

Holiday Shopping Shuffle

Indy Region SCCA

December 2, 2023

Overview

The goal is to travel from the start point to several different random locations and purchase items for the Holiday Banquet while stopping to enjoy the Holiday scenery and safely returning close to the time that Google said it should have taken. You can extend the allowed time by earning bonus points. Each bonus point can be used to extend your time due back at Wings Etc. by 1 minute.

Menu items

Each team is looking for items for the Holiday Banquet. The more items you find the more bonus minutes you can purchase. The table below shows the **maximum** number of items per type you can present at the end. All items must be presented with a receipt that is dated December 2, 2023 and is from one of the random location cities that you drew at the start point. Only one item can be purchased in each city unless you draw the same city more than once.

Soup	1 item
Salad	1 item
Main Course	1 item
Side Dishes	2 items
Dessert	1 item

Food Items

All food items must be non-perishable because they will all be donated to a local food pantry. **Garden salad is NOT non-perishable.** The main Course item must have either Beef, Turkey, or Ham as an ingredient. The Salad item must have at least three different vegetables as ingredients. The Dessert item must have a Fruit ingredient. The Soup item must have the word "Soup" or "Chili" in the name. The side dish items need to be a canned non-perishable food item that can be served with a meal.

Random Locations

At registration each team will draw 6 cards from a deck of cards. The cards will determine the cities where the team should do their shopping. Teams will be given a key to the Random Locations at the start location at 5:00pm + car number (car number #1 will be handed their key to the random locations at the start line at 5:01pm). **Each Random Location may only be used for one food item.** Multiple cards that indicate the same city may be used for multiple items. You will be given a chart that indicates the time in minutes between each random city.

Example: If you drew two cards that specified Beidelburgh you could purchase a side dish item and a main course item at the same grocery store in Beidelburgh.

*Example: If the random location is "Greensburg" a store with an address of Greensburg, Indiana (on the receipt) **or** a location on Greensburg Pike. would satisfy this requirement.*

Timing Rules

Your **Start Time** is 5:00pm plus your car number.

Your **travel Time** is the total time indicated on the time chart to travel from each random location in order drawn and return to La Herradura in Martinsville. If your travel time is greater than 3 Hours, subtract full hours until your **Travel Time** is under 3 hours. You do not need to visit the locations in the order drawn – you may map the most efficient route to get to as many of the locations as possible and back to Wings Etc. within the allowed time.

Your **Finish Time** (the time you will hand in your score sheet) is your start time plus your travel time.

Finish Control closes at 8:30 PM. If you don't feel you have time to make it to every random location skip the farthest away locations and concentrate on trying to get as much Bonus time as you can.

Teamwork

Teams **must** stay together. Any teams that are observed traveling independently will immediately be disqualified.

Bonus time

Positive Points	Event
4	Returning with a qualifying Soup item
6	Returning with a qualifying Salad item
9	Returning with a qualifying Main Course item
1	Returning with a qualifying Side item
2	Returning with a qualifying Dessert item
1	Additional point for any item with the words Lite, reduced, or healthy on the label
13	A picture of your team photo bombing another team.
5	To be announced at registration
10	To be announced at registration
5	To be announced at registration
3	To be announced at registration
10	A picture of the team in front of a sign including the name of the 3 rd Random Location they drew
10	Picture of the team shopping together.
2	Any Good Beans in the ingredients (refried, Chocolate, Green, Black, Jelly and of course Coffee). Only one bonus per food item.
13	Your car decorated for the holidays at the start line.
Negative Points	
-2	For any BAD beans in the ingredients (Lima, Kidney or Garbonzo)
-15	Returning with a perishable item.

Scoring

When you finish shopping, come and join us at the end point for some holiday fellowship. Turn your score card in at the time that you wish. A scoring official will mark the time when your score card is received – this will be your official IN time. Your IN time minus your start time (5:00 plus car number) is your total travel time. This will be compared to the google calculated time.

If you are early –you will lose a point for every minute early. The result is your final score.

If you are late – bonus time will be used to adjust your score to get as close to zero as possible.

(NOTE: A score of zero is perfect.)

Helpful Tip: **DON'T HAND YOUR SCORE SHEET IN EARLY**

The scoring officials will determine how much bonus time you have earned. One minute of bonus time will be reduced from your total for every minute late you are in turning in the score card.

Example:

- You are Car #1, your start time is 5:01 PM
- You have added the leg time to travel to each random location in the order they were drawn. and the result is 227 minutes (3 hour 47 minutes). Your driver reminds you that since 3 hours and 47 minutes is more than 3 hours, you will need to subtract 1 hour from your travel time. Your new travel time is 2 hours and 47 minutes.
- You plan to arrive at the finish line at 7:48 PM. Well before the control closes at 8:30PM. Life is great!!
- Your team sets off on some holiday fun and to purchase all kinds of non-perishable items for the food pantry and take some awesome pictures along the way While singing “Grandma Got Run Over by a Reindeer.”
- You are having so much fun that you are a little late arriving at the finish line. you arrive at 8:03 PM
- Your score is calculated, you have 57 bonus minutes.
- You spend 15 minutes of bonus time for your late penalty. (This makes your base score zero and will potentially move you to the first tie breaker)
- You have 42 bonus points remaining for your first tie breaker.

Tie Breaker

First Tie Breaker is awarded to the car that has accumulated the most remaining **Bonus Time**. (after deductions for lateness)

Second Tie breaker is awarded to the car with the longest Google distance between **random locations** (in order from first draw to last draw).

Rallymaster

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