

Rally Glossary and Hints

Term	Definition
SOS	Start of section
EOS	End of section
L	Left
R	Right
Tee	An intersection where you can only turn left or right, there is no road straight ahead
Odo	Odometer
CAS	Commence Average Speed or Change Average Speed (in km / hr)
ET	Elapsed Time, the amount of time you have to complete a portion of the route
RRX	Railroad tracks
Acute	An turn of more than 90 degrees.
Bear	An turn of less than 90 degrees.

Calculating Average Speeds (Time in mins = Distance / Speed x60)

In some parts of the rally you will be given a set amount of time to complete a certain distance, this time will be somewhat more than normally required. This allows for time that may be lost at traffic lights and other unpredictable situations. This is known as an ET or elapsed time.

Most of the rally is set up using CAS's which is the average speed for a portion of the rally. These average speeds are normally somewhat below the posted maximums to account for delays, acceleration, deceleration, etc. From the average speed and the distance, you can calculate how early or late you are from the ideal time.

If you don't have a lot of rally experience then put most of your efforts into navigating the correct route and don't worry about working out the timing. Drive at, or around, the posted limit and you will be close to the correct time. If you do get hopelessly lost, navigate your way to the nearest 'end of section' (EOS) and begin fresh from there.

Car 0

Car 0 is a theoretical competitor who left 1 minute before Car 1. If you see a timing reference to car 0, simply add your car # to the minutes of the Car 0 time to reveal the approximate time you should arrive at, or depart from, a particular point in the route. Car 0 does not account for what happens to your timing at checkpoints.

Checkpoint procedure

Pull past the checkpoint vehicle and safely off to the right side of the road. One team member brings the route card back to the checkpoint where you will be given a sticker with your arrival time on it. It will also show your departure time which is when you should leave the checkpoint. When you leave a checkpoint, regardless of previous status, you are now 'on' time again.

At the end of the rally (only at the finish control), you may arrive early and request a later time (based on your calculations, or best guesswork).

Checkpoints only remain 'open' for a set duration (usually 10 minutes before and after rally traffic is calculated to arrived - missing one will result in a 20 min penalty).

Remember to reset your ODO at the start of the rally and at the start of each new section!