RoadRally

8 Simple Rallys

Growing Your Regional Rally Program

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Why Do I need a Rally Program?

- The Club Has Become Less Social Over Time

- Regions Are Tending Toward A Group Of Specialty Clubs

- Social Events Are Often Limited To Holiday Party

- Very Little Crossover Between Specialties

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Why Rally?

- Low Entry Barriers

- Family Friendly

- Social

- Leads Into Other Programs

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Rally as a Social Event

- Keep It Simple. Easy To Explain, But Tough To Master.

- Format Is Less Important Than Social Aspect.

- Keep It Short. 3-4 Hours Max.

- Provide Opportunities For Social Interaction.

- Encourage Families To Attend. Its Not Just "His" Thing.

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Rally Barriers

- Complex Rules
- "Discover America – Get Lost On A Rally"
- Need Specialized Measuring And Timing Equipment
- Not Really An "AUTO" Sport

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Simple Events that Emphasize Fun

- 10 Seconds To Explain

- Course Is Foolproof

- No Need For Specialized Measuring And Timing Equipment

- Emphasize Social

- Will Present Both Timed And Untimed Concepts.

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Timed Rallys

- Scoring Is Based On Timing Errors
- Course Is Hopefully Still Foolproof
- More Competitive, Less Social
- Most TSD Requires Accurate Distance Measurement
- Requires More Workers

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Regularity Run

- Create A Loop That Can Be Run In 45 Minutes

- Have Them Run It 3 Times

- Have 5ish Hidden Checkpoints Where Contestants Timed

- Each Checkpoint Score Is Difference Between Time Car Passed. Final Score Is Sum Of Checkpoints

- Doesn't Need Measurement

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Regularity Run

- Start And End Loop Where People Can Socialize

- Be Creative With Hiding Controls

- Must Have Larger Car Numbers

- 3 Runs So You Can Discard. Only Count Best Comparison Of 3
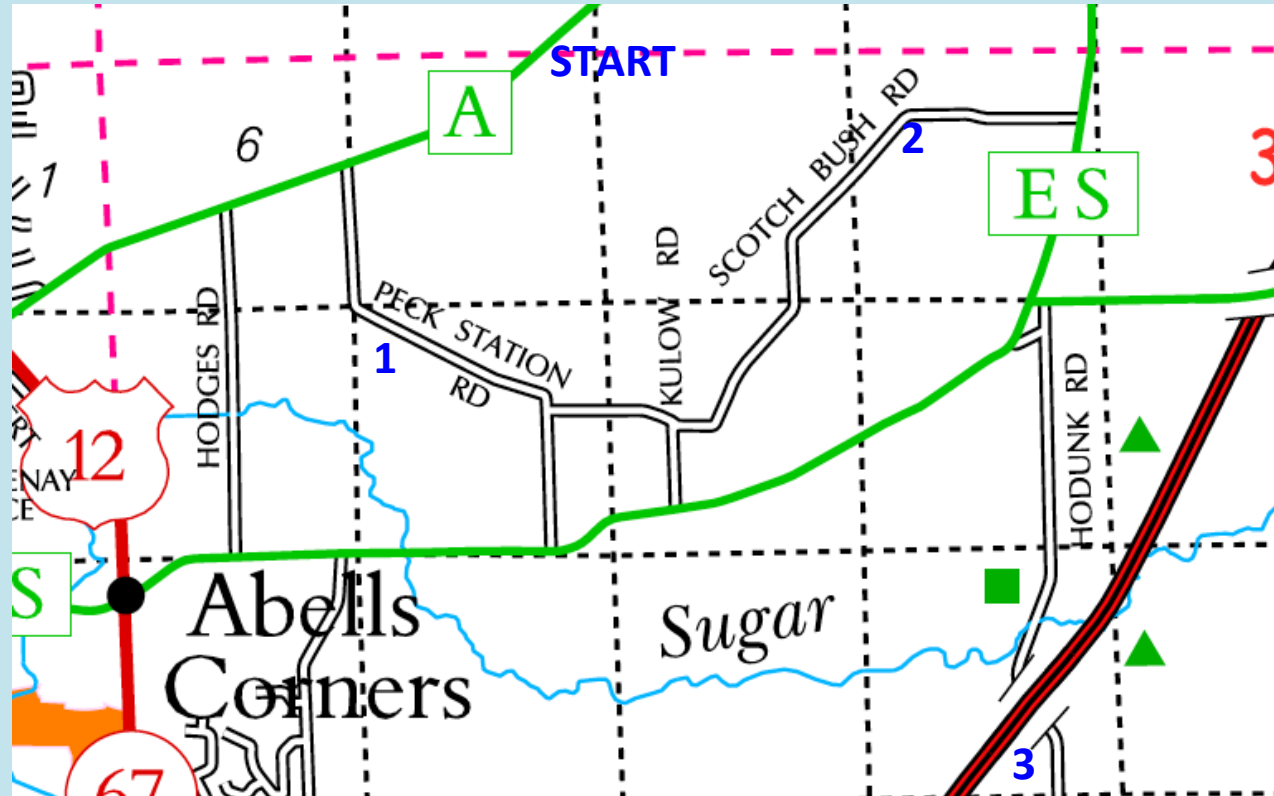
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Map Rally

- Map Checkpoint Locations On A Detailed Map

- Provide A List Of Times To Pass Each Checkpoint

- Contestants Determine How To Get To Checkpoints And Which Direction.

- Can Either Have Passage Controls Or Have Contestants Stop And Get Timing.

- Doesn't Need Measurement

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Map Rally

CZT
1. 11:15:22
2. 11:18:06
3. 11:26:19

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Gimmick Rallyes

- Don't Need Timing

- Often More Social

- Can Be Very Complex (KISS)

- Scoring Is Not By Timing

- Doesn't Need Measurement

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Examples of Gimmick Rallyes

- Question & Answer

- Scavenger Hunt

- Minimum Distance
  - GPS
  - Landmarks
  - Searchlight

- A-B

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Question & Answer Rally

- What Most People Think of

- Directions with some fill in the blank questions interspersed

22. LEFT ON SPRUCE ST

A: Who are the Young Thespians?

_____

23. RIGHT ON HIGH ST

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Question & Answer Rally

- Keep the Route Following Directions Straightforward

- Nobody Likes to Get Lost

- Be Creative With the Questions

- Avoid Trivia

- Avoid Large Counting Opportunities (How many Stop signs since Instruction 22)

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Scavenger Hunt Rally

- Keep Format a Secret

- Assign a Point Value to Each Item

- Avoid Stuff That Gets Purchased or lock up their $$

- Short Time Limit, 1-2 hours

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Minimum Distance Rally

- Can Be Sponsored (i.e. Every UA Theater in the County)

- Need a Way to Prove They Were There.

- Give Points for Reaching a Waypoint

- Deduct Points for each .1 mile driven.

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Minimum Distance Rally

- Variation – GPS Rally
- Give them Co-ordinates
- They Show What is There
- Back it Up With a Cell Picture
- i.e. 41.947345, -87.656608

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GPS Rally

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Minimum Distance Rally

- Variation – Searchlight Rally
- Start At A High Overlook Point
- Turn On A Searchlight 15-25 Miles Away
- Set Up A Schedule When Light Is On And Off
- Shortest Distance To Light Wins (Not Time!)

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Searchlight Rally

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Minimum Distance Rally - Issues

- Easy To Cheat By Zeroing Odo A Few Miles Into Event.

- Gps Locations Can Be Found With Google Streetview

- Searchlight Requires Ideal Conditions To Be Seen. (Have A Bearing And Approx Distance As Backup)

- Searchlight Rental Needs Big Event

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A-B Rally

- Each Instruction Has 2 Parts (A And B)

- One Part Good And One Part Bad

- Contestants Determine Which Is Good And Mark It On Scorecard

- Lots Of Opportunities For Complexity

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A-B Rally

14. a: LEFT ON SMITH
    b: LEFT SECOND OOP

- Usually Gets Complex

- Traps Are In The General Instructions

- Key Is Both Instructions Take You On The Same Course. Just Why Is Different

- This Is Something To Work Toward