The following set of abbreviations shall be used in this rally.

SA Straight Ahead	QZ Quiet zone
L Turn left	BQZ Begin quiet zone
R Turn right	EQZ End quiet zone
Tee Tee (not abbreviated)	CAS Commence average speed
Stop Stop (not abbreviated)	SOS Start of section
Yield Yield (not abbreviated)	EOS End of section
A Acute	ET Elapsed time
RRX Railway crossing	hwy Highway
TS Traffic signals	h Hour(s)
W West	km(s) Kilometre(s)
B Bear	km/h kilometres per hour
N North	mph Miles per hour
S South	min(s) Minute(s)
E East	Pause: A short addition of time to make a CP timing come out to a tenth of a minute.

In some instances, the full word(s) might be used

TULIP INSTRUCTIONS

- **Tulip instructions are aerial views of intersections. Enter all tulips from the dot and exit by the arrow.**
- **All STOP OR YIELD instructions in tulips will include the full word.**
- **Example:**

3.6 CAS 45 Kmh   8.7 CAS 75

STOP   YIELD
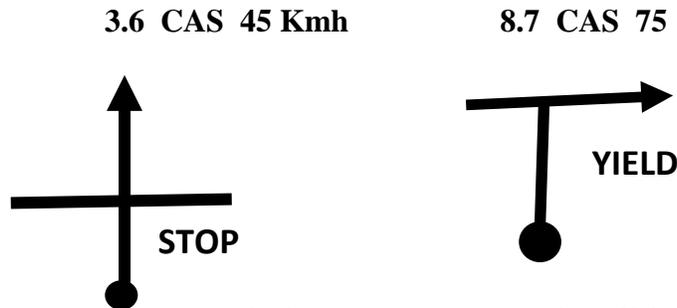
Distances and changes in speed will be included.

CLOCK FACE INSTRUCTIONS

The positions of the hour and minute hands on the clock face will determine what you do at the given distance. Enter by one clock hand and exit by the other. Instructions will tell you which way. Ex; " Enter by minute hand, leave by hour hand".

2.35 STOP CAS 67	5.75 CAS 45	9.10
A STOP right turn At 2.35 kms. Change speed to 67	A left turn at 5.75 Change speed to 45	Straight Ahead at 9.1km

Checkpoint Procedures

- **At manned CPs (with a car and human) - Pass the car completely and park well ahead of marshal's car. The driver should take the route card back to the marshal who will give you a sticker (or write on your card) with ET, distance and in and out times. Return to your car, affix the sticker (if applicable) on the route card, belt up and leave on the assigned out-time.**

- **At DIY CPs - Pull up to the sign. Write down the information on the sign in the proper location on your route card and leave immediately. THERE IS NO DEADTIME at DIY checkpoints.**

RALLY SCORING

The idea in a TSD (Time-Speed-Distance) rally is to be on time all the time. Checkpoints (often called "controls") are located at locations along the rally route which are unknown to the competitors.

The idea for the rally teams is to;

1. Follow sometimes tricky instructions,

2. Stay on route and

3. To stay on time. Not early or late.

Teams are penalized for being either early or late at each checkpoint. The team with the fewest penalties, wins!! Just like golf, the lowest score is what to aim at.

Here are the scoring penalties for this rally.

Missed checkpoint: 20 minutes each
Missed landmark questions: 5 minutes each.
One point per minute late or early at controls.
One of the controls is timed to the tenth of a minute. Each minute is divided into ten, 6 second segments.   0-5 seconds is "0". 6-11 is ".1", etc.

So if the predetermined "0" time is say, .3 (18-23 seconds), and a team comes in at 30 seconds or .5,   they get a .2 penalty at that control. It's not as confusing as it sounds.

Enjoy the afternoon!