



Club Triumph 2019 Table Top Rally Competition Sections 3 & 4 Final Instructions

Answers and all questions should be directed to tabletop@club.triumph.org.uk
<< please do not post questions on the forum >>

For the purposes of the first two sections you should ignore all white (uncoloured) roads shown on the map. Coloured roads only [CRO] blue, green, red or yellow are to be used. This may not be the case in following sections.

You should also ignore any roads that are shown on the map as Dead Ends or No Through Roads. Not only does this mean that you should not use them as part of your route, but also that you should ignore them for navigation plotting purposes i.e. regard them as if they were simply not there at all.

Always use the shortest route possible, within the general rules and rules given specifically for the section you are on, between navigation instructions and never cross your route, unless specifically told otherwise. Do not drive the same road twice.

Map required: 153 dated 2014 reprinted in February 2016, with a tree lined avenue on the cover. We cannot guarantee older versions will work.

Sections 3 & 4 follow on from sections 1 & 2, so you need to leave these plotted on your map in order that you do not attempt to cross the route of a previous section... It is also important that you go back and correct any plotting errors you have made previously on sections 1 & 2 before you start, otherwise this may affect where you can plot from here on.

Route checks will consist of questions at the end of each section to indicate whether you have followed the correct route... these should be answered and returned to the organisers before the tenth day of the month that the magazine is due. To clarify, answers for sections 3 & 4 are to be returned to the organisers on or before 10th May, so you will have almost 2 months to complete the 2 sections.

Navigation:

You will need the following –

- Map as described above
- Pencils and eraser
- Rally Romer
- A calculator may be required.
- Method of measuring miles (or kilometres and convert) on a 50,000:1 scale map (most romers will accommodate this).

The use of any electronic navigation device (including the use of Google Maps and other mapping tools) is prohibited.

List of abbreviations:

AR	All Roads
CRO	Coloured Roads Only
DNF	Did Not Finish
FL	Fork Left
FR	Fork Right
LWR	Longest Way Round
LT	Left Turn at T-Junction
LX	Left Turn at Crossroads
Neutral/Transport	Non-competitive section, no code boards
Normal Section	Competitive section with code boards
NAM	Not as Map (Actual road layout or feature is not as map)
OTL	Outside Total Lateness = more than 30min 59sec late
PC	Passage Control
RT	Right Turn at T-Junction
RX	Right Turn at Crossroads
SO	Straight On
SH	Spot Height
SR	Side Road
TJ	T-Junction
TL	Turn Left
TR	Turn Right
XR	Crossroads
YJ	Y Junction
MR	Miss Right
ML	Miss Left

Scoring & Penalties:

- 2 points - for entering each month
- 2 points - for the question asking you to give the correct location of each section end [Q1 on each section sheet]
- 2 points - for the correct answer to each additional question
- 1 point penalty - for each question asked regarding the navigation within the section instructions.

Notes