TSD Rallye Primer

MG Car Club – Rocky Mountain Centre

Updated May 2025

This "Primer" is intended to present the gist of the TSD rallye rules in an easy-to-understand format.
Refer to the MGCC TSD Rallye General Instructions on the mgcc.org website for official event rules.

What is a TSD Rallye?

- TSD = Time Speed Distance
- Goal: get from Point A to Point B in a precise amount of time

- Drive between checkpoint locations, following instructions for both navigation and speed. You're scored based on the difference between your time and the "perfect" time.
- The LOWEST score wins!

What do you need to participate?

- A car (any car!) with a driver and navigator
- Understanding of the general instructions (maybe bring a copy)
  - Available at https://mgcc.org/rallye-glenwood-springs/
- Clipboard, pen/pencils, highlighters, sticky notes, stopwatch
- Mobile phone with GPS capability and Richta Competitor App
  - (for use on rallies using Richta timing)
  - Bring a power bank and charging cable for longer rallies!

Driver and Navigator Roles

- Two people are required to run a TSD rallye:
  - Driver – your job is to follow instructions and safely operate the vehicle.
  - Navigator – your job is to read instructions and tell the driver what to do. This is often considered the more challenging role of the rallye!

- Helpful hints:
  - Communication is key during a TSD rallye! Talk through decisions and avoid overheated emotions. Married couples <u>can</u> have fun on TSD events!
  - Navigator read the next 2-3 instructions for the driver to look out for. It's smart to look 1-2 steps ahead in case you missed something.
  - Your first priority should be navigation & route finding – better to take a few seconds to talk through a decision than blow past something and need to turn around.

Rallye Instructions

- The **General Instructions** contain the official rules for this TSD event. They are long but have everything you need to know.
  - Download / print from https://mgcc.org/rallye-glenwood-springs/
- **Supplemental Instructions** are issued by the rallyemaster at or before the start of the event to clarify or modify any rules for the purpose of that event only.
  - The Supplement overrides anything in the General Instructions. Read it!
- **Route Instructions** are issued by the rallyemaster at the start of the event and provide speed and navigation information.

Route Instructions

Route Instructions tell you where to go and how fast.

- <u>CAST</u> = Change Average Speed To
  - Drive this *average speed* until the next CAST is provided

- <u>Numbered Instructions</u> provide an instruction or observable sign/landmark
  - Once initiated, Numbered Instructions must be completed in full prior to starting next instruction

- <u>Note Instructions</u> provide an instruction that is active until cancelled

- <u>Main Road Rule</u> instructs you what to do in lieu of a Numbered Instruction

Inst. #	CAST	INSTRUCTION
5	23	LEFT ON OXFORD
6		RIGHT
7		NOTE OCTAGON: PAUSE 15 SECONDS at STOP SIGN
8	33	SPEED LIMIT 35
9		"Welcome to Glenwood Springs" CANCEL OCTAGON
10	24	SPEED LIMIT 25

Main Road Rule

The <u>Main Road</u> is the road you take *unless a Route Instruction directs you otherwise*. At each intersection, determine the Main Road using these determinants in order:

1. ON or ONTO
2. CURVE or TURN WARNING ARROW
3. PROTECTION (STOP or YIELD sign)
4. RIGHT AT T or Y
5. STRAIGHT AS POSSIBLE

- If none of them apply, there is no Main Road at that intersection and you <u>must</u> execute a route instruction.

- If a written instruction would cause you to follow the Main Road, follow the MRR instead of executing that instruction. You'll assess that instruction at the next opportunity.
  - This doesn't apply if the instruction is marked REDUNDANT.

Don't fret – we'll do some examples in a bit!

Instruction "Modifiers"

- ITIS (If There Is Such) – this opportunity may or may not exist. Encountering a subsequent higher-numbered instruction cancels the ITIS instruction.

- WCF (Whichever Comes First) – instruction includes the notation WCF and two parts separated by the word "OR". Complete only the part that occurs first

- REDUNDANT or MAY BE REDUNDANT – instruction is "redundant" if it takes you the same direction as MRR.

- OVERLAP or MAY OVERLAP – allows the initiation of an instruction prior to the completion of a previous instruction

Roads

- Some roads don't "exist" for the purpose of the rallye:
  - Private roads & driveways
  - Unpaved roads (dirt or gravel)
  - Alleys
  - Parking lots
  - Dead ends / No Outlets (either clearly marked or obviously visible)
  - Roads and signs marked with an "O" (special rallye sign)

- Ignore any of these roads unless specifically instructed. Simply pretend they aren't there and keep driving!

Signs & Landmarks

- Signs – marked in quotes (e.g. "CECIL KIMBER BLVD")
  - Instructions must quote the sign in full or in part, with the text in order and no words/letters/numbers skipped or added
    - E.g. "CECIL BLVD" is not a valid reference to "CECIL KIMBER BLVD"
  - Ignore punctuation (except for arrows)
  - May or may not apply to the road you are on

- Landmarks – marked in capital letter without quotes (e.g. SPEED LIMIT)
  - Landmarks are defined in the Glossary of the General Instructions, or have an identifying sign on the route. If no identifying sign exists, that landmark doesn't exist for the rallye.
    - E.g. SCHOOL, FIRE STATION, MAIN STREET

Special Signs
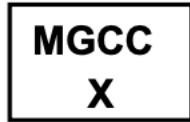
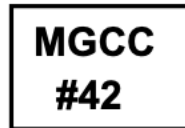|	
MGCC X	**YOU ARE NOT ON COURSE**

MGCC O	**IGNORE THIS SIGN OR OPPORTUNITY**

MGCC #	**MISSING MARKER, PERFORM INSTRUCTION # _____**

EXAMPLE:

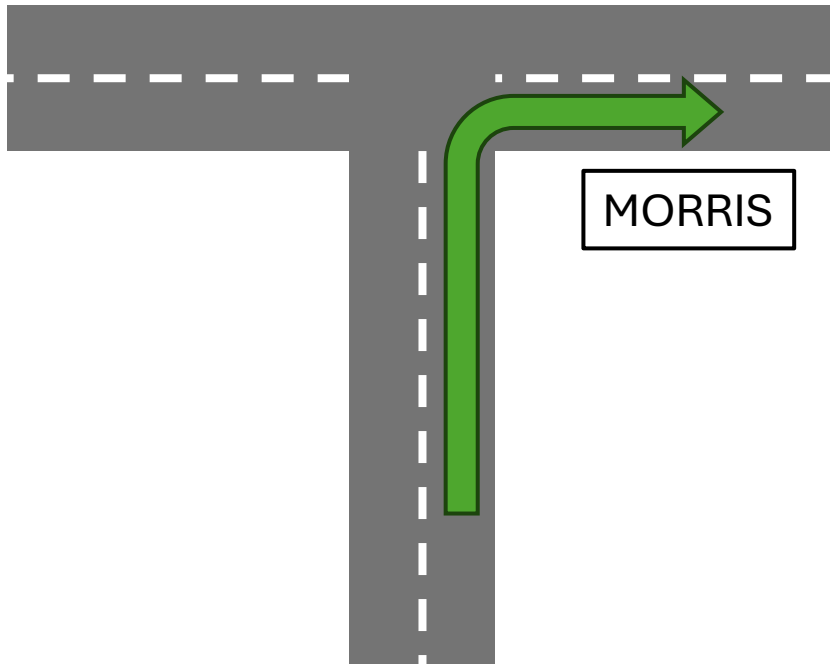| MGCC #42	**PERFORM INSTRUCTION #42 HERE (THE INTENDED SIGN IS MISSING)**

EMERGENCY, STOP SAFELY AND AWAIT INSTRUCTION

Navigation Examples

Note: assume all roads are continuous, no dead ends shown

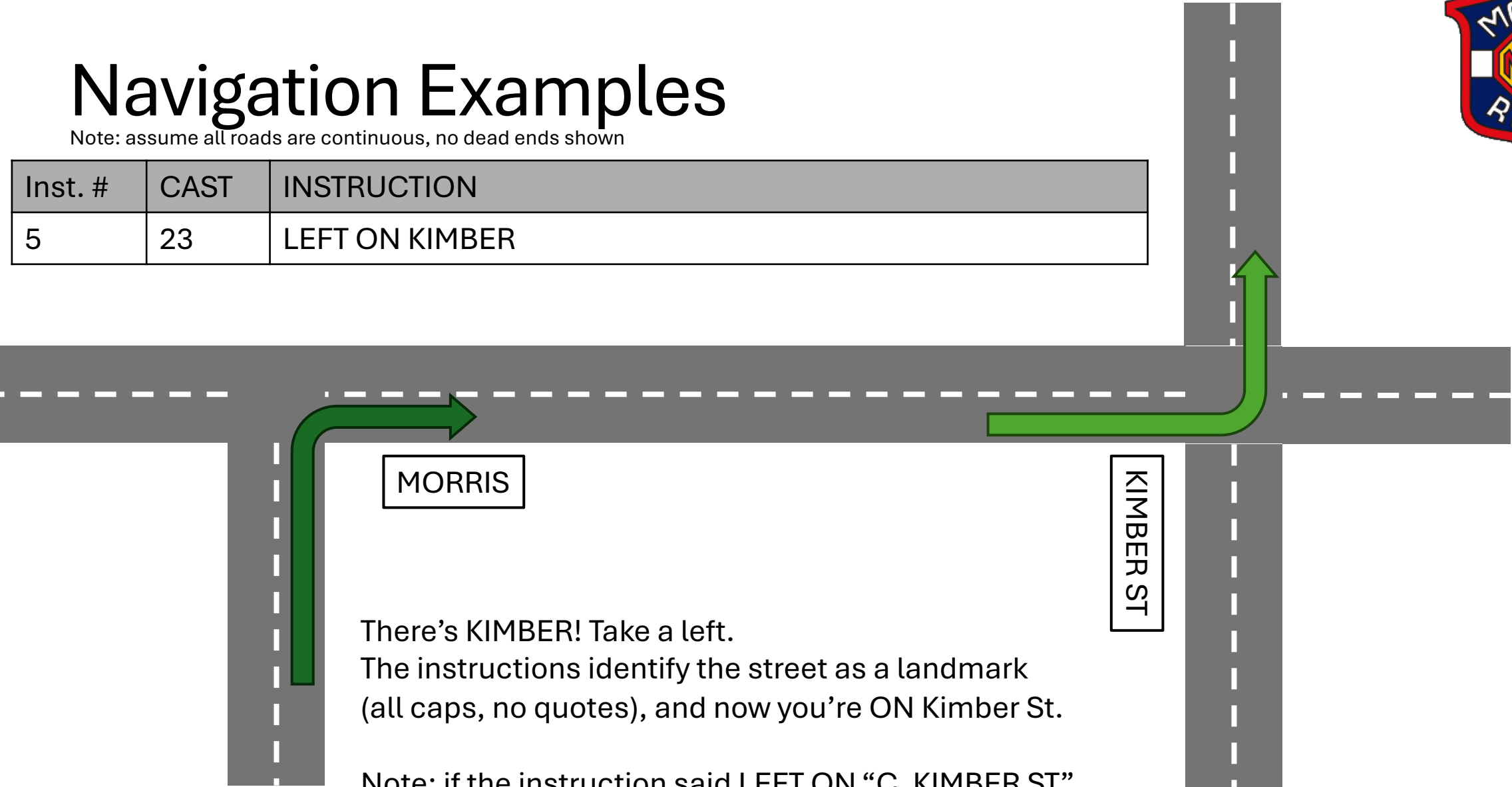| Inst. #	CAST	INSTRUCTION
5	23	LEFT ON KIMBER

MORRIS

Upon approaching the T, notice that KIMBER doesn't exist.
Assess intersection using MRR.
Turn Right per MRR "Right at T or Y"
Keep looking for KIMBER

Navigation Examples

Note: assume all roads are continuous, no dead ends shown

Inst. #	CAST	INSTRUCTION
5	23	LEFT ON KIMBER

MORRIS

KIMBER ST

There's KIMBER! Take a left.
The instructions identify the street as a landmark
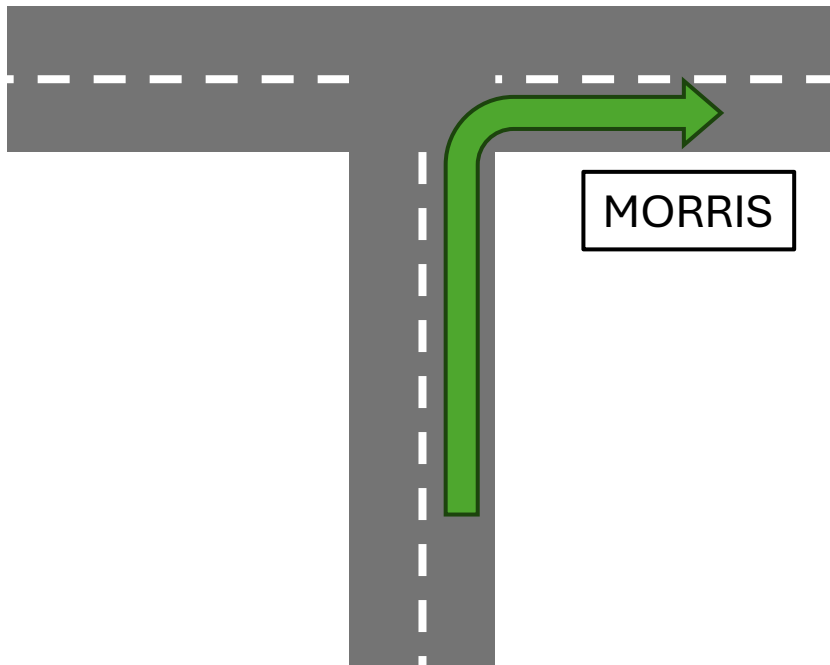(all caps, no quotes), and now you're ON Kimber St.

Note: if the instruction said LEFT ON "C. KIMBER ST"
you wouldn't execute the instruction here because
the sign name in quotes has added letters.

Navigation Examples

Note: assume all roads are continuous, no dead ends shown

| Inst. #	CAST	INSTRUCTION
5	23	LEFT ON OXFORD **ITIS**
6	27	RIGHT

MORRIS

Upon approaching the T, notice that OXFORD doesn't exist.
Due to ITIS on Inst. 5, look ahead to Inst. 6 which says RIGHT.
Assess intersection using MRR.
Notice that RIGHT is redundant to MRR, so Inst. 6 does not apply here.
Turn Right per MRR "Right at T or Y"

Navigation Examples

Note: assume all roads are continuous, no dead ends shown

Inst. #	CAST	INSTRUCTION
5	23	LEFT ON OXFORD **ITIS**
6	27	RIGHT

MORRIS

KIMBER ST
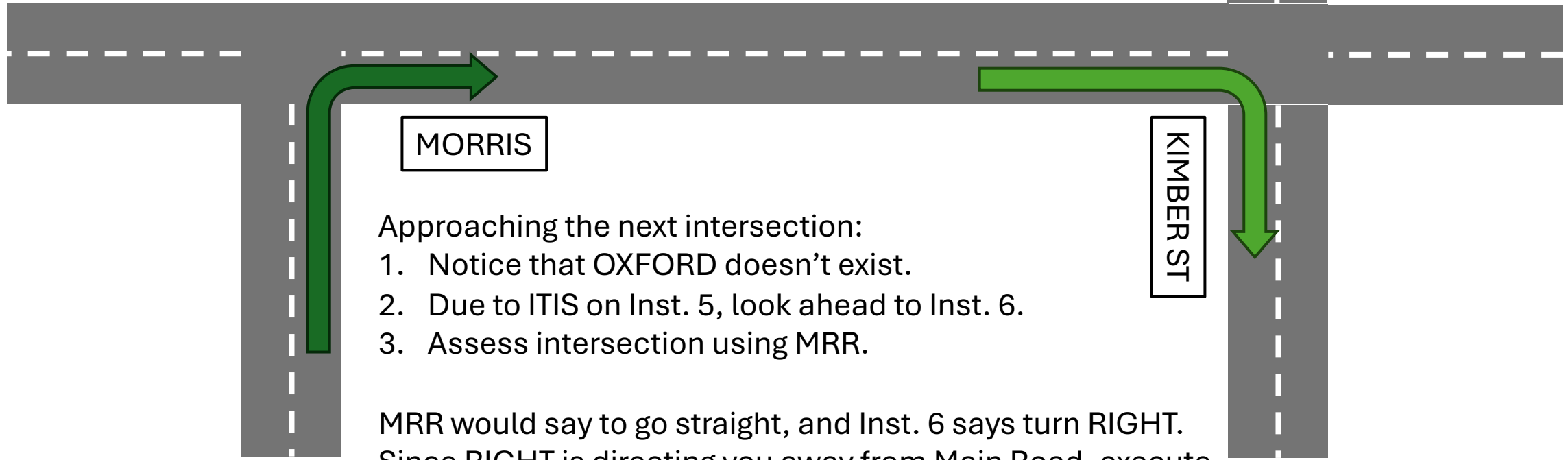
Approaching the next intersection:
1. Notice that OXFORD doesn't exist.
2. Due to ITIS on Inst. 5, look ahead to Inst. 6.
3. Assess intersection using MRR.

MRR would say to go straight, and Inst. 6 says turn RIGHT.
Since RIGHT is directing you away from Main Road, execute
Instruction 6 and turn RIGHT.
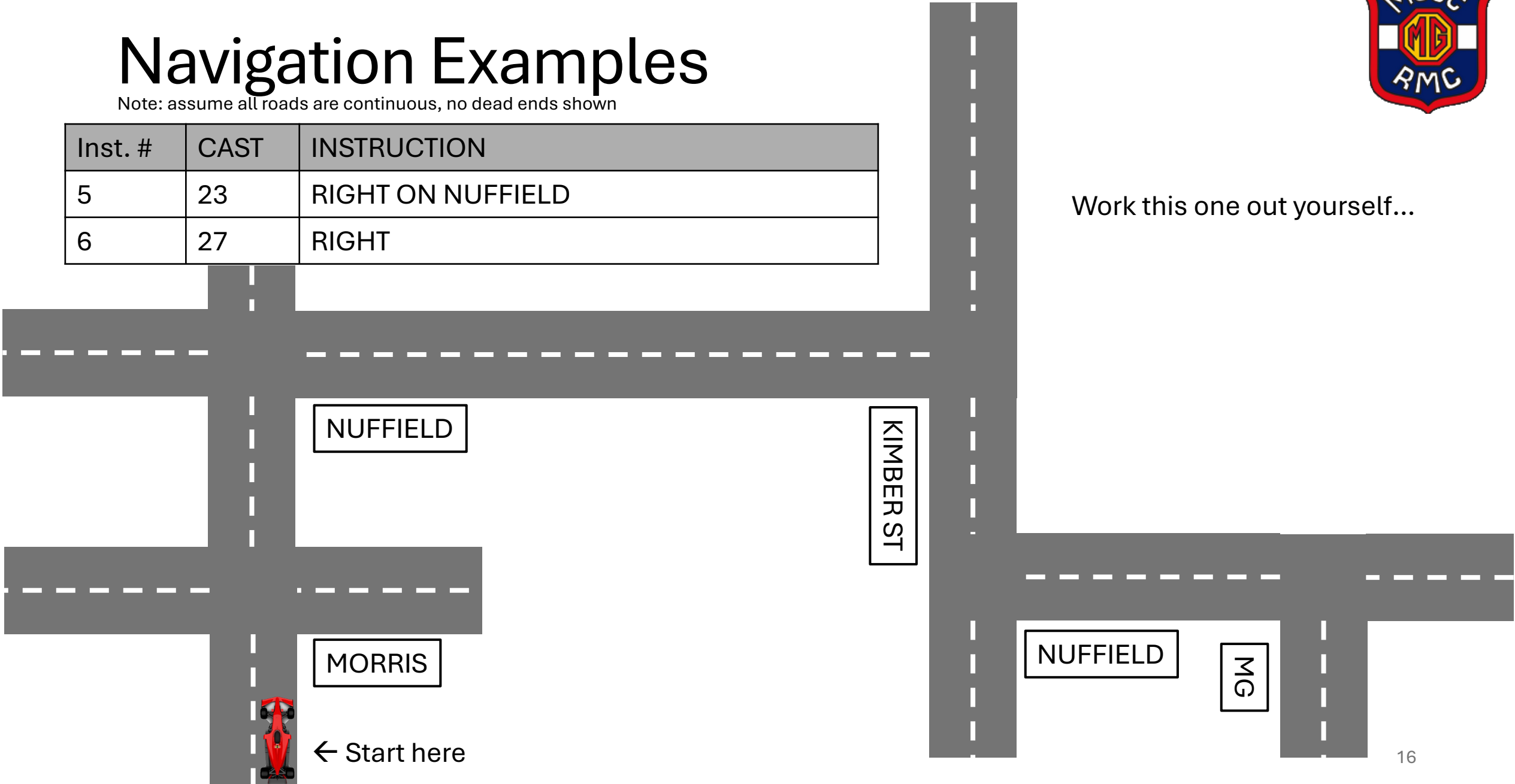You're now looking for Instruction 7.

Navigation Examples

Note: assume all roads are continuous, no dead ends shown

Inst. #	CAST	INSTRUCTION
5	23	RIGHT ON NUFFIELD
6	27	RIGHT

Work this one out yourself…

NUFFIELD

KIMBER ST

NUFFIELD

MG

MORRIS

← Start here

Navigation Examples

Note: assume all roads are continuous, no dead ends shown

Inst. #	CAST	INSTRUCTION
5	23	RIGHT ON NUFFIELD
6	27	RIGHT

Intersection 3: Right by MRR
(this is not Inst. 6, which is redundant to MRR)

Intersection 4: Turn to stay ON Nuffield

NUFFIELD

KIMBER ST

Intersection 2: Nuffield DOES exist!
Turn Right ON Nuffield

Intersection 5: Execute Inst. 6

MORRIS

NUFFIELD

MG

Intersection 1: Nuffield doesn't exist
Go Straight as Possible per MRR
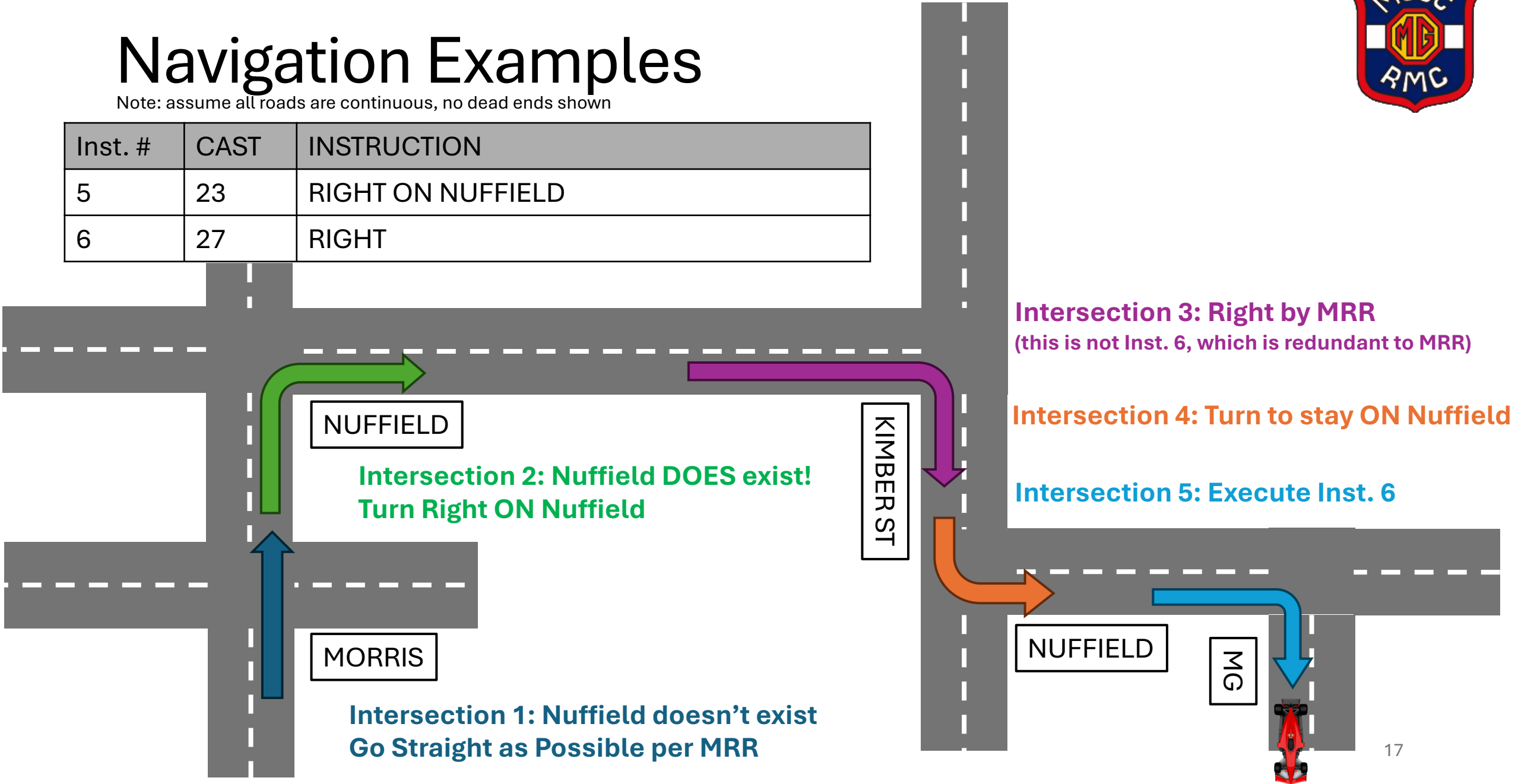
Controls & Timing (Richta App)

- Checkpoints in the TSD rallye are called "Controls":
  - Timing Control – marks the end of a timed section
  - Restart – marks the beginning of a timed section
  - Time Check – information only, displays current time on the Richta App

- We've started using the Richta Competitor App to perform automated timing for most events (including the Glenwood Rallye)
  - Download "Richta Competitor" app onto a GPS-enabled smartphone. iPhone and Android compatible.
  - Keep the app open throughout the rallye and it will automatically time you as you pass controls. Scoring made easy!

Scoring

- Each second off of the "perfect time" is 1 point
- Every leg is scored <u>individually</u> and generally has a maximum penalty (default 150 points)
  - Don't fret if you have a bad leg or two – just take a deep breath and keep driving!
- Entering checkpoints:
  - Most timing controls with the Richta app are "flying" controls so you don't stop. You'll hear a chime and be notified of your score for that leg, and you'll immediately start driving the subsequent timed section.
  - <u>Do not</u> speed into checkpoint locations or stop ahead of them. Both can incur penalties of 300 points or disqualification

Richta App Usage

- The Richta App is easy to use and you'll probably figure it out without difficulty. Several great guides exist:
  - [Richta Guide from NW Rally Council](#)
  - [Richta Guide from Milwaukee SCCA](#)

- How to use Richta Competitor At-a-Glance:
  - Join rallye event with provided password
  - Enter assigned car number
  - Allow phone to find GPS signal
  - Start driving & following Route Instructions
  - Timing & scoring happens automatically!
  - Score & critiques pop up as you pass them
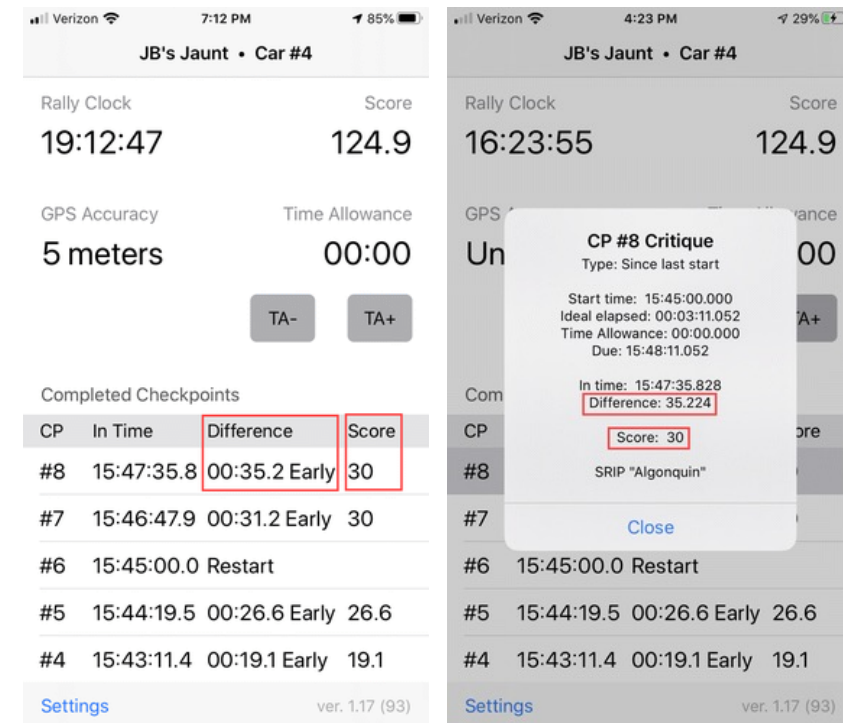
Time Allowances

- Time Allowances are added directly in the Richta App while driving.

- These allow you to add time to your leg to accommodate for slow vehicles, traffic lights, quick stops, etc.

- Can only <u>add</u> time to a leg, not subtract (so don't speed)

- Can add time as 0:10, 0:20, 0:30, 1:30, 2:30, 3:30, etc.

- Max allowance 19:30 (please don't abuse this)

Add Time

Subtract Time

Driving the Rallye

- Start Time: your car's start time is generally the event start plus your car number (e.g. Car #1 at 8:01, Car #25 at 8:25)

- Odometer Check: the first section of the rallye is unscored and exact mileage is provided to calibrate your car's odometer with the official rallye distance.
  - Calibration: Your Mileage ÷ Official Mileage = Correction Factor

- Restart & begin timed sections

- Lunch break or restroom break, if applicable, will have non-timed sections as indicated in the route instructions or Richta app

- Restart & continue timed sections after break

Tips & Tricks

- Take a deep breath and work as a team.

- Don't get frustrated - TSD events are supposed to be challenging, and mistakes happen. Each leg is a fresh start so shake off past errors and keep looking ahead.

- Highest priority is staying on course – better to spend an extra few seconds discussing an intersection or turn than have to flip around later

- Check for signs that you're off course:
  - Traveling more than 5 miles without executing an instruction
  - Instructions don't match signage (e.g. LEFT AT T while you're on a highway)
  - Assigned speed is radically different from appropriate speed limit

- Read the instructions before starting, and highlight things to pay attention to:
  - Notes, Overlaps, ITIS, ONTOs, etc. that indicate situations which may span several instructions. You may find it helpful to put up a sticky note when it becomes active.
  - Suspicious instructions (weird spellings, lots of notes, repeated street names)

Have fun and *Safety Fast!*

https://mgcc.org/rallye-glenwood-springs/