

Seacoast Scramble 2022

April 9th, 2022



General Instructions v1

2/24/2022

This event is in the honor of my father Paul Poor Sr, who passed shortly before the inaugural event last year. If he had been able to participate, he would have left with a memory. Which would have become a story that he would have told, for years and years to come. So, I hope that at some point during this rally, you make a story that you share for years to come.

The Seacoast Scramble is a 120 +/- mile TSD Road Rally using a combination of Written Route Instructions, Tulip Diagrams and basic navigation skills. The route will begin in Farmington, NH and head into Maine. Then west back to New Hampshire. A mixture of paved and unpaved roadways will be used throughout the event.

The Rally will start with a traditional check in/registration followed by a brief drivers' meeting. All Checkpoints, Timing & Scoring will be done utilizing the Richta Checkpoint App. This event will have a brisk timeline with short stops and a fuel/lunch break in the middle. Most of the day will be driver and co-driver in a car and moving.

The rally will be governed by the 2019 NER/SCCA Road Rally Regulations (available for download at www.ner.org). In the event of discrepancy these general instructions will take precedence.

- **Rallymaster:** Paul Poor..... (603) 953-6437 - PoorBoyRally@gmail.com
 - **Pre event Question can be emailed to the RallyMaster**
- **Safety Steward:** Michael Beliveau..... (603) 455-7899

A: Road Rally Overview

This is **NOT A RACE**. Your objective is to navigate the route instructions at the instructed average speeds to arrive at each checkpoint at time that has been calculated by the event organizers. This event will use paved and unpaved roads that are easily passable by most vehicles. Lowered vehicles or oversized body kits are not suggested.

B: Pre-Event Information

- **Print these Generals** and bring them with you to the event. Per updated SCCA rules, rallymasters are no longer required to provide everyone a copy of the generals at the event. Amendments to the Route & Generals will be provided at registration.
- **Competition Classes:**
 - Equipped Class
 - Stock Class
 - Limited Class
 - Novice Class
- Teams must **download** the Richta Checkpoint App from <https://richtarally.com/>, prior to starting the event.
 - The mobile device that is used for the Richta app must be dedicated to running the app for the entire event.
- **Winter Tires** would be recommended as this event is early spring. We aren't at the beach this year so there will still be ice, snow, mud, ruts, salt and colder temps.

C: Day of Event Schedule

- **Start/Registration Table:** Honey Dew Donuts 471 NH11 Farmington, NH 03835
- **Food/Fuel** can be found before the event. (Honey Dew Donuts, Farmer's Kitchen, Aroma Joes, Shell/Dunkins, Irving/Circle K,)
- **0800 - Registration & Tech:** Turn in completed self tech inspection sheet and sign SCCA waivers. Teams will then receive Route Instructions, Route updates & Richta Login info.
- **0930 - Drivers Meeting** at Honey Dew Donuts. *Depending on entry count, the drivers meeting may be relocated within a short distance of Honey Dew.*
- **1000 - Car #0 Leaves.** Leave at this time plus your car number in minutes. (ex Car #10 leaves at 10:10 am). There will be no need for early starts.
- **???? -** There will be dedicated breaks with brief time allotted for food and restrooms.
- **4:30/5pm - Car #1 Estimated Finish - Awards to follow.**

D: Official Mileage & Time

- Restart times will be given in 24hr format
- The final course was measured in a Subaru Impreza RALLYWRX, using an ALFA Elite computer with the sending unit picking up powered left front axle shaft revolutions. The final measurement was made in a continuous run
- Mileages were taken with the following priorities: 1. At the indicated sign or landmark, when listed as MTS (mileage to sign). 2. At signalized intersections (traffic lights, either full or flashing), at the painted white stop line on the road surface. 3. When there are painted lines on the road, there is often a break in the lines at side road intersections. If this is the case, the mileage was taken at the end of the painted line on the road. 4. In the absence of any of the

above, at the beginning of the turn / beginning of the intersection. Official mileage is given to two decimal places. Instructions with an official mileage should be executed at that mileage, including delta mileages. The delta mileage is the distance along the rally route between the first action point of an NRI and the first action point of the previously listed NRI.

- All mileages and Calcs (speed changes point and controls) will use the 0.001 miles; in the Route Instructions for brevity the mileage may be shown only to the 0.01.
- A Free Zone will begin after each timing section is completed and will lead teams to the next restart. This will be referenced in the NRI's. There is a 0.25 mile Free Zone after each restart point.
- There will be multiple timing sections containing a varied amount of controls. The NRI's will tell you how many controls are in each section including any potential "Off Course" controls.

E: Route Instructions: Numbered Route Instructions (NRI's) will contain a combination of any of the following: mileages, descriptive text and Tulip diagrams.

- One set of NRI's will be provided to each team.
- **No distinction** will be made between paved and unpaved roads in the Route Instructions.
- Distance between two NRI's will not normally be greater than 3 miles.
 - Distances longer than 3 miles will be notated by a single asterisk in the delta column (*) and will be no longer than 5 miles.
- Tulip Diagrams will be drawn showing a picture overview of the instructions.
 - An "X" indicates the location of a sign or landmark quoted in the corresponding NRI description.
 - Non-rally roads (dead ends, no outlet, closed, etc) will be shown in the tulips with dashed/dotted lines
- Descriptive text will contain information about each NRI.
 - Richta "On Course" alerts may be used as a NRI.
 - If so they'll read in the description as: **(On Course)** followed by a landmark
 - Descriptions containing quotations will be wording or partial wording of the sign "X" on the tulip diagram.
 - Descriptions in (parenthesis) are to be read as extra information and may be located in a location other than indicated by the "X" on the tulip.
 - You may see Exclamation Marks.
 - ! - An exclamation mark may be used for hazards and areas of caution such as large bumps, narrow bridges, hairpin turns and areas of high animal population etc.
 - **Pauses will be given in seconds.**
 - (ex. Pause 5 = 5 seconds etc)

F: Roads, Signs & Restarts

- All roads will be public roadways **unless otherwise stated** in the NRI's. Dead End roads and cul-de-sac's are not rally roads.
- Signs used for NRI's may be street signs, number route signs, store name signs etc.
 - **Note:** Yellow Suggested Speed or "Reduce Speed Ahead" signs are not rally signs.

- **Emergency signs: A sample emergency sign will be posted at Registration. Trust and obey them. Emergency signs will be posted if a sign or landmark disappears or if otherwise required to identify the correct course.**
- Be Respectful of the local residents of towns the rally travels through. Give them space, Give them a wave, Slow down.

G: Violations

- Receipt of a moving violation or consumption of alcohol or drugs before or during the rally will result in disqualification.

H: Richta

This rally will utilize an entirely new procedure for timing at checkpoints. The Richta app on your smartphone will monitor your car's location using GPS and will know when you pass each checkpoint. The app will record your time of arrival, compute your score, make a ringy-dingy sound, and display this information to you a few moments after you pass each checkpoint.

If you are running late and need to submit a time allowance, be sure that you have submitted it on the app BEFORE you arrive at the next control. It is best to approach and cross the checkpoint line at the assigned average speed. Do not stop, creep, or back up in sight of a checkpoint. If you do so, the app may time you in before you arrive at the checkpoint. Consider this a penalty for creeping.

Checkpoints will NOT be identified by a traditional checkpoint sign. Do not stop at checkpoints. Continue rallying as if there had been no checkpoint. If you arrive early at a control, you should then slow your speed in order to get back on time for the subsequent control. Conversely, **if you are late at a checkpoint, you should either speed up (safely and legally) or take a time allowance before the next checkpoint.**

Off Course cp's may be included in this rally. Should your Richta screen display "Off course" safely pull over and push the cp on your screen. You will be given instructions to follow. Take a TA and get back on course. An "Off Course" penalty will be 30 points.

Restart points are identified in the route instructions with the words "Leave at x:xx plus your car number in minutes". You should have a couple of minutes to stop and relax at each restartpoint. Your phone will make a ringy-dingy sound well in advance of the next restart point and will display your restart time. There is a 0.25 mile Free Zone (no checkpoints) after each restart point.

Time Allowances are If you are delayed along the rally route for any reason. You may submit a time allowance without any penalty. If you are delayed due to road blockage, slow traffic, getting lost, nature calls, or any other reason, **do not speed to try to make up the lost time.** You submit a time allowance directly in the Richta app by pressing the **TA+** button. Each press of the **TA+** button adds more time allowance time. Increments of time allowances must be in 1 minute increments: **00:30** (seconds), **1:30** (one minute thirty seconds), **2:30, 3:30...5:30...11:30** etc up to **29:30**. You can **remove some or all** of the time allowance by pressing the **TA-** button. Your time allowance will automatically reset to zero at the next time of day restart point (CZT) that begins the next timed section. **If you need to submit a time allowance,** it is critically important that you do so in the Richta app **BEFORE** you reach the next checkpoint. Once you have arrived at a checkpoint, it is too late to submit a time allowance for that leg.

Penalty: 1 point for each second early or late at a control, up to a maximum of 120 points (2 minutes) per control. Penalty for missing a control, or failure to be timed in at a control will be **120 points**.

Install/Loading the Richta GPS Checkpoints app on an Android smartphone. Contestants that compete with an Android smartphone will need to be running Android version 5.0 or above on their phone. To check this, go to Settings/About phone and scroll down to see the Android version. Go to the Google Play Store on your phone and search for “Competitor Richta GPS Checkpoints.” You may have to scroll down multiple times to find this app in the search results. Download this app to your phone. There is no cost to you for this app. Once downloaded, open the app. If you get a message saying “App requires location permission,” you’ll need to grant permission for the app to use location information from your phone. To do this, go to Settings/Apps/Competitor. Grant the permissions it requires (location). Open the app. You’ll be asked to select an event. Choose “**Seacoast Scramble**”. The Password for the event will be available at **Registration**.

Install/Loading the Richta GPS Checkpoints app on an Apple smartphone. Go to the Apple App Store on your Apple smartphone and search for “Competitor Richta Checkpoint.” Download the app. There is no cost to you for this app. Open the app. Choose “**Seacoast Scramble**”. The Password for the event will be available at **Registration**.

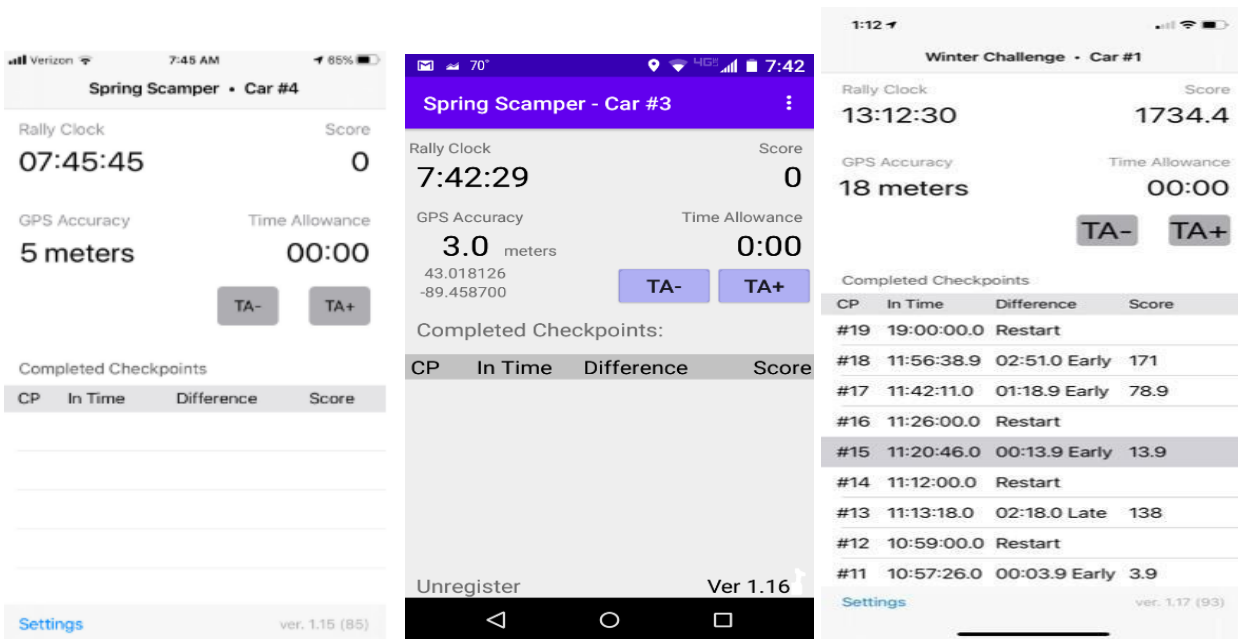
General information for all phones about the Richta app. You cannot run any other apps on your smartphone during the rally. If you are planning to use another app during the rally, you’ll need to do that on a different device. When you download the Competitor Richta GPS Checkpoints app, you will also be downloading specific data about the rally (checkpoint locations and leg times), although this data will not be visible to you. Your phone will NOT need to have cell phone service during the rally in order for this app to work. You will have downloaded all necessary information prior to starting the rally. The app only needs location information from the **GPS signals**. We have tested this app many times on this rally course and found that it is reliable at all checkpoint locations and in a wide variety of weather conditions.

If the app should happen to crash during the rally, simply pull off the road in a safe location, reboot the app and then continue to rally. **Take a time allowance if necessary.** The app will remember all of your arrival time and score information and will simply pick up where it left off. Just be sure that you **don’t pass a checkpoint or a restart point while the app is not running.** You **MUST** keep an eye on your smartphone to make sure that the Richta checkpoint app is still running and is on your phone’s screen. If your phone reverts to its home screen, then the Richta app cannot sense your arrival at a checkpoint.

More General Notes about using Richta

1. **You cannot run any other apps on your smartphone during the rally.** Use the RICHTA phone for just that one purpose. **Do not accept a phone call.** If you are planning to use another app during the rally or make a phone call, you should do that on a different device. Whoever from your team is not running the Richta app will provide their phone number at registration as an “emergency contact” for the rally.
2. **MOUNT YOUR RICHTA PHONE SO THAT YOU CAN SEE IT.** You want to keep an eye on your phone screen as it will show you scores at Controls, TA’s and RESTART times – it must stay running.
3. **This app uses a fairly large amount of battery power due to its use of GPS. You should plan to have your smartphone connected to a power supply during the rally.**

4. Your phone will NOT need to have cell phone service during the rally in order for this app to work. The app only needs location information from the GPS signals.
5. Your correct 'on-time' time (RESTART time) is shown on your phone at the start of each RS (CZT). EX: If you take a TA of 3.5 minutes at CP 5 (let's say that's the CZT at the start of an RS), when you pull up to the next CZT RESTART (it will be CP 7 if there is 1 CP during the RS), your TA will have 'gone away' (be zeroed out on the APP). You then have the opportunity to take any TA amount you want (or none) to restart the next RS. You look at the current time on your watch (or phone) and compare it to the CZT RESTART time on your phone. You enter a TA, that when added to your Richta RESTART time, is the time you would like to start the RS (and thus you'd be 'on time').
6. The screenshots below show the Apple (Left) & Android (Right) Richta Checkpoint App screen. Rally Clock is to be the clock of the rally. Score displays your overall up to the moment score . GPS accuracy will vary as you travel and shows the accuracy of your signal. Time Allowance as previously described is above the list of Completed Checkpoints.
7. The Checkpoint Screenshot (Bottom) shows you the CP#, In-Time that you passed the control, Difference shows you how late or early you are, followed by the Score for that control.
8. **IF YOU TAP YOUR PHONE ON A CP THAT YOU'VE JUST PASSED, YOU WILL GET A TIMING CRITIQUE SLIP; this may show more info.**



I: Tulip Legend

The following is a Legend of Tulip lines and symbols, and their definitions.

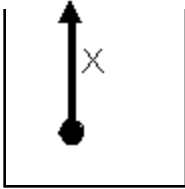
Tulip Line type

Basics of a "tulip". Dot at bottom signifies where you are coming from. Arrowhead shows which way you are to go. This may be given with a mileage.



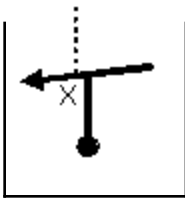
Meaning

Go straight. Change speed at the given mileage.



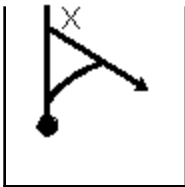
"X" Indicates a quoted sign or landmark. The sign will be defined in the column marked "Other Information".

Go straight, perform indicated action at "sign". IE., CAS 30 at "SPEED LIMIT 30".



A dotted line, like the one at the top, indicates a non-road. A non-road may be a driveway, or a road that is marked "no entry", "dead end", "not a thru road", "one way", or "no outlet". It is not an option as a way to go at that intersection.

Turn left at an intersection with a non-road across the way and the matching sign as shown and stated in the "other information" column.



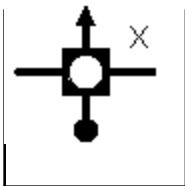
This tulip shows an intersection with an island. All sides of the island are legal, conventionally, you would take the first opportunity to make the right.

Turn right before the island at an intersection with the quoted sign indicated by "X".



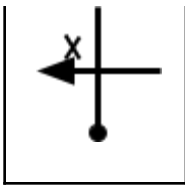
Another intersection with an island. This time, the dotted line shows a non-road, which means you cannot go straight ahead. Follow the path of solid line road through this intersection.

If you are at the proper intersection for this tulip, turn right before the island, then left.



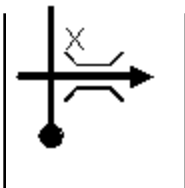
A squared circle over an intersection, indicates an intersection with a traffic light. This may be a flashing light, or a full stop light.

Go straight at a 4-way intersection with traffic light, and a quoted sign as indicated by the "X".



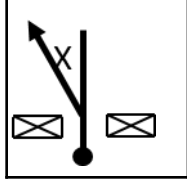
A four way intersection.

Turn left at a four way intersection with the matching sign as shown and stated in the "other information" column.



The symbol to the right that look like brackets lying down represents a bridge.

Turn right at a 4-way intersection to cross a bridge. The sign must match what is stated in the "other information" column.



The symbols on either side of the road, prior to the fork represent gates.

Pass through open gates, then stay left.



The boxes, or rectangles represent stores, shops, buildings, or porta-johns mentioned in the information column.

The boxes help to identify which buildings you are looking for.

J: Glossary of some Acronyms and Terms:

- **ODO:** Odometer. Generally Reset if instructed to or Begin odometer check.
- **CAS:** Everyone says it differently.... Let's go with Continue Average Speed.
- **SAP:** Straight as Possible
- **BTZ / ETZ:** Begin or End Transit Zone.
- **BQZ / EQZ:** Begin or End Quiet Zone. These areas may have a reduced CAS than posted speed limit.
- **BFZ / EFZ:** Begin or End Free Zone. no controls in that zone; but regular timing calculations are still necessary
- **CZT:** Car Zero Time. Beginning of new Timing section.
- **CP:** Checkpoint Control. For this event each CP is timed from the previous CZT.
- **FMR:** Follow the main road by following the painted lines on the paved road; following curve arrow signs indicating the main road; or follow the main road by not using small side roads that may also have STOP or YIELD signs on them. Follow the indicated road until an NRI causes you to leave it.