Navigational Rally Training

63 Car Club (Elgin) LTD

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2024

Introduction

- A navigation rally is an event usually ranging 50 – 100 miles held on the public highway. The correct route is determined using instructions which are worked out on an Ordnance Survey map (1:50000 scale). During the event there are time controls which must be visited on the required due time. To show that the correct route is followed 'code boards' are placed along the route and recorded by the navigator. The winner is the person who receives least penalties.

Getting Started

What do you need?
- Driver, Navigator and a CAR!
- Nav over 12
- Car – not as strict as road rally rules, Warning Triangle, No LED Bars

Before event
- Regulations and Entry form
- Get required Map(s) check edition
- Car must have MOT and Tax
- Driver, Insurance
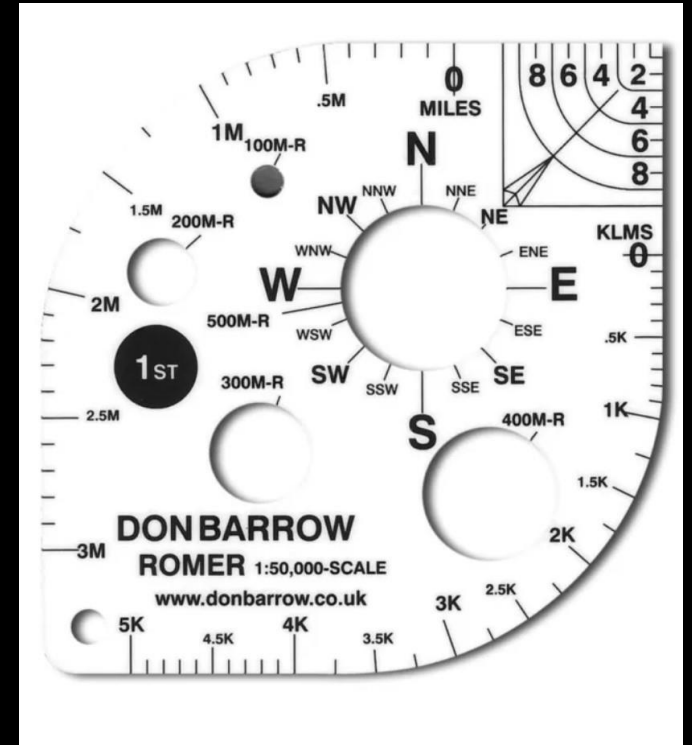
Equipment

Map light/headtorch

Map

Clipboard

Mapboard (board to lean on when mark map, cardboard etc)

Pencils (2B,4B soft lead)

Eraser, Ruler, Compass, Protractor

Romer

Timecard

Control	Location	Distance	Due Time	Actual Time	CODE	CODE	CODE	CODE	CODE	CODE	Approach	Marshal	Penalties Time	Penalties Codes
Seafield Rally													**Timecard**	
Start	504 614		21:01										Time	Codes
C1	505 614	7	21:15											
C2	506 614	5	21:25											
C3	507 614	2	21:29											
C4	508 614	5	21:39											
C5	509 614	4	21:47											
C6	510 614	10	22:07											
C7	511 614	3.5	22:14											
C8	512 614	2	22:18											
C9	513 614	10.5	22:39											
C10	514 614	4.5	22:48											
C11	515 614	4.5	22:57											

DAMAGE DECLARATION   Total

I, the undersigned, declare that during the Seafield Rally I was/was not involved in any incident which caused damage or harm to any third party.

Signed   Date   (IF INCIDENT PLEASE GIVE DETAILS ON REVERSE)

Timing & Penalties

- Penalties are given in the following amounts
- 1 minute late – 1 Penalty
- 1 minute early- 2 penalties 1st Time – 300 penalties 2nd Time
- Missed code board – 15 Penalties
- Missed control– 30 Penalties
- Wrong direction control – 30 penalties
- Lost penalties can never be recovered but time can by using the ¾ rule (more in depth)
- Total lateness – 30 minutes then OTL at MTC (non – finish)
- 2/3 of total controls must be visited to be classified as finisher

Reading/Marking the Map

Types of Roads

- Coloured roads only (C.R.O) are Blue, Green, Red, Brown and Yellow

the colour refers to the type of road (i.e. Green A96, Yellow side road, single track)

- All roads – include Coloured Roads plus White road

 (White roads are private roads, farm tracks, streets or laybys)

- Mark features such as Spot Heights/Grid line

numbers with a highlighter

Abbreviations

Basic Abbreviations

C.R.O	–	COLOURED ROADS ONLY
IGR	-	IGNORE GATED ROAD
GS	-	GRID SQUARE
GL	-	GRID LINE
GR	-	GRID REFERENCE
SO	-	STRAIGHT ON
TR	-	TURN RIGHT
TL	-	TURN LEFT
XR	-	CROSSROADS
S.H	-	SPOT HEIGHT
SR	-	SIDE ROAD
R	-	RED ROAD
G	-	GREEN ROAD
Y	-	YELLOW ROAD
B	-	BROWN ROAD
W	-	WHITE ROAD
ETL	-	ELECTRICAL TRANSMISSSION LINE

Route Instructions

- The correct route is the shortest route following the given clue

- Treat each junction as a stop junction

- Remember there are other road users!

- YOU CAN ONLY USE A ROAD ONCE BUT YOU CAN TURN LEFT TWICE AT A CROSSROADS (Turn Right maybe permitted if event states this)

- Controls are a minimum of 2 miles apart.

Map References/Grid Squares/Grid Lines

- Plotting a Grid Reference
- Grid references are written in 6 or 8 figure format
- A romer is required for accurate plotting
- Along then up, along the corridors up the stairs
- Grid lines are blue lines that run horizontal and vertically along the map, these make up squares known as grid squares, each grid square measures 1KM

Spot Height

- These are numbers shown on the map, they refer to metres above sea-level.
- Next to the number is a small black dot. If this dot lands on the road it can be used as part of a route instruction

Letters on Road/Map Features

- This is where place names/features shown on maps cross/cut the road

- Telephone boxes/caravan sites/parking

- ETL lines/Railway lines

- Cycle routes/boundary lines

- Other features that can be used shown

on the map legend.

Junctions

This is a clue in which direction to go at junctions

- TL = TURN LEFT
- TR = TURN RIGHT
- SO = STRAIGHT ON
- SR = SIDE ROAD
- XR = CROSSROADS
- YJ = Y-JUNCTION
- ALWAYS GO BY THE MAP NOT THE ROAD LAYOUT

Thank You

- 1st car starts 20:01
- Be mindful over other road users
- All controls have marshals

- Return to hall after event

- Spare equipment is available to borrow