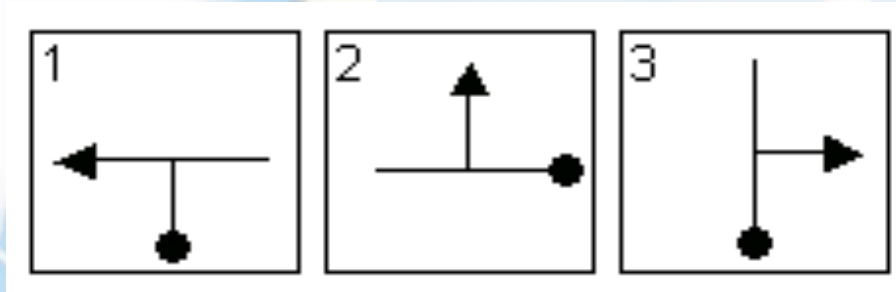


You **must** know how to do...
and we'll teach you!!

- Tulips
- Clock instructions
- Map traces
- Grid Squares
- Grid References
- Herringbones
- Cross references

Tulips

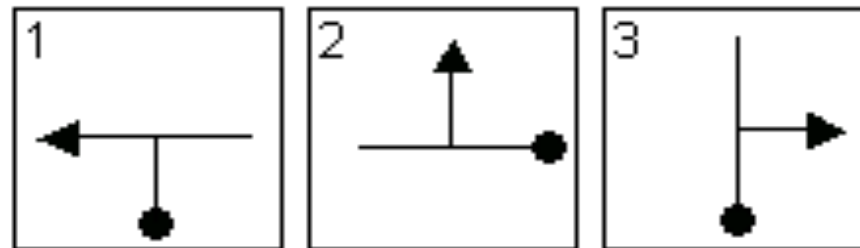
- The easiest of all!

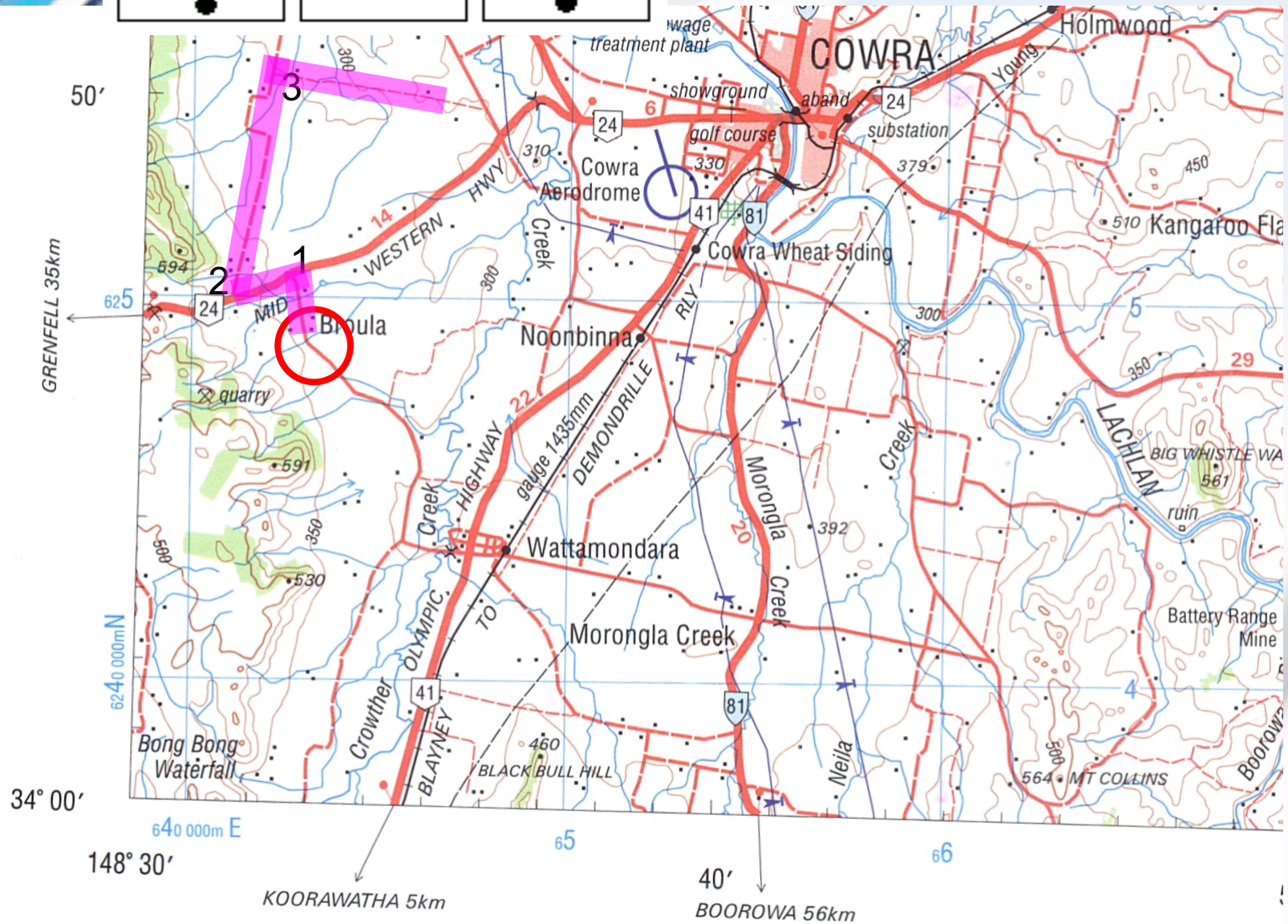
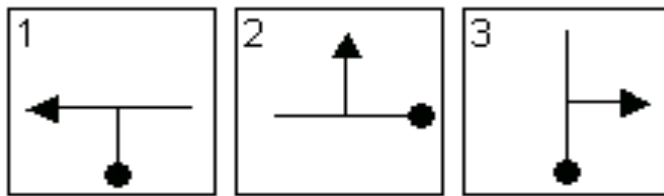


- Start at the dot, go to the arrow via the intersection

Tulips

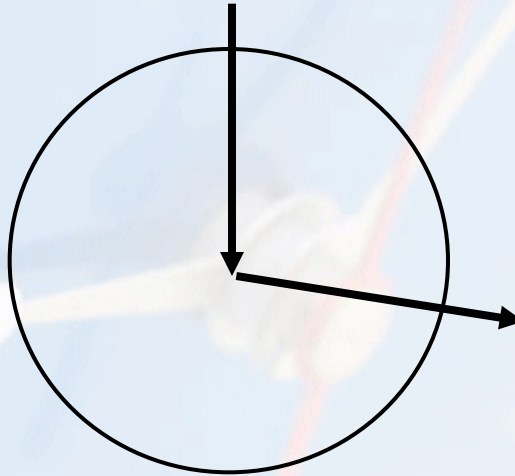
“Head NNW from creek crossing nearest Broula using the following tulip instructions”



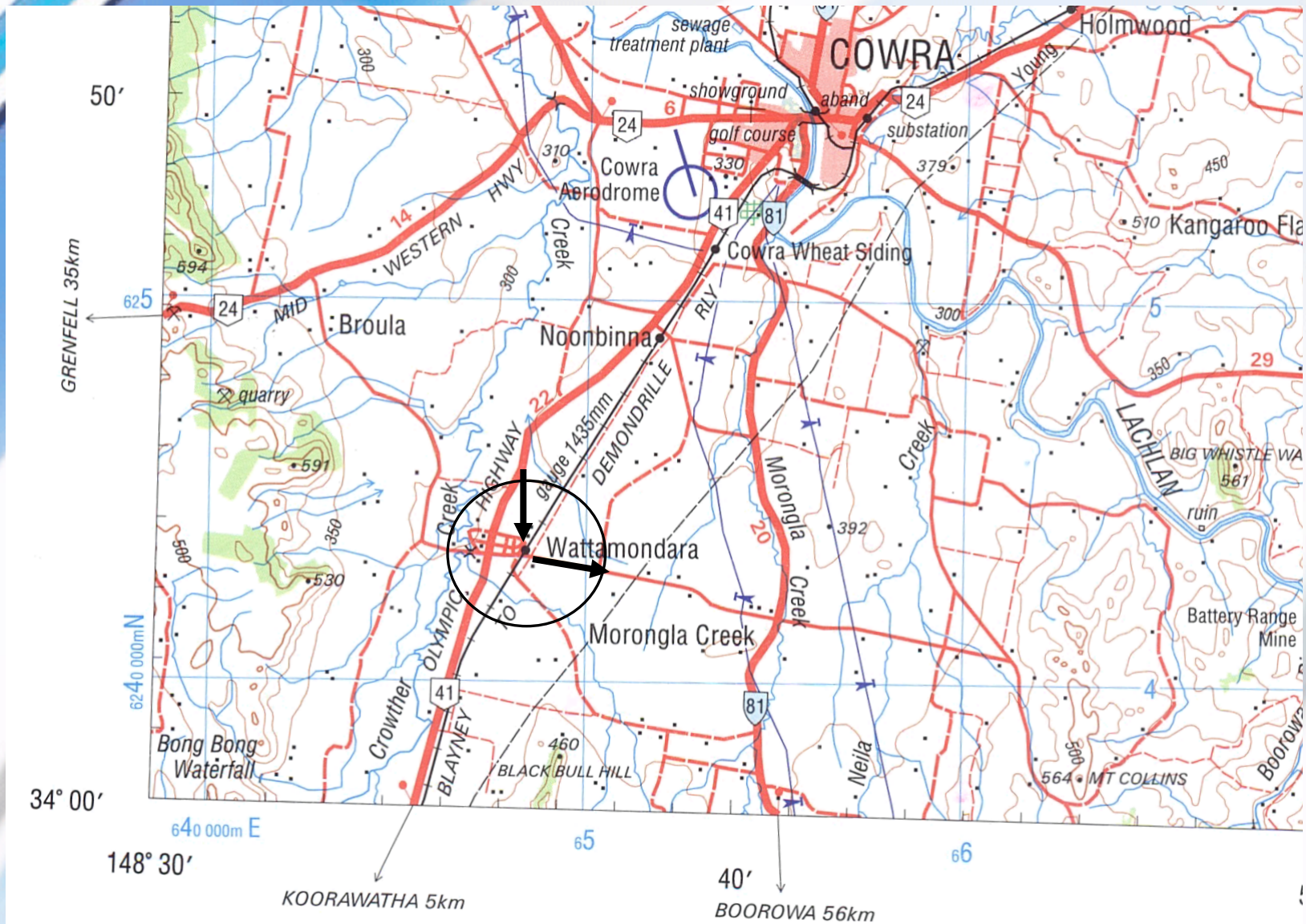


Clock instructions

- Just as easy
- Enter from the hour, exit to the minute (or vice versa)
- "Via Wattamondara RS at 12:17"



"Via Wattamondara RS at 12:17"



Map traces

Instructions like:

"Proceed using the following map trace"



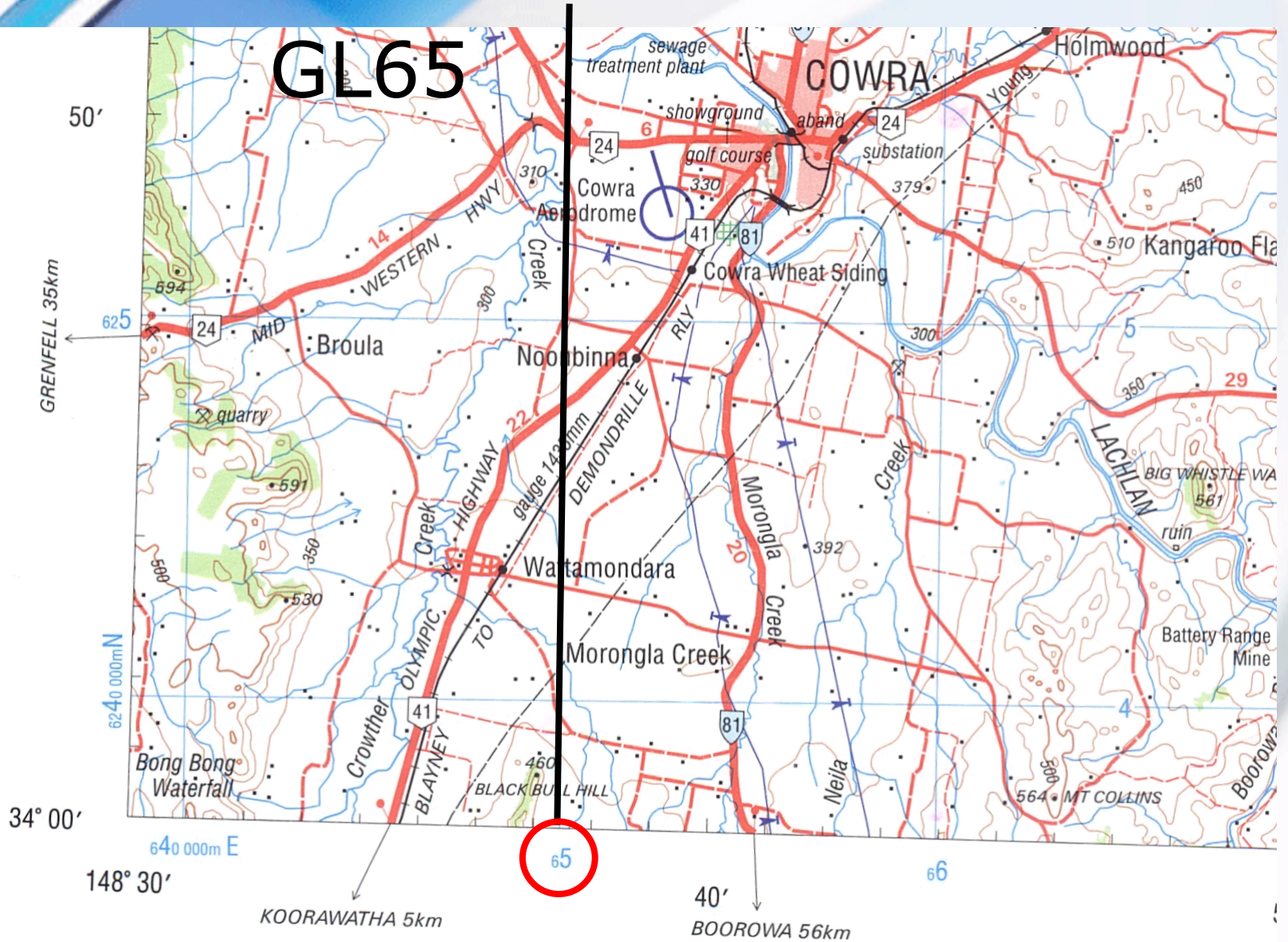
- A trace of a road, but...
- Can be to scale...or not
- Oriented as on the map...or not

So copy onto plastic, go to the map and search

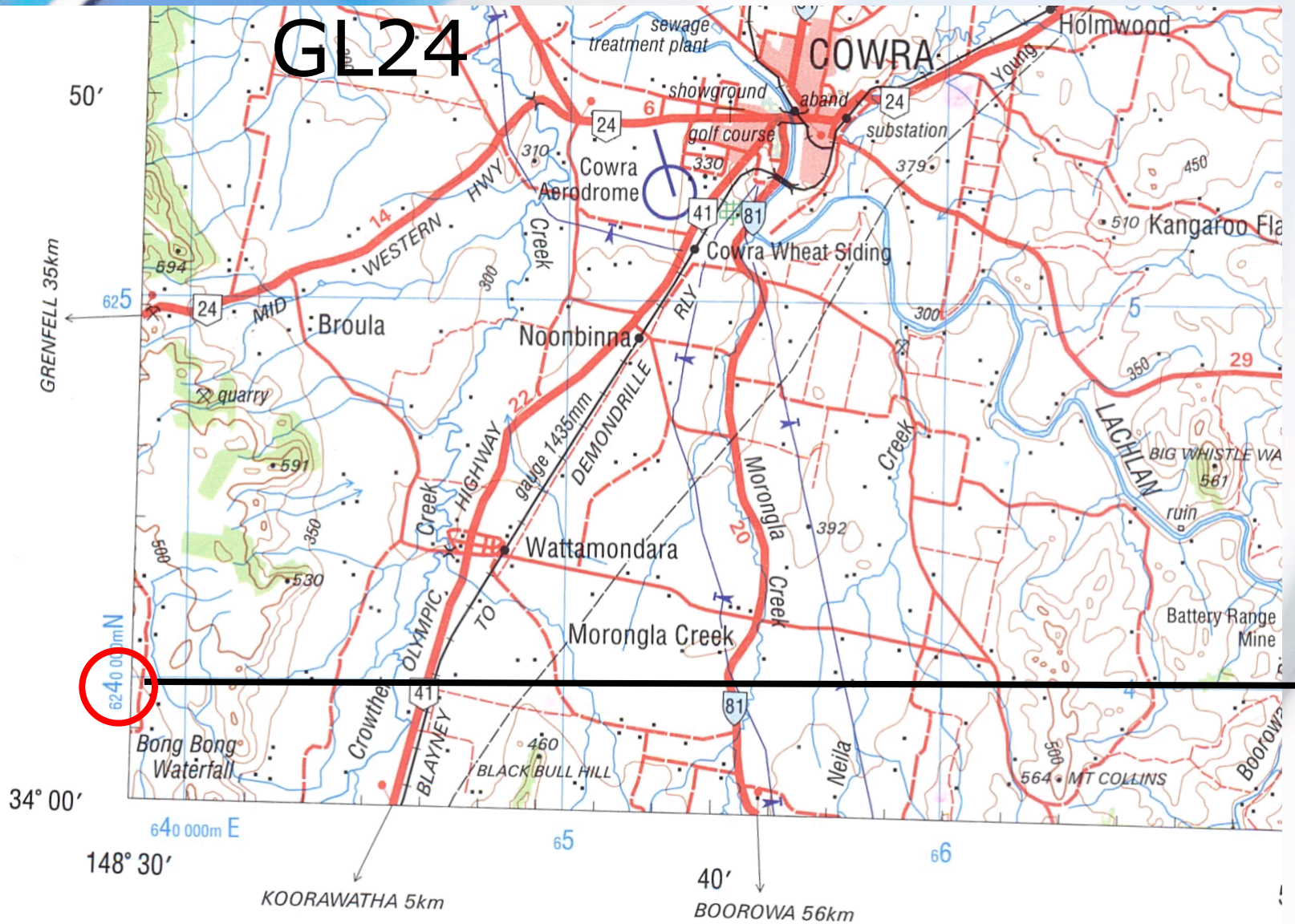
Topographic maps

- Have “gridlines”
 - pale blue lines
- Check what is N-S and E-W
- Longitude and latitude are different
 - black lines on 1:250 000 topographics
- Two digits (side or bottom) on map define a **grid line** e.g “GL65” or “GL24”

GL65



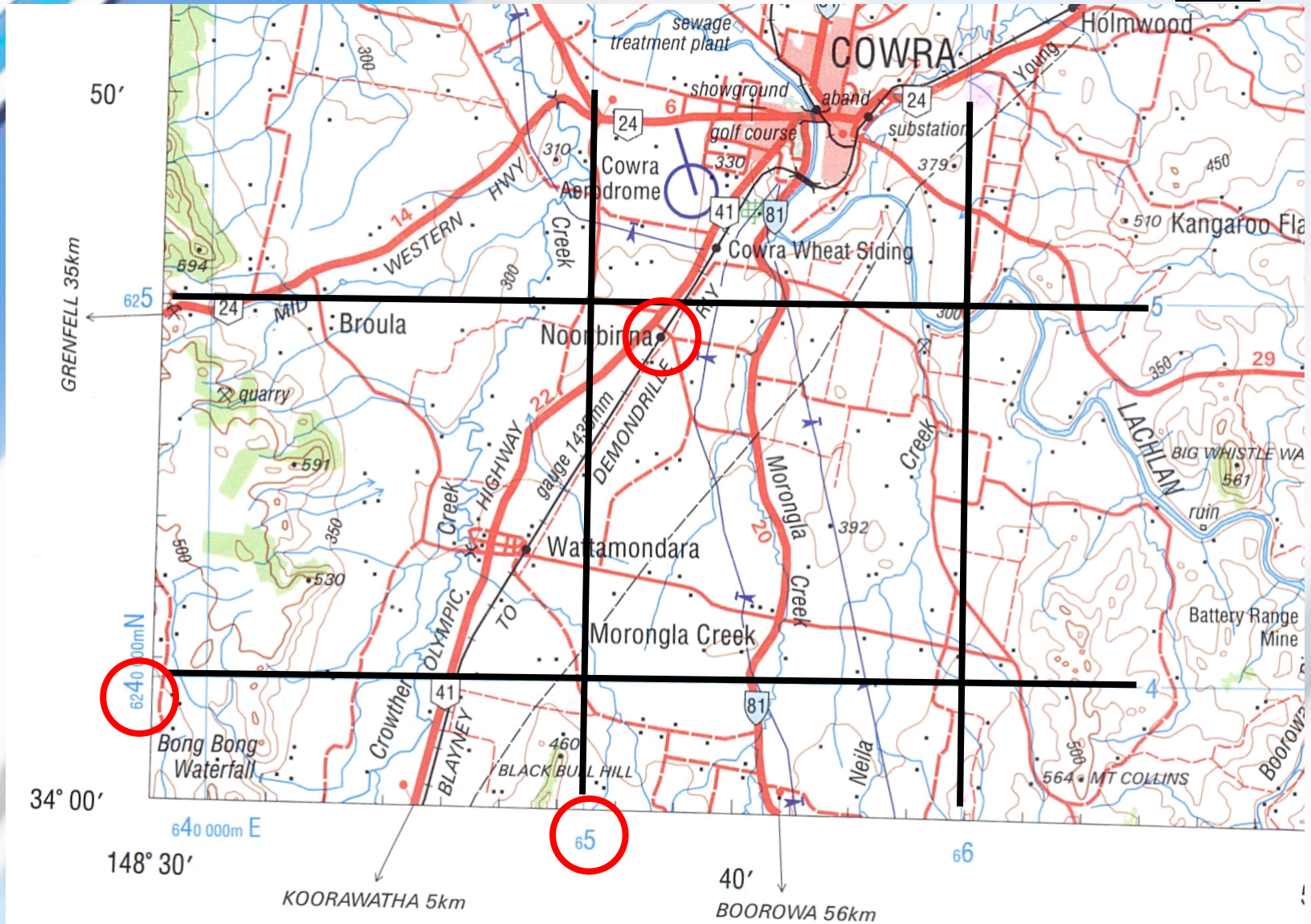
GL24



Grid Squares

- Grid Squares are written as "GS6524"
- "Walk before you climb"
 - i.e. horizontal numbers before vertical
- GS6524 is **right** of GL65 and **above** GL24
- Next slide: "Noonbinna RS is in GS6524"

"Noonbinna RS is in GS6524"

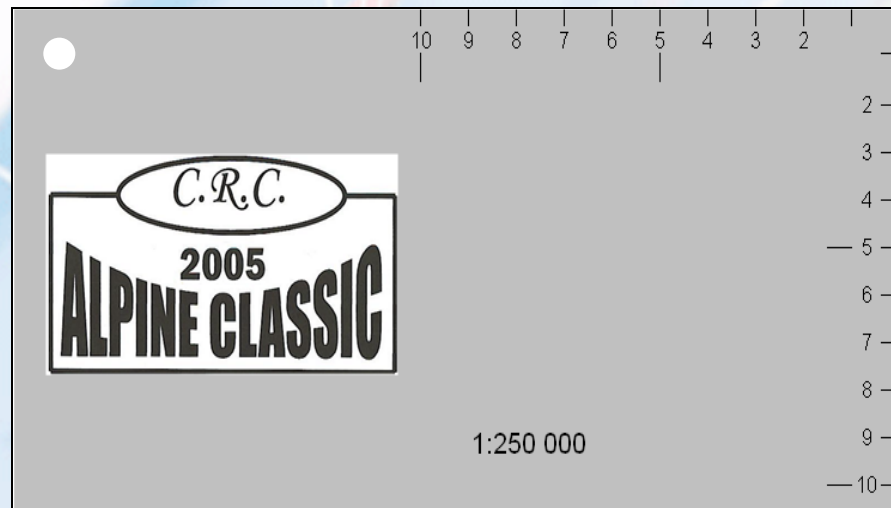


Grid References

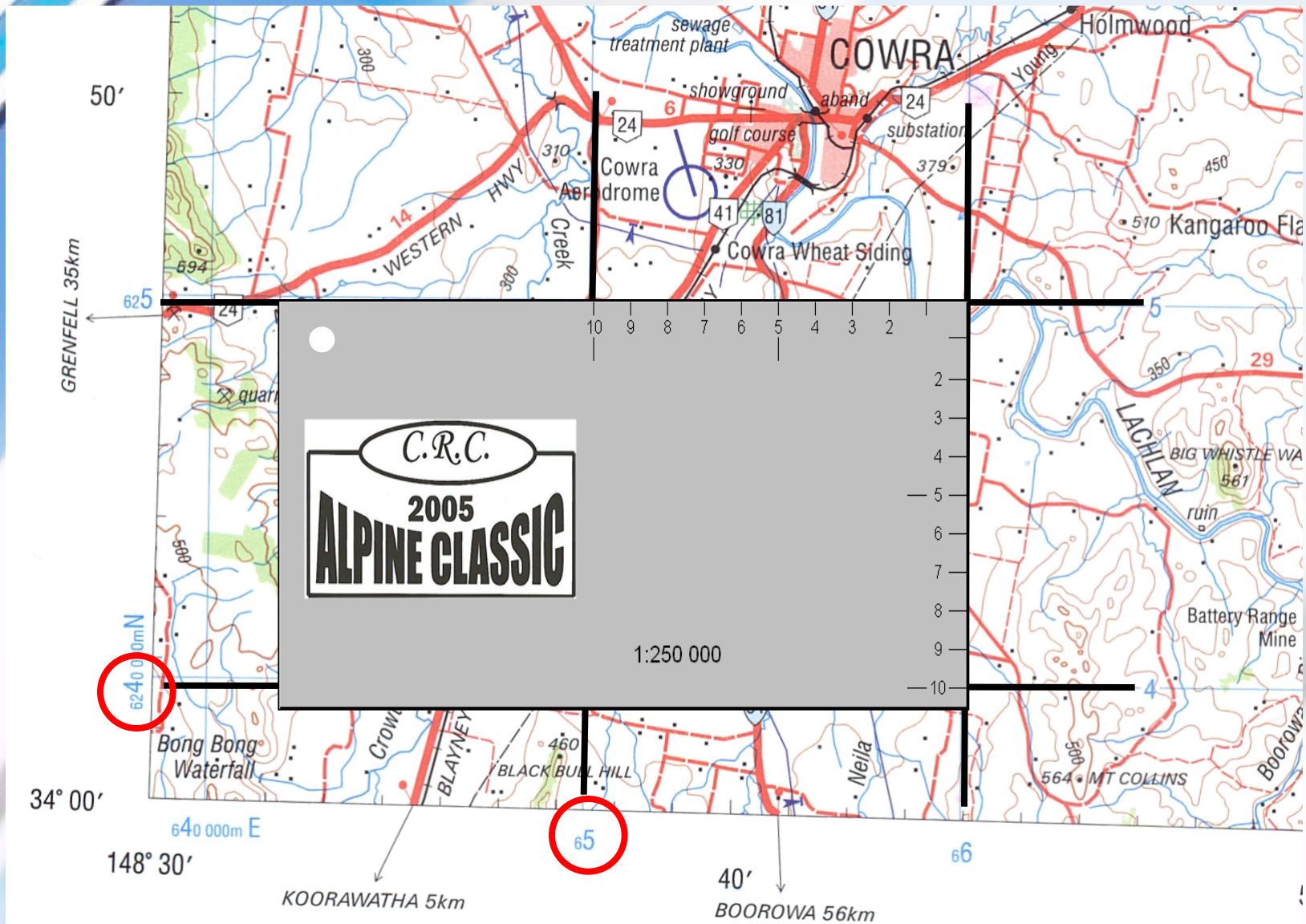
- Like Grid Squares but **more accurate**
- Grid References written as "GR65xy 24ab"
- "65" and "24" are the same lines as for Grid Squares
- "xy" and "ab" are for greater accuracy
- They divide the GS into 100ths

Grid References

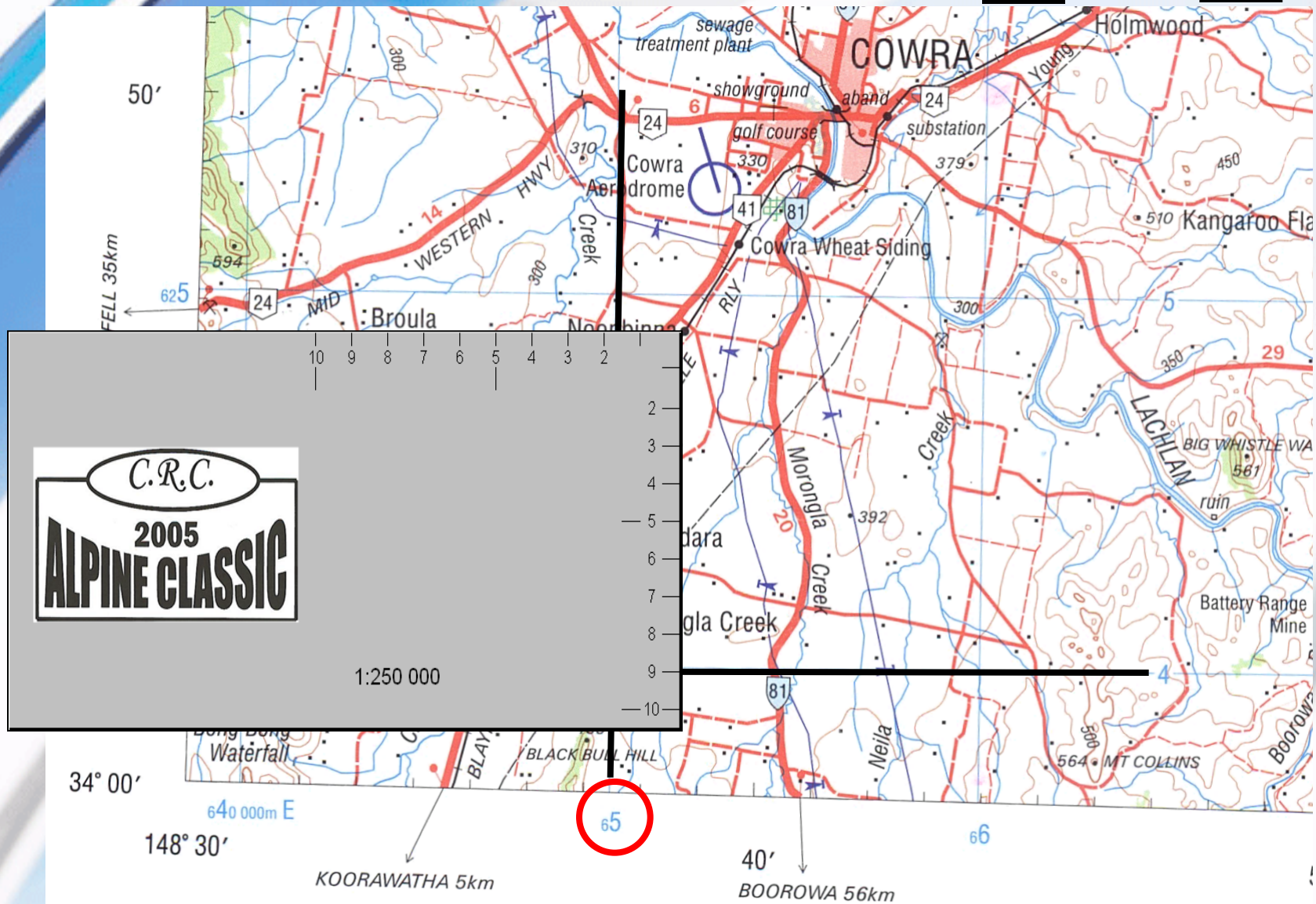
- Use a **romer** to get xy and ab
- This is a romer!



use it to measure accurately



"Noonbinna RS is at GR6517 2490"



Practice Grid References

GR6539 2849

GR6711 2647

GR6681 3003

GR6787 2660

GR6590 2723

GR6569 2627

GR6503 2428

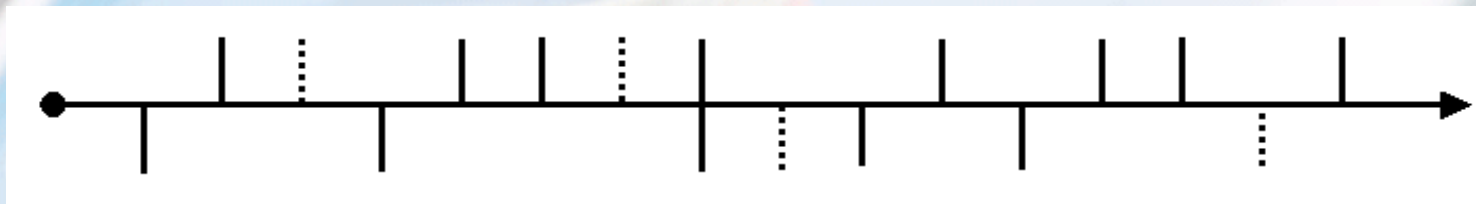
GR6445 2870

GR6393 2418

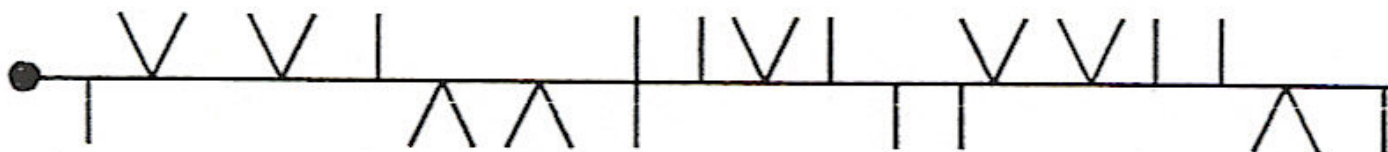
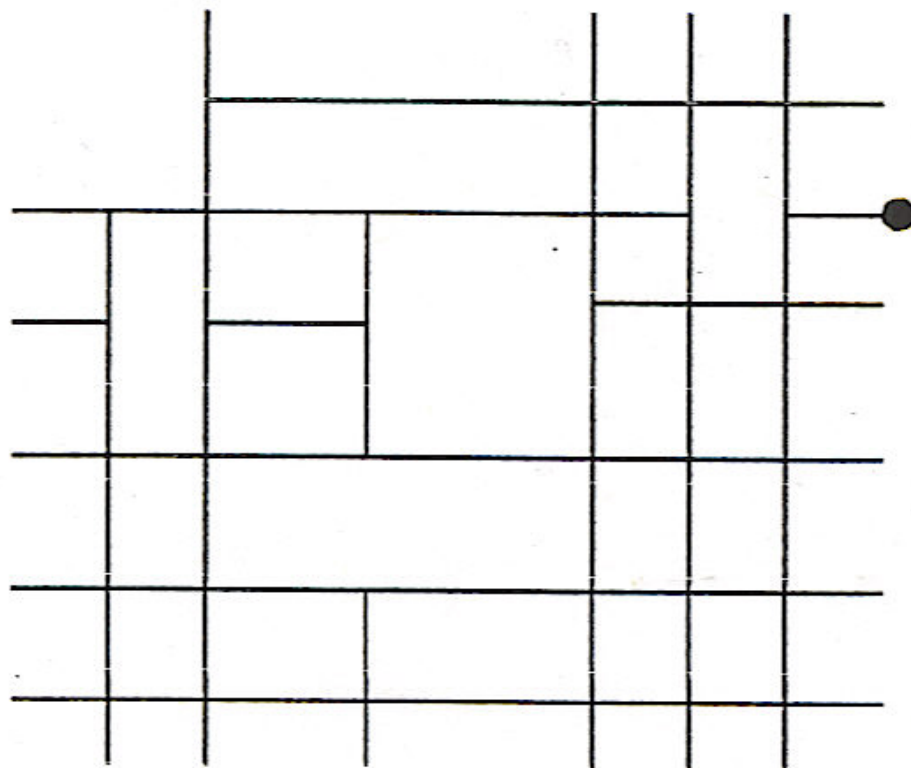
GR6545 2840

Herringbones

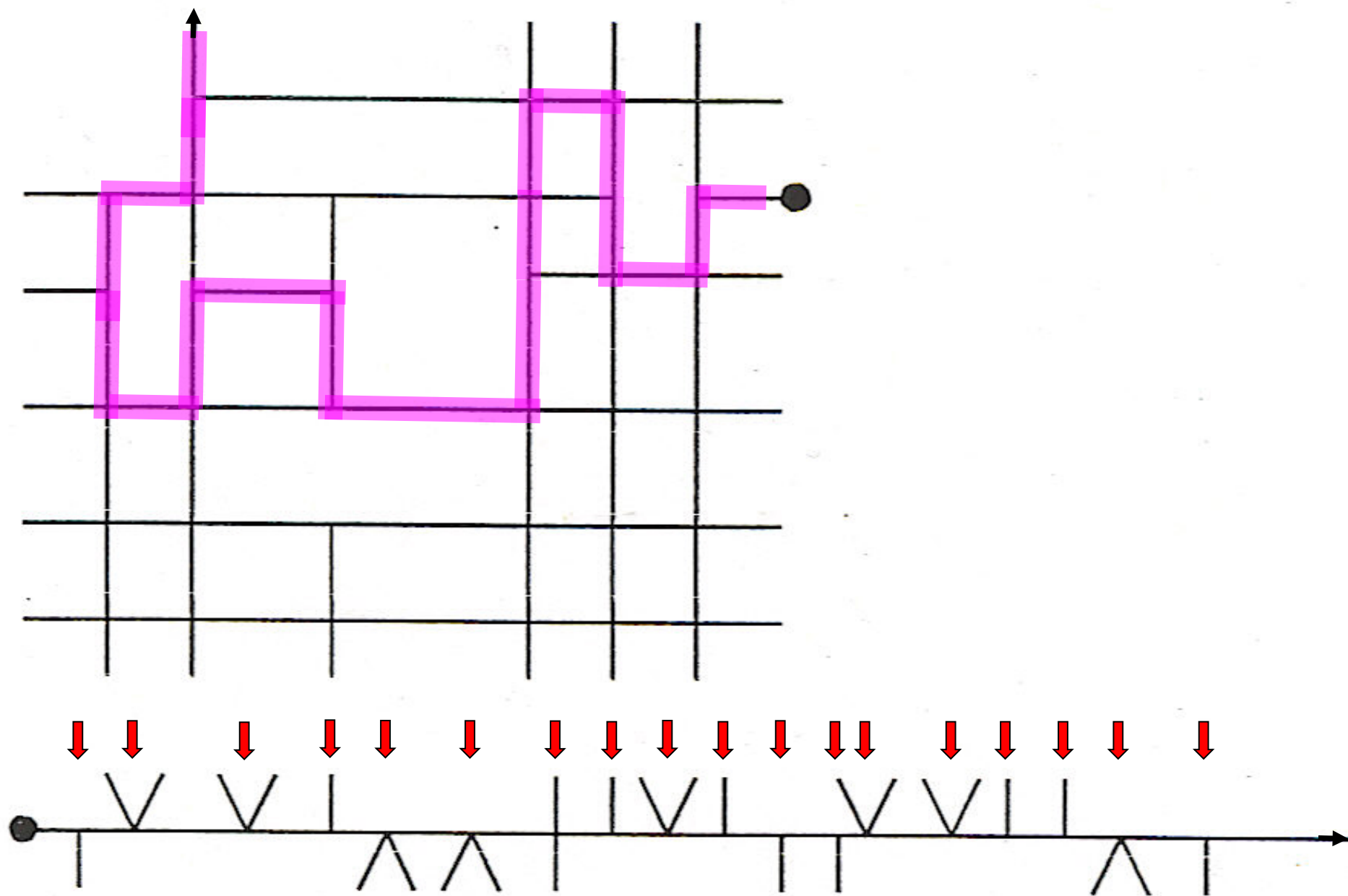
- Think of the route as a piece of string (or the herring's spine)
- Side roads are the herring's bones
- Pull the string tight, and voilá!
- They look like this!



Practice herringbones

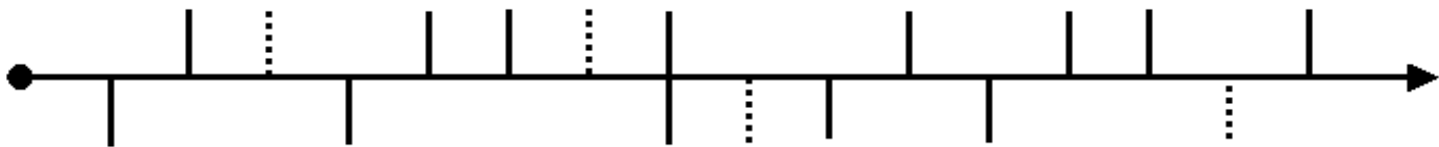


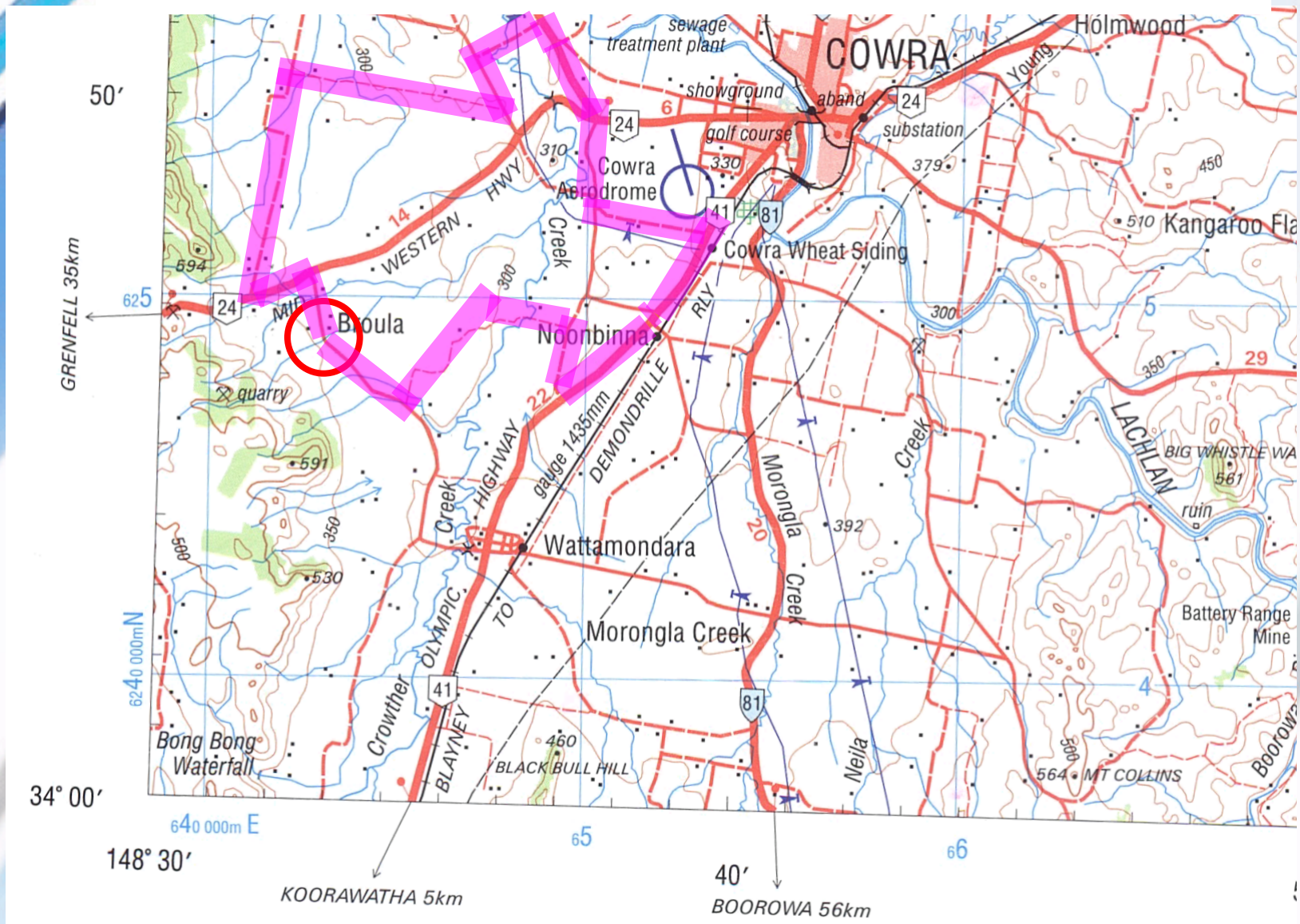
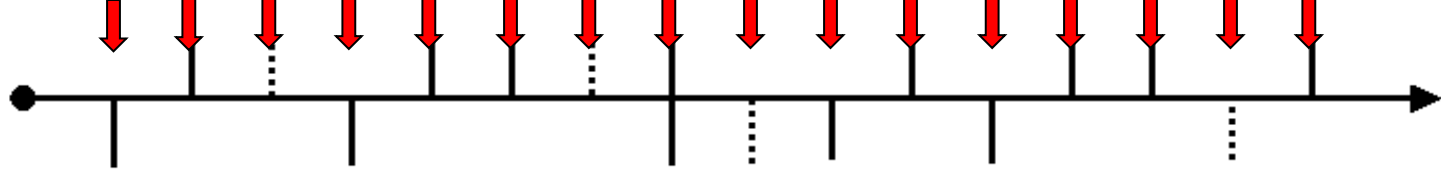
1



A real herringbone

“Head NNW from creek crossing
nearest Broula using the following
herringbone instruction”





Some other stuff

- VIA points
 - places you need to visit!
- Compass bearings
 - Remember what is N-S/E-W
- Cross references
 - need to find places etc

Some more stuff

- Shortest distance “Point to point” vs “overall”
- Keep an eye on distances
- Can’t visit a via point before it is named as a via point
- You can’t oppose rally traffic
 - unless told you can

On the road...

- Always know where you are
- Use your romer for measuring
- Help your driver:
 - 'you'll be turning left in 5kms'
 - 'you'll be turning left in 1km'
- Look for mapped landmarks
 - rivers, railways, cross roads
- Keep an eye on distances



An actual rally...

Route Instructions

Day One

Division 2

NB Blue grid lines are deemed to be true North for the purpose of bearings.

Conversion factor: 1 kilometre = 0.621 miles

MAPS

Bathurst 1:250 000

Division 2	Stage 2a	Type:	Navigation
Name:	Apprentice Pack	Distance:	119.45 kms
			74.18 mls
		Time allowed:	110 minutes

In all Stages, instructions in italics refers to the actual road, not the map.

Do not oppose event traffic unless specifically instructed to do so.

Tracks are deemed not to exist.

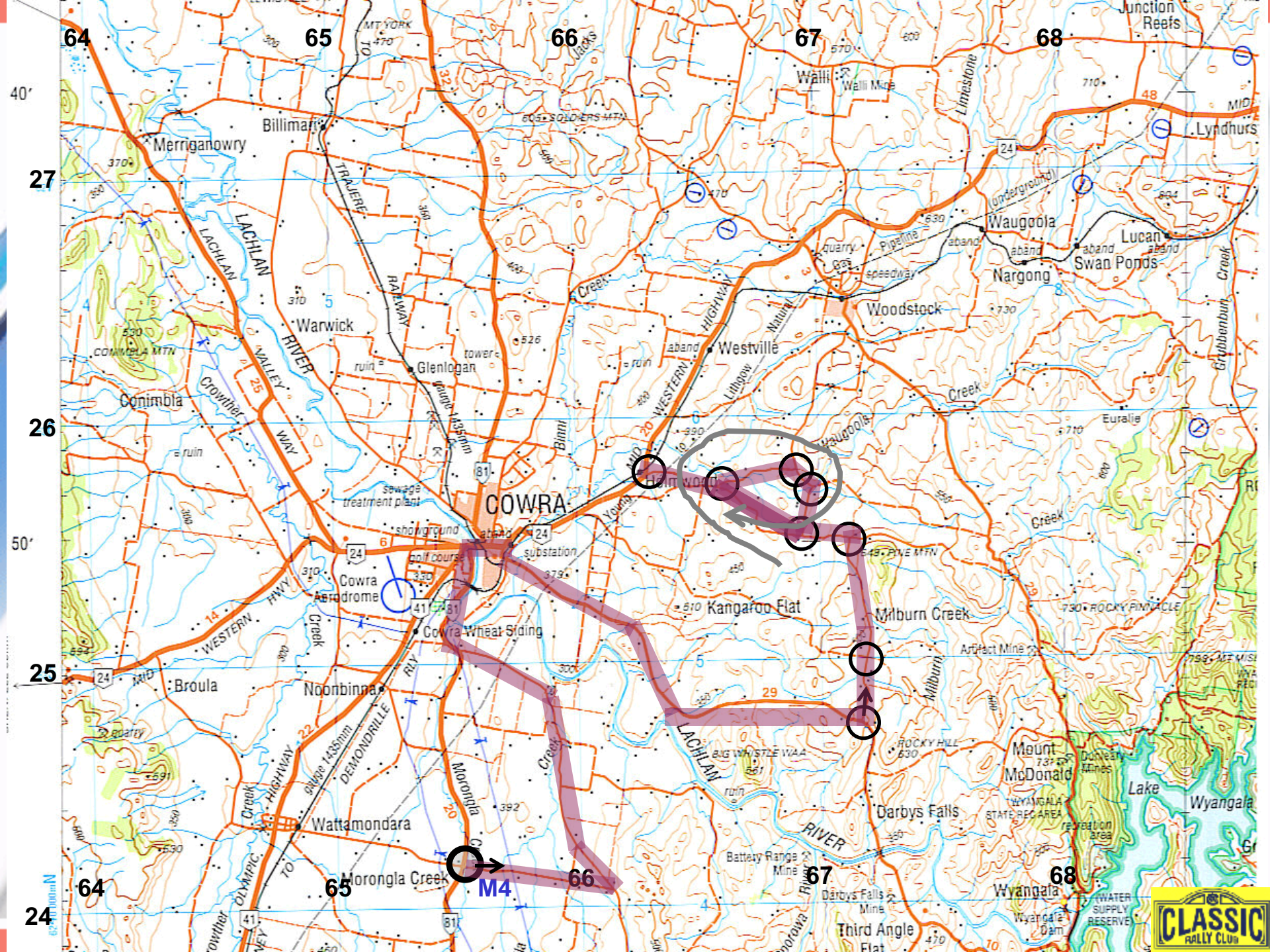
Use only sealed roads.

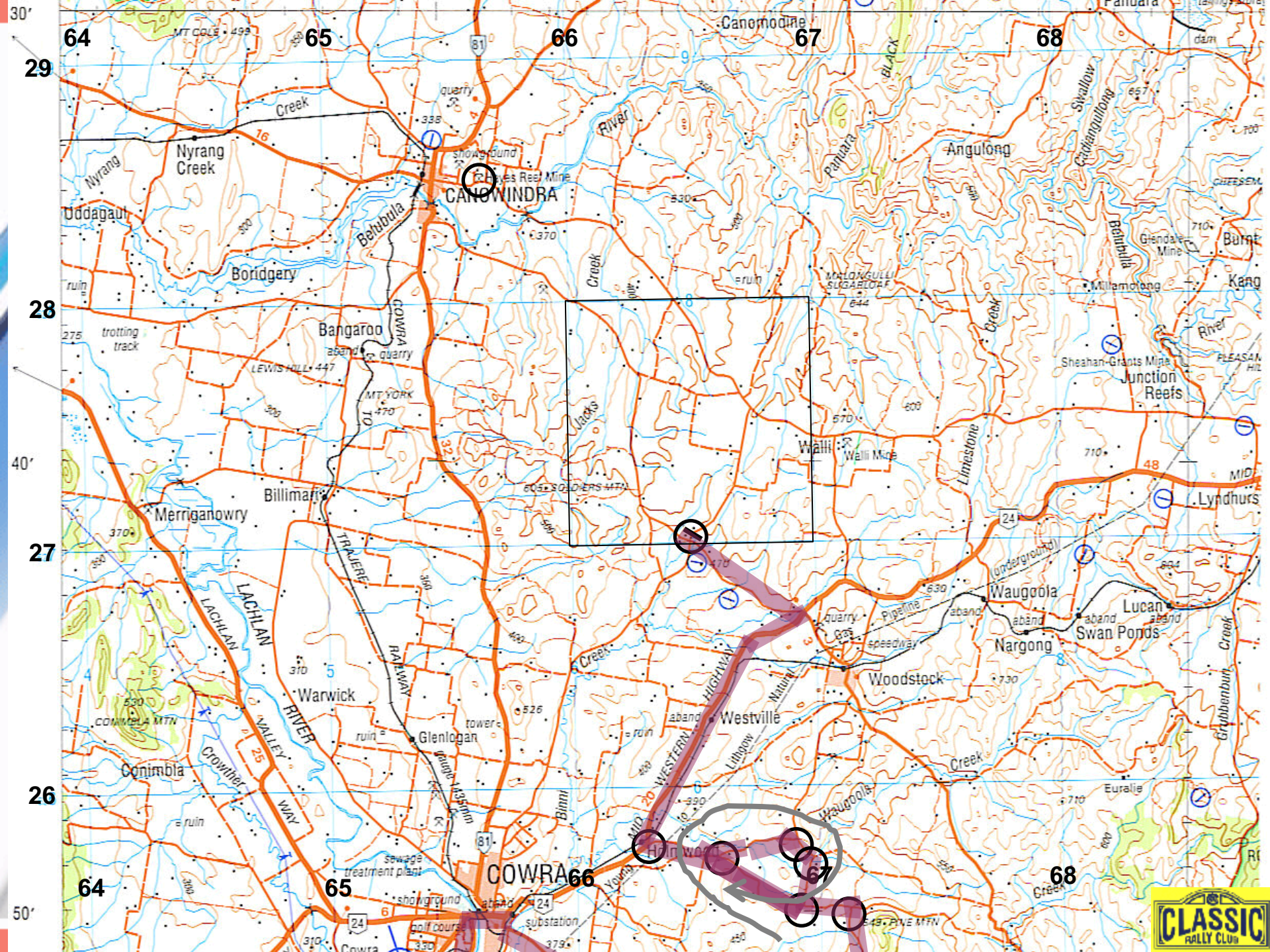
Answer the questions on the last page of the instructions in the order that you find them. Write answers on the Road Card.

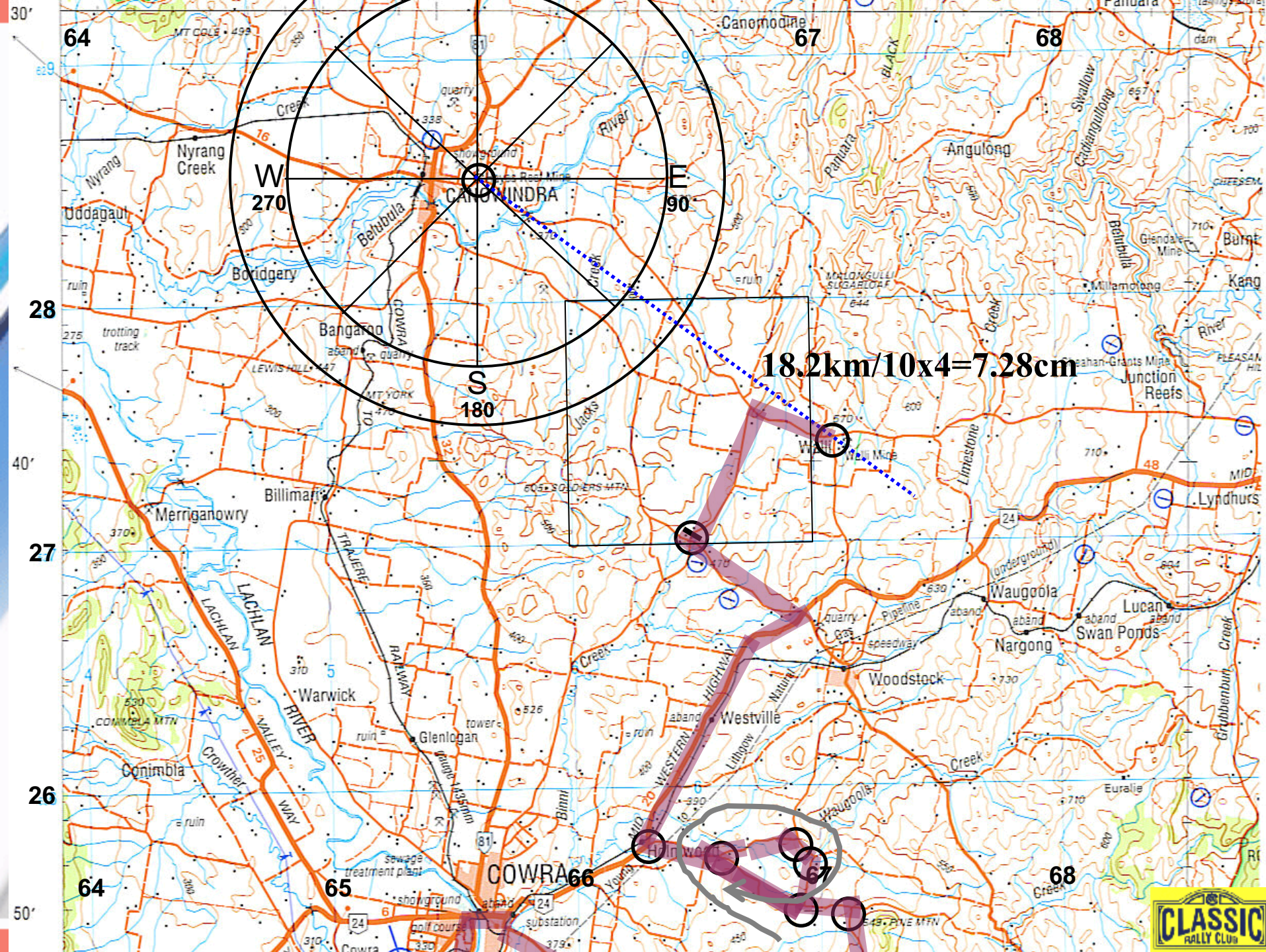
km	miles		Instructions
0.00	0.00	M4	XR GR 6550 2417. Exit to E. Cross E of GL 66.
22.03	13.68		<i>TR SP Blayney.</i>
41.27	25.63	VIA	RJ GR 6715 2474. Exit to NNE. Proceed using the following tulip instructions:

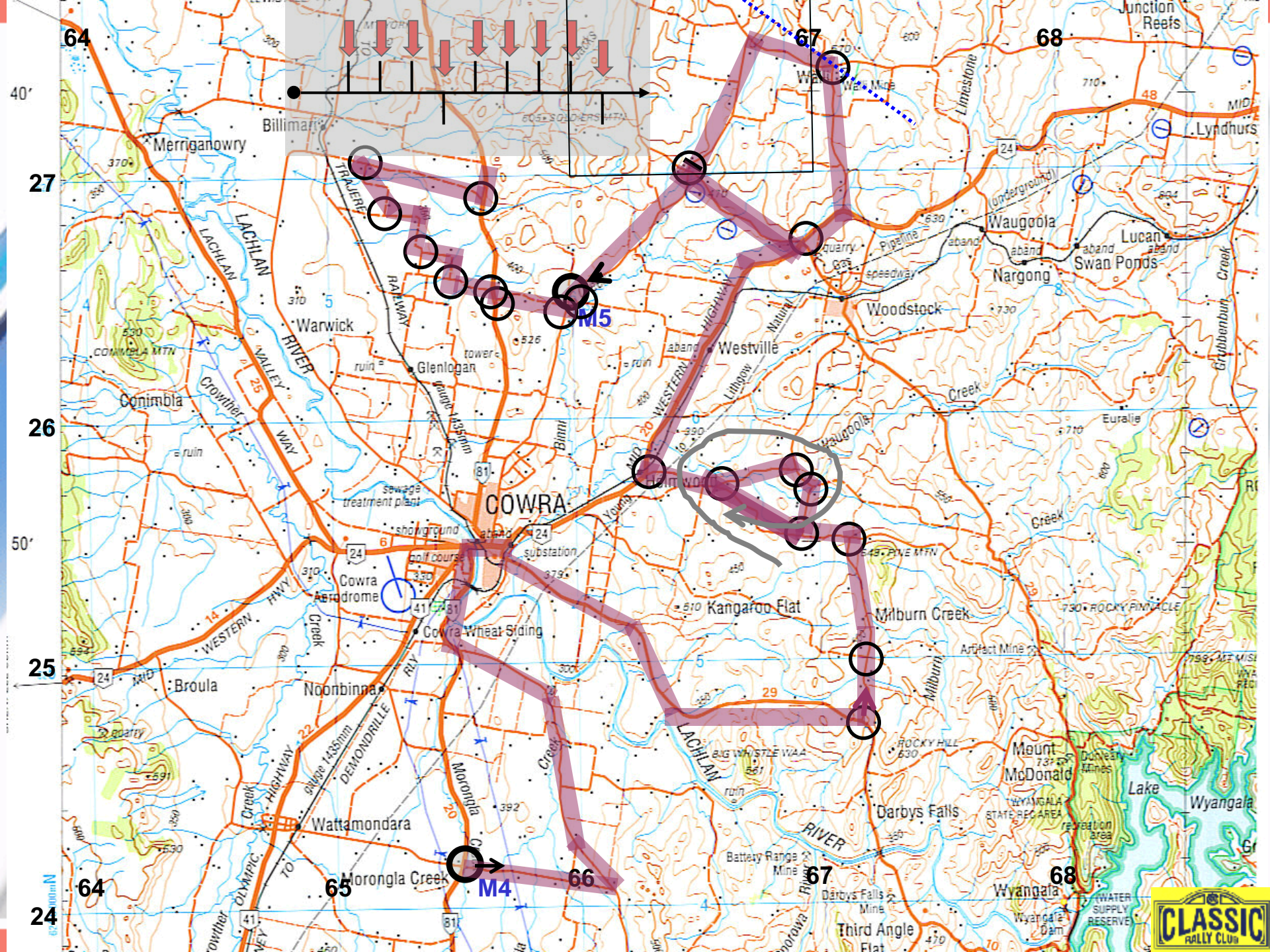


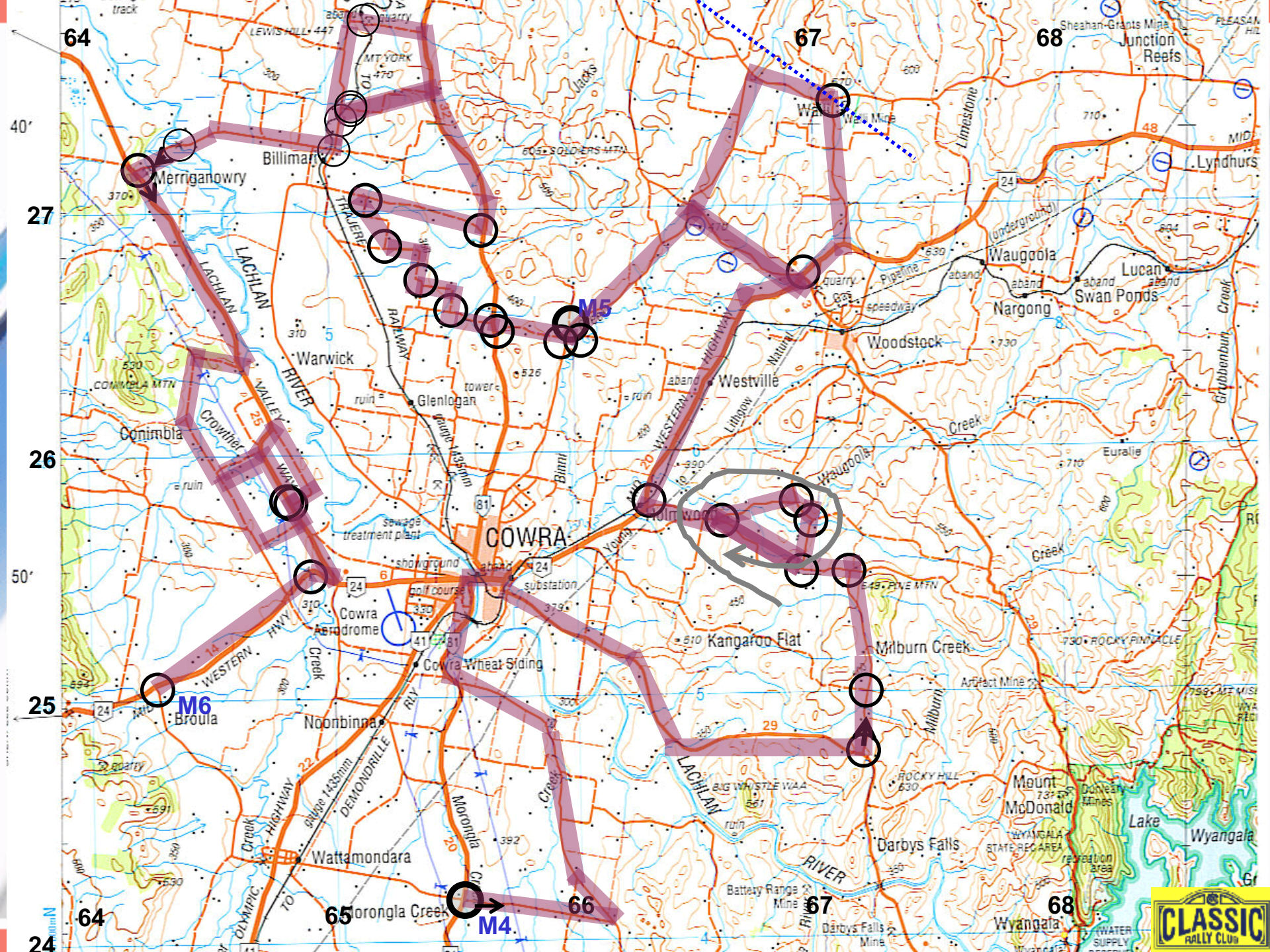
$$119.45/110 \times 60 = 65 \text{ kph}$$













Have fun in 2012!!!