



# BIG LAP Rally Returns 2022

## General Instructions

Rev 3, 11/05/22

Welcome to "Big Lap", a straightforward, TSD rally using tulip instructions. This is a one-day rally that is designed to be easy enough for beginners and difficult enough to keep the pros on their toes. The rally will be governed by the NER/SCCA Road Rally Regulations and these General instructions. In case of conflict, these General Instructions have precedence and should be adequate to run the rally. For those who want a copy, the Regs can be downloaded from [https://ner.org/wp-content/uploads/2022/01/rrregs\\_2019-amended-Jan-2022.pdf](https://ner.org/wp-content/uploads/2022/01/rrregs_2019-amended-Jan-2022.pdf). It is a scenic rally, so look around as you drive and enjoy rural NH.

### A. Rally Philosophy

This is a straightforward Time - Speed - Distance automobile rally running on public roads in central New Hampshire. The rally has been constructed so that the experienced rallyists should get low scores, and newcomers to the sport should be able to easily follow the intended course. Many numbered routes (main roads) and maintained dirt roads are used in this event. This event is not meant to be a car breaker, but I have no control over the condition of dirt roads following some of the heavy rains we've had. All speeds are within the confines of the law. The event will run regardless of the weather. Furthermore, this is **NOT A RACE**, and accuracy and enjoyment of driving are the main points of rallying. Timing and scoring will be through the use of the Richta Competitor App, available to download free for Apple and Android platforms. The rally will be governed by these General Instructions.

### B. Schedule/Registration

The rally will start from McDonalds, Rt 4, just east of the Epsom traffic circle. **Please park in the dirt lot behind McDonalds.**

Saturday, Nov 5, 2022

8:00 AM – 9:15..... Registration for rally at **McDonalds**. Route Instructions available once a team has completed registration. Advice for beginners available.

9:15-9:30 AM .....App check

9:15 AM .....Mandatory meeting for all contestants.

10:00 AM ..... Start rally at 10:00 plus your car # in minutes.

1:15 PM approx..... lunch break,

4:30. PM ..... Car 1 finishes rally, location Johnson's, Northwoods Brewing Company, Northwood (about 5 miles from start)

\*\*All times except for start, are approximate.

### C. Timing

- Time is measured and given in minutes, seconds, and tenths of a second. A **Pause 30** in the NRIs equals a delay of 30 seconds. This is different from past Big Lap rallies.
- Official time will be available at registration on Saturday. Cell phone time is usually within a second of official time.
- Maximum leg score will be 120.
- At any time during the rally where the CAS is above 40, it will be an automatic Free Zone. This Free Zone may overlap or be redundant with Free Zones specified in the route instructions.
- The Richta Checkpoint App will be used for this event. Contestants should download the app to their smartphone or tablet before the day of the event. More instructions on this at the end of the Generals.

### D. Route Instructions

Numbered Route Instructions (NRI's) utilizing tulip diagrams will be used in this rally. NRI's are listed and executed in ascending numerical order. An NRI is executed at the first opportunity and must be fully executed before considering the next NRI. Go SAP (Straight As Possible) if the active numbered route instruction tulip does not apply to the current intersection. See attached "Tulip Legend", page 5, for line and symbol definitions.

This rally is a self-start event. Do not leave more than 3 minutes prior to your assigned out time. Departure from the start will be taken as evidence that the team is satisfied with the completeness and legibility of their Route Instructions.

Information inside quotation marks "....." is actual verbiage or pictures on a sign. Signs may be attached to buildings. Information inside parenthesis ( ..... ) is given as helpful information, and should not be required in order to complete an instruction. The parenthetical clue may not be on the same pole as the quoted sign. The parenthetical clue may also be located other than shown by the X in the tulip.

! Exclamation points in an instruction are used to signal that caution is required. There is sometimes a qualifying note to

go with the warning, such as ! (sharp turn over crest). One ! means pay attention closely, while three indicate there's an major hazard ahead..... ( Oh Sh%t !! )

### **E. Roads**

- There is a distinction between paved and unpaved roads on this rally. Paved roads are solid lines in the tulip instructions. Unpaved roads are depicted as dashed lines. Non-roads are dotted. The road surface may change without note in the routes when not at an intersection.
- Intersections which contain a clearly marked dead end road, (signed such as "Dead End" or "No Outlet") as the only option other than the intended rally road will not necessarily be shown, as dead end roads do not exist.
- Roads marked to the effect of "Not Maintained for winter travel" or "Not maintained by the town", or "Road Closed" should not be discounted as rally roads. If the route instructions tell you to go, go.
- For this Rally, the parking lots of the headquarters and designated break areas do exist as legal rally roads.
- Roads marked "NO OUTLET" may or may not be shown in the tulips. These are non-roads.
- Please note that the course contains many black on yellow signs with suggested speeds for curves. These signs do not legally limit your speed.
- On this rally, you may encounter rally traffic coming towards you. You may also find intermingled rally traffic. Don't be fooled and think you're wrong.
- Be friendly and wave to the locals you may pass along the backroads. They may not be used to seeing this much traffic on their roads. Also, slow as necessary to avoid aggravating the locals as you pass by. Do not rev the motor near houses.

### **F. Course Measurement and Official Mileage**

The course was measured in a 4WD Toyota Tacoma, using an ALFA Elite computer with the sending unit picking up left front (non-driven) axle shaft revolutions. Tires were inflated to 36psi. The final measurement was made in a single 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), at the painted white stop line on the road surface. 3. At the beginning of the break in the painted center line for left turns, In the absence of any of the above, at the beginning of the intersection. 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.

Mileage was measured to the thousandth of a mile and will be used as such for calculation purposes. Official mileages in the routes will be given to two decimal places, rounded from three decimal places

Mileages to the end of leg timing checkpoint and at restarts will be given in thousandths for those that have the capability to use that information.

### **G. Emergency Speeds**

The speeds used in the route instructions consider the typical road conditions for this time of the year. Use of emergency speeds is not anticipated.

### **H. Time Allowance**

A Rally is not a race. If you are delayed for any reason (lost, flat tire, emergency equipment, helping a competitor, etc.) you should take a time allowance (TA). There is no penalty for using time allowances! Consider or calculate the amount of time that you are late, beginning at 0.5 minutes and increasing in increments of whole minutes, from 1.50 minutes up to 19.50, and rally on using the speeds specified in the NRIs. Total time you may take in time allowances before the lunch break is 19.50 minutes. The maximum total of time allowance time that may be used after the lunch break is also 19.50 minutes. 30 seconds (0.5 minutes ) is the minimum TA that may be taken in a leg.

With the use of the Richta app, time allowances should be entered into the app immediately at the time of the issue. There is no way to enter them once you cross a checkpoint location. If you have already entered a TA for a leg, it is possible to increase or decrease that TA amount before the completion of that leg. The app will clear any TA time you have entered for a leg before the next restart. You may need to add a TA immediately upon the start of a leg if you are late starting that leg.

### **I. Controls –**

The Richta Rally App will be used to time and score competitors at checkpoints. There are two main types of checkpoints used during the rally. 1. "Restart" is a CZT (Car Zero Time) and is used to begin each leg. 2. "CP" (checkpoint) is used to capture the elapsed time to the end of the leg. See Richta section at end for details.

### **J. Checkpoint locations**

Checkpoint locations will be marked by a square yellow sign with "BL" on it (approx. 4" x 4"). Restart outmarkers for Restarts may be at existing signs, prominently marked mailboxes, or by a square yellow sign with "BL" on it. The restart information given in the app will specify the restart outmarker. Checkpoint and Restart markers may be on the left or right. If Restart markers are on the left, it will be specified as such in the Restart info.

### **K. 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. They will be on fluorescent colored paper.

### **L. Scoring**

Scoring will be done through the Richta Rallymaster/Checkpoint app. Scores will be completed very soon after completion by the last team. Scoring will be to the second. Ties will not be broken.

### **M. Mailboxes**

For this rally, references to mailboxes may be used. This will be primarily as restart points for a leg and will be clearly and prominently marked. This is an exception to the NER Road Rally Rules.

### **N. Violations**

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

### **O. Breaks**

There are opportunities for food and fuel at the lunch break. Teams should be prepared to run from start to lunch, and lunch to finish without a break, however, there may be an intermediate break in either or both morning and afternoon section. This is a fast food rally. There will not be time for a full sit down meal at a "99" type restaurant.

### **P. Questions**

Questions about these generals must be submitted via e-mail, to the rallymaster, Scott Beliveau, scbeliveau@gmail.com. Questions should be worded so as to be answered with "yes", "no", or "does not apply". Questions and answers will be posted at registration.

### **Q. Signs**

Signs used on this rally may be oriented horizontally or vertically without differentiation. You will not have to look backwards for signs. Signs may be overhead. All signs used in the rally will be found on your route of travel. Quoted signs will be located according to the "X" on the tulip. You may have to look sideways, as some signs are parallel to the road. Some signs are oriented vertically.

Only speed limit signs on totally white and rectangular backgrounds are referenced and intended for use on this rally. Signs with white speed limit signs imposed over a yellow diamond shaped background are advanced notice of an upcoming reduced speed limit and are not intended for use on this rally when a "Speed Limit XX" sign is referenced.

"No Thru Trucks" signs do not apply to rally vehicles. "Road Closed" signs on open gates are to be ignored. "Road Closed" signs which are controlled by gates and bars are legal rally roads as long as the gates or bars are not blocking the road.

### **R. Rally Committee**

Rallymasters.....Scott Beliveau  
Safety Steward/Checker...Kathy Beliveau

### **S. GLOSSARY**

The following terms are frequently used in rallying and are to be used in any route instruction in the context defined below.

**BFZ** - Begin free zone. (see free zone)

**BTZ** - Begin transit zone. (see transit zone)

**CAS** - Change, commence, or continue average speed of the indicated miles per hour.

**Checkpoint** – Typically refers to the end of a scored leg.

**EFZ** - End free zone.

**ETZ** - End transit zone.

**Free zone** - A specified part of the timed rally route in which there is no end of leg checkpoint. For this rally, any CAS above 40 is an automatic free zone, whether stated in the routes or not. The distance from a CHECKPOINT to the next RESTART is a free zone. Unless otherwise specified in the RESTART info, there is a 0.1 mile FREE ZONE following a restart.

**Leg** - A part of the rally extending from an assigned starting time (CZT) to the next timing control (checkpoint), or from one timing control to the next.

**MTS** - Mileage to sign.

**Odometer check (or odo check)** - A specified part of the rally route in which official mileages are provided so that the contestants may calibrate odometer. A part of the rally route specified as an odometer check is a free zone.

**Pause** - To delay a specified time at a point or during passage of a specified interval. The pause time is added to the time required at the given average speed(s) to traverse the specified interval. The specified interval in which a pause is operative will contain no timing controls. Pauses are given in seconds.

**SAP** - To go straight as possible through an intersection.

**Section** - Any part of the rally route at the beginning of which the official mileage is zero and at the end of which the official mileage ends or reverts to zero.

**Transit zone** - A part of the timed rally route in which there are no timing controls and in which no specific speed need be maintained. Either an exact time for passage, or a restart time from the end of the transit zone must be given. The start and end mileages for a transit zone will be given.

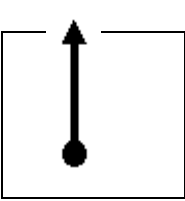
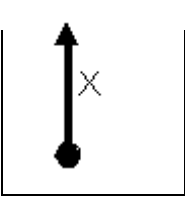
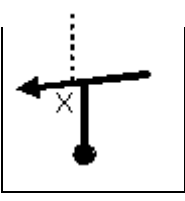
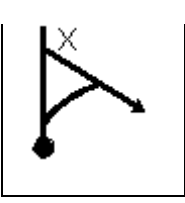

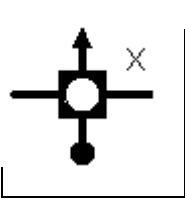
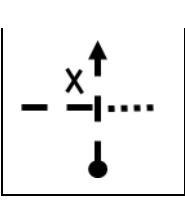
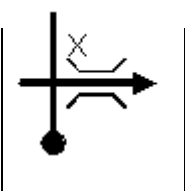
#### ***T. Vehicles***

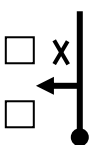
This rally is not suitable for all cars. Lowered vehicles may have problems with ground clearance due to potholes, frost heaves, and other road conditions such as pavement changes and construction. NER, SCCA and the organizers are not liable for damage to vehicles.

***U. Communications*** - If for some reason you leave the rally, please call one of the numbers below and let us know that you are retiring so that we don't go out looking for you. If you cannot call, let another competitor know to pass the info along.

**603-455-2791      Scott Beliveau**

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

Tulip, Line type		Meaning
	<p>Basics of a "tulip". Dot at bottom signifies where you are coming from. Arrowhead shows which way you are to go.</p>	<p>Go straight <b>on a paved road</b>. Also used to indicate a speed change at a delta mileage where there is no sign.</p>
	<p>"X" Indicates a quoted sign or landmark. The sign will be defined in the column marked "Other Information".</p>	<p>Go straight <b>on a paved road</b>, perform indicated action at "sign". IE., CAS 30 at "SPEED LIMIT 30".</p>
	<p>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.</p>	<p>Turn left at an intersection <b>on a paved road</b> with a non-road across the way and the matching sign as shown and stated in the "other information" column.</p>
	<p>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.</p>	<p>Turn right on a paved road before the island at an intersection with the quoted sign indicated by "X".</p>
	<p>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.</p>	<p>If you are at the proper intersection for this tulip, turn right before the island, then left <b>on paved roads</b>.</p>
	<p>A squared circle over an intersection, indicates an intersection with a traffic light. This may be a flashing light, or a full stop light.</p>	<p>Go straight at a 4-way intersection with traffic light, and a quoted sign as indicated by the "X".</p>
	<p>An intersection with 3 unpaved roads shown by dashed lines, and one non-road, straight ahead, shown by the dotted lines.</p>	<p>Go straight at an intersection on an unpaved road with a non-road across the way and the matching sign as shown and stated in the "other information" column.</p>
	<p>The symbol to the right that look like brackets lying down represents a bridge.</p>	<p>Turn right at a 4-way intersection of all paved roads to cross a bridge. The sign must match what is stated in the "other information" column.</p>



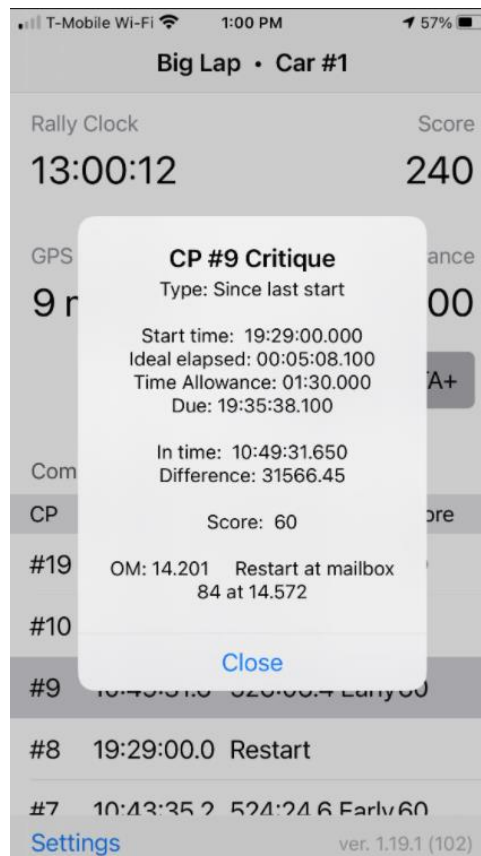
The boxes in the tulip indicate buildings.

Turn **left** at the specified location **on a paved road** before the sign and between the buildings.

Download the Richta Checkpoint App before going to the rally.

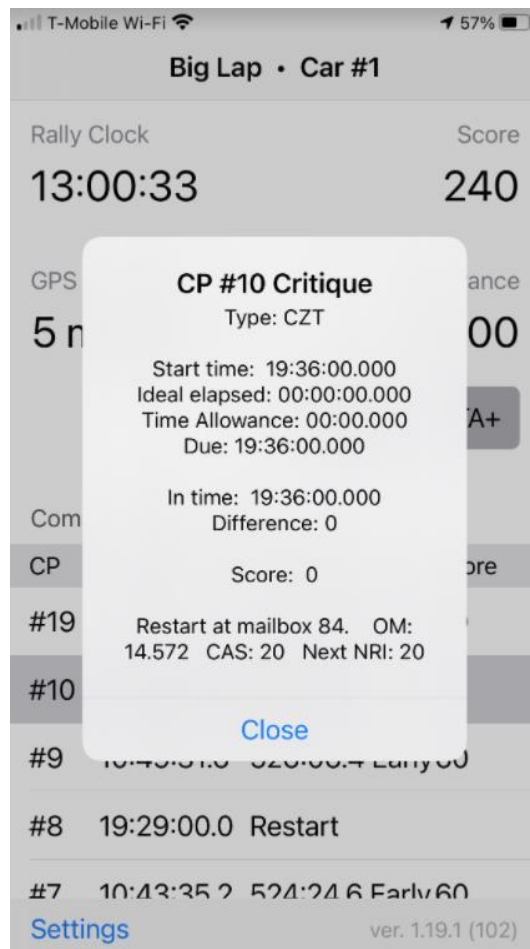
## Using the Richta Rally App during this rally.

1. After completing registration, make sure you have started the Richta “Competitor” app and registered for Big Lap with your correct car number. With the phone/device running the app, walk from the dirt parking lot into the paved parking lot and head towards the dumpster. You will get a “ringy-dingy”. This will be a Time Check and tell you your start time. It also is a means of checking that the app is working.
  2. As you approach the starting point in your vehicle, you will get a “ringy-dingy” that is a Restart/CZT. In the CP Critique box that will open on your device, you will be given your start time, which is CZT plus your car number in minutes, and the marker to start from.
- \*\* Each control point, whether a RESTART, CHECKPOINT, TIME CHECK, or ON/OFF COURSE notification will come with a “ringy-dingy” and a pop up window in the app on your device.
3. At the end of the ODO check, there will be another RESTART control with time, location and mileage given. This RESTART is the beginning of the first timed leg. Follow instructions in the Critique and leave here at the given time.
  4. When you reach an end of leg CHECKPOINT, you will be given your in-time, elapsed time, score, OM (official milage) to checkpoint marker, and the restart mileage and marker. You are now in a free zone until you reach the RESTART point and your next leg begins. Below is a screen shot of what you will see when you reach a CHECKPOINT. Note the RESTART info at the bottom of the Critique. (see screen grab immediately below).



5. The distance from a CHECKPOINT to the next RESTART is a FREE ZONE. Time is allotted to travel this distance in the assigned RESTART time. The distance between a CHECKPOINT and the next RESTART is 0.05 miles to 2 miles. There may be NRIs to follow between a CHECKPOINT and the next RESTART.

6. As you approach the restart location, 100 or so yards early, you will get a notification of a RESTART. It will specify the RESTART marker. If a Restart marker is on the left, it will be specified as such in the Restart info. RESTART info will include start time, sign or marker to restart from, OM at the restart marker, CAS, and Next NRI. Use this information as you need and leave at the assigned time. (see screen grab immediately below).



More info about using the app: <http://drsgca.org/rally/using-the-richta-competitor-app/>