

**PCA Sacramento Valley Region  
Turkey Run  
TSD Rally  
General Instructions**

**A. Introduction**

Welcome to the Turkey Run TSD Rally, a time-speed-distance rally, presented by PCA Sacramento Valley Region. The first car will start at 10:01 am. The rally will start at the parking lot west of the entrance drive to Brookfields Restaurant located at 11135 Folsom Blvd, Rancho Cordova, CA 95670. The rally route is approximately 120 miles in length and will take approximately 4 hours to complete with a break (restrooms available) partway through the event. The finish is at Brookfields Restaurant.

Time-Speed-Distance (TSD) rallies are driving events where competitors are provided a set of instructions to travel a designated route, at directed speeds, on open, public roads. There will be multiple legs to cover the route, with each leg scored independently. The instructions and speeds directed are to be followed as precisely as possible. By doing so, a rally team will travel the course over a set time. Each team is scored on how closely their time compares to the calculated perfect time for each leg. Points are assigned for the amount of time in seconds, either early or late, that the team deviates from the calculated perfect time. The points for each leg are totaled together to derive the final score. Like Golf, the lowest score wins.

You need to download the Richta Competitor App onto your cell phone. The app can be downloaded at no charge at [Competitor - Richta GPS Checkpoints | Richta Rally](#). This should be done before the day of the rally. Event name and password used to sign in to Richta will be provided prior to the start of the rally.

**B. Check-in and Starting Procedures**

Check-in will be at the start location starting at 8:45 AM. All entrants will check-in to obtain Instructions, be assigned a start time, and car number. Competitors' meeting at about 9:15 AM. Start time is 10:00:00 AM plus assigned car number in minutes. (Example: Car number 5 will start at 10:05:00 AM.)

Official rally time will be available on the Richta App. See Section E of these General Instructions.

**C. The Route**

All roads used for the rally are paved, public, through roads. Unpaved roads, roads marked "Not a Through Road", "Dead End," "No Outlet," "Private Drive" or similar phrases, or that visibly end in a cul-de-sac or barricade do not exist unless a Route Instruction clearly states otherwise. Private driveways and roads may be used at the start, at the finish, or as directed in the Route Instructions.

At each intersection you encounter, execute the active Route Instruction if it is applicable. If the active instruction is not applicable, execute the first applicable of the Main Road Rules which determines a unique route. The main road rules cited below are in effect for the rally and shall be applied in the order listed.

- 1) **ONTO** – when placed onto a road by name or number, the rallyist is to continue on that road, however it may turn, until a subsequent course-directing Route Instruction is executed. That is, if the rallyist has been placed onto a road and that road makes a turn, the rallyist shall turn to follow the road in the absence of an instruction to do otherwise.
- 2) **CURVE ARROWS** – the main road is the road leaving the intersection as shown by an official curve warning ahead (CWA) road sign (black on yellow arrow road sign) prior to the intersection.
- 3) **CENTERLINE STRIPE** – where the rally road entering an intersection has a painted center line, the rally route will continue in the same direction as the centerline.
- 4) **STRAIGHT AS POSSIBLE** – proceed as straight as possible through the intersection, but do not use this rule to leave a limited access highway or roundabout.

#### **D. Route Instructions**

The Route Instructions combined with these General Instructions will guide your route and time through the rally. Execute each Route Instruction in ascending numerical order. Each route instruction must be completely executed before the next becomes active, unless the instruction clearly states otherwise. When a route instruction consists of multiple actions, each action is to be executed in the order given, at the first opportunity. No route instruction will contain more than a single action occurring at an intersection. Measurements provided, in the case of route instructions consisting of multiple actions, will at the intersection or at a point designated in the instruction. A route instruction is complete when all parts of the instruction have been completed. Material in parenthesis is meant to be helpful but is not essential to the proper execution of the instruction.

Instructions may reference signs, objects or places along the rally route. When an instruction includes words, letters, numbers or symbols within quotation marks (“...”), you must see those words, letters, numbers or symbols on a sign along the rally route. When less than an entire sign is quoted in an instruction, a prominent portion will be used.

When an instruction references objects or places along the rally route, such objects or places will be identified by a sign (which will be in the immediate vicinity of the object or place) or must be defined in these General Instructions.

Spelling will be accurate for signs quoted or identifying landmarks, but case and punctuation may be ignored.

- E. Speeds cited in CAST instructions (see Section G – Definitions and Abbreviations) are in miles per hour and are average speeds over the distance they are in effect. It will not be necessary to violate any speed limits or other traffic laws to achieve a perfect score at any control.

If a sign is missing or there is an unexpected change in the route, the lead car may post an EMERGENCY SIGN. Such a sign will be marked “PCA” and if it contains an arrow, go in the direction indicated without executing an instruction. If the sign includes a route instruction number, execute that instruction.

## **F. Timing and Measurements**

Official rally time will be available in the Richta App on your Smartphone. It is synchronized with the Richta App time and set to local time. All checkpoints and other controls are synchronized to this signal. The official time appears on the screen for the RICHTA Competitor app that is required while you are competing on this event. Timing will be in Hours, Minutes, and Seconds.

The course was measured to nearest 0.001 mile using a GPS system. Speeds in the instructions are listed in miles per hour. Speeds specified in the Route Instructions are average speeds. All speeds in the Route Instructions will be at, or below, the posted speed limit. Speed changes listed in the Route Instructions are initiated at the first part of the indicated sign or landmark except when instructed otherwise. Execute speed changes associated with course actions (e.g., Right, Left, Straight) at the apex (or middle) of the intersection. The maximum distance between execution of route instructions is 8 miles.

## **G. Time Delay Request Allowances**

If you are delayed along the rally route for any reason, you may take a time delay without any penalty. If you are delayed due to road blockage, slow traffic, getting lost, nature call, or any other reason; do not speed to try to make up the lost time. You submit a time delay directly into the Richta app by pressing the TA+ button on the screen. Each press of the TA+ button adds more time delay time. The first button press creates a 10 seconds time allowance. The second press increases it to a 20 second time allowance. The third press increases it to a 30 second time allowance. Each additional press adds 1.00 minute to your time allowance up to a maximum of 9.5 minutes. The time delays are 10 seconds, 20 seconds, 30 seconds, 1.5 minutes, then in one minute increments up to 9.5 minutes. You can remove some or all of the time delays by pressing the TA- button on the screen. You will have a maximum time allowance of 9.5 minutes at any time during the rally. If you need to use a time delay, it is critically important that you do so in the Richta app BEFORE you reach the next checkpoint. Once you have come to a checkpoint it is too late to submit a time allowance for that leg. The time delay amount is subtracted from your travel time, so it's an easy way to compensate for being late without being penalized. The time delay allowance does not carry over to the next leg following the checkpoint.

## H. Definitions and Abbreviations

- AT** In the vicinity of for turns; even with for speed changes.
- BEAR RIGHT (or LEFT)** A turn in the indicated direction of substantially less than 90 degrees.
- CAST** An acronym for Change Average Speed To, indicating that the preceding speed (in miles per hour) is to be discontinued and replaced by the value given after CAST.
- CP** Checkpoint. A timing point including Start, End Odometer check, and Reset/Restart points. (These points are in the Richa App.)
- CZT** An acronym for Car Zero Time. (Time of day for car number 0 such as 10:00:00). Used to set or reset your time of day at locations given in the route instructions.
- LEFT** A turn to the left of from 60 to 120 degrees.
- MNBCN** Instruction may not be considered necessary as the main road rule applies.
- OBSERVE** Observe, to take note of a sign, landmark, object or place along the route.
- ODOMETER CHECK** Instructions at the beginning of the rally that will allow you to compare your odometer readings with that of the official measurements on which the timing calculations are based. If your mileage is higher or lower than that given for the odometer check leg, you should adjust the CAST speeds and mileages in the instructions by a comparable percentage.
- OPP** Opportunity to turn on a road in the direction indicated. Count OPPs on the side indicated. Example: Left 2nd OPP. (Count only on left).
- PAUSE** To delay a specified time at or near an identified point. Example, Pause 2 minutes for traffic at Highway 101.
- RI** Route Instruction
- RIGHT** A turn to the right of from 60 to 120 degrees.
- ROUNDAABOUT** A roundabout is a type of circular [intersection](#) or junction in which road traffic flows almost continuously in one direction around a central island. At an uninstructed ROUNDAABOUT, the route would be straight as if the central island was not present. ROUNDAABOUTS are typically identified with a sign such as:



- SIGNAL** A signal consists of red, yellow and green lights designed to control traffic at an intersection on the rally route. It need not be operational or it may be operating as a blinker. Count only one SIGNAL per intersection.
- SECTION** A segment of the rally with a defined beginning and ending with one or more Richta checkpoints. Car Zero Time (CZT) will be provided at the beginning of each SECTION.
- SOL** Sign on Left
- STOP** STOP (without quotations) refers to a red octagonal sign with white letters at an intersection that faces and is applicable to the rally route (even if you are making a right turn and appear to avoid the STOP). Count only one STOP per intersection.
- STOP AHEAD** An advance warning sign intended to alert the driver of an upcoming STOP on the road ahead. The sign may be a yellow diamond shaped sign with a red octagonal sign illustrated in the center. The words stop and/or ahead may or may not be on the sign.
- TRANSIT** A part of the rally route in which there are no checkpoints and in which no specific speed need be maintained. A restart time at the end of the Transit will be given. An approximate distance for the length of the Transit may be provided. Route instructions apply, but you may leave the rally route for a rest break, refueling, etc.
- YIELD** YIELD (without quotations) refers to a red and white triangular sign at an intersection controlling the lane of travel for the rally route. Count only one YIELD per intersection.

## **I. Checkpoint Procedures**

Checkpoints are timing locations, timed by the Competitor Richta GPS Checkpoints app. The Richta app monitors your location using GPS and records your arrival time at each checkpoint to a resolution of one second or less. The existence or location of checkpoints may or may not be indicated in the route instructions. Contestants do not stop at checkpoints. Upon passing a checkpoint location, your Smartphone will make a notification sound and display your arrival time, your leg score, and whether you were early or late. Your time of arrival at a checkpoint serves as the out time for the next leg within a SECTION. No checkpoints are located on a state highway, less than 2 minutes from the previous checkpoint, or within 0.5 mile of the beginning of a SECTION.

## **J. Scoring and Penalties**

You will be penalized one point per second early or late at each Checkpoint up to a maximum of 100 points (one minute, 40 seconds) per leg. You will be penalized 100 points for missing a Checkpoint.

Any car receiving a ticket for a traffic violation during the conduct of the rally is subject to disqualification.

## **K. Classes**

There are three classes on the rally: Novice, Senior, and Expert. Novice is for those competitors with limited experience that complete the course with no navigation aids other than a watch or clock, pencil and paper. Competitors in the Novice and Senior class are limited to the use of the stock odometer of the vehicle. Auxiliary odometers or measuring devices are allowed in Expert class. Mechanical or electronic calculators, slide rules, and rally tables may be used as navigation aids in Senior and Expert classes. Electronic computers of any kind are not allowed. There shall be no two-way communication among competing vehicles. Each car must have a driver and a navigator, and no other passengers except a child of the driver or navigator is allowed if less than 13 years of age. A child waiver must be signed by both parents.

## **L. Contact Numbers**

Should there be a need to contact the SVR Rallymaster during the course of the rally, he can be reached at (916) 201-4436. Immediately report any accidents or problems.