ABC Region Game, Tour, Adventure (GTA) General Instructions

1 Introduction

1. READ THESE GENERAL INSTRUCTIONS CAREFULLY and be guided explicitly by their contents. A full understanding of them will enable you to follow the correct course and to correctly answer questions along the route. DO NOT ASSUME!! Rallying is a precise sport.
2. Starting time will be stated in the route instructions. The start location will be described in the route instructions. It is each contestant's responsibility to check the route instructions for legibility and completeness. Leaving the start constitutes acceptance of this.
3. Sample emergency signs will be displayed at the registration area. Any information on these signs is official and takes precedence over the route instructions.
4. Cars can be occupied by two or more persons, as long each person is properly (legally) seated and belted (restrained), up to the number of seats in the car. For example a four seat car may not have more than four occupants. Note: children must have car or booster seats as required by law.

2 Terms – Glossary

After - The first opportunity to execute the instruction after passing a clue.
At – Visible from the point of execution of the route instruction.
Before – The last opportunity to execute the route instruction prior to the referenced sign of object.
Blinker – A light that uses only red or yellow to indicate whether you should stop or proceed with caution.
Helper – Additional information that is not required to help you stay on course.
Left- A turn to the left.
Bear Left - A slight turn to the left.
Right - A turn to the right.
Bear Right - a slight turn to the right.
Traffic Light – A point where two or more roads meet and your passage is controlled by lights, which may be working or not.
T – An intersection shaped like the capital letter T as approached from the bottom.
Y – An intersection shaped like the capital letter Y as approached from the bottom.
STOP – An intersection controlled by a conventional octagonal sign(s) that requires you to stop.
Straight – To go as straight as possible at an intersection.

3 Signs and Objects

1. A sign is a continuous surface on which letters, numbers or symbols are printed, raised, embossed, etc.
2. All material in Route Instructions enclosed in quotes (“) refers to text or symbols on signs. Signs may be quoted in full or part. Parts of words or parts of numbers are not to be considered unless they appear as such on the sign. Quoted material will not necessarily be presented in the same physical arrangement as found on the actual sign, however, words or numbers will not be intentionally scrambled, rearranged or omitted from the middle of the quoted material. All wording on a sign will be shown in UPPER CASE lettering although it may not be actually be seen that way. **Spelling and punctuation will be precise.**
3. Material not enclosed in quotes refer to the actual object or place or likeness thereof. The object or place may be identified by a suitable sign.
4. All signs and objects referenced in the Route Instructions will be of a permanent nature. “NO TRESPASSING” signs, wheeled objects or signs attached to them, and live animals are not permanent. Mailboxes, newpaper delivery boxes, their support and signs/objects attached to them or on trees will not be used and are not considered valid.
5. No two (2) consecutively numbered Route Instructions may refer to the same sign
6. All signs and object will be visible from your car as it travels along the rally route, and may be to the right, left of straight ahead of the direction of travel. THERE WILL BE NO LOOK BACKS!

4 Roads

1. Roads having illegal entry, requiring illegal turn, private roads and driveways, roads marked as “KEEP OUT”, “DEAD END”, “NO OUTLET”, “ROAD CLOSED”, etc. are not to be considered! Under no circumstances are contestants to enter these roads. These roads do not exist for any purpose unless noted otherwise.
2. Unpaved roads and parking lots are not used on this event. The exception is the parking area used for the START/FINISH/BREAK and possibly some checkpoint pull off areas.

5 Route Instructions

1. Route Instructions are presented in two columns. The first column is the Route Instruction Number. The second column is the actual route instructions, questions and/or comments.
2. Execute the Route Instructions in ascending numerical order and complete each instruction before executing the next instruction.

6 Route Following Priorities

1. Emergency Signs
2. Execute the next numbered route instruction in ascending numeric order
3. Straight as possible

7 Controls (Checkpoints)

1. There may be checkpoints on this event.
2. Checkpoints will be on course and will be located at unannounced locations along the right side of the road as you approach them. They will be identified by a checkpoint sign (an example will be posted at registration). Contestants will stop at controls after passing the Checkpoint sign. After pulling off the road beyond the checkpoint control car, walk back to speak to the checkpoint crew.

8 Questions and Answers

1. With the exception of a simple YES/NO and how many do you pass questions, answer questions by quoting signs seen as you travel the rally route.
2. Choose the letter which matches your answer and note it on your answer sheet.
3. For safety do not answer or look for any questions while on any numbered US or State Highway, or in Question Free Zones as stated in the rally.
4. Questions are answerable from the last action of the previous route instruction to the first action of the next numbered route instruction.
5. If no answer can be specified select N/A as your answer.
6. Spelling on signs will be exact. This might be a cause for a penalty if you don’t notice a misspelling.
7. The Rallymaster’s interpretation of the answer will be the only acceptable answer. Please remember that THIS IS A FUN EVENT.

9 Scoring

1. Lowest score wins!
2. 1 point for each incorrect, illegible or missing answer.
3. 1 point for each 1 minute late at the finish. (maximum of 30)
4. Tiebreakers – Ties will be decided by the Rallymaster based on the 1st incorrect answer to a question or if needed by the correct answer to the tie Breaker Question. If a tie still exists, a flip of a coin will be used.

10 Rally Decorum

1. Disqualification for any or all of the following:
   A. Consumption of intoxicants, before and/or during the event.
   B. Non-emergency use of two-way radios or mobile phones for voice, text or internet access.
   C. Unsportsmanlike conduct as determined by the Rallymaster