Rally Round
Rules of the Game

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Version 2 - September 21, 2004

These are the original rules published with the board game but extended to include Regularity Sections and accommodate Internet competitions.
Rule modifications specifically for the purposes of Internet competitions are shown in red.

1. RALLY ROUND COMPONENTS

The Rally Round board game comprises the following items

- The Rally Round game board
- 36 Rally Kit Cards (Driver | Navigator | Equipment | Starting Speed | Acceleration | Deceleration)
- 6 coloured cars
- 32 Hazard! Cards
- Red, Blue and Black markers
- Time Sheets
- Rule Book

2. INTRODUCTION

Rally Round is a game for 1-6 (any number of Internet) players which simulates the rules and excitement of taking part in a Motor Rally. Motor Rallying is different to Motor Racing in since it is not necessarily the fastest competitor or the first to the finish who is the winner. A rally has a set route divided into sections and a rally crew must attempt to complete each section within a target time in order to minimise their penalties.

Rally Round may be used to simulate the two main types of Motor Rally: a Stage Rally and a Road Rally.

Stage Rallies involve a series of timed sections (known as *Special Stages*) over private roads or normal roads closed to the public. Navigation is by following marker arrows pointing in the direction of the correct route. The cars are often highly tuned in terms of performance and road-holding. The timing points are more commonly termed Stage Starts and Stage Finishes, and an average speed of at least 60 mph must be maintained in order to beat the target time and avoid penalties.

Road Rallies typically take place over a Saturday night/Sunday morning and are run on public roads using near standard cars. Instructions in the form of map references or map features are given to the navigator during the course of the event to enable him to plot the route on a 1:50000 scale Ordnance Survey map and relay directions to his driver. Each timed section of the route will be between Time Controls, and to verify that the correct route has been followed intermediate points called Passage Controls may need to be visited. Since the event takes place on public roads the time allowed for each section is based upon maintaining a maximum average speed of 30 mph and timing is to the nearest completed minute. These sections are termed *Road Sections*. Beating and exceeded the target time will incur penalties. Other considerations must be made on road rallies such as stopping at Give Way junctions and reducing speed through populated areas.
Parts of road rallies through sparsely populated areas may be timed to the nearest second and are termed *Selectives*. There is no penalty for beating the target time on these sections.
Regularity sections are similar to road sections except that may be run during day or night, and the route has to be traversed at an exact average speed. Lower speeds are set typically between 20 mph and 30 mph. The Time Control at the start of a section is disclosed but often subsequent Controls are not, so crews are expected to travel continuously at the required speed to avoid early or late penalties.

The Rally Round game board represents a map containing a network of roads and features similar to those found on a 1:50000 Ordnance Survey map. 'A' roads are depicted as Red, 'B' roads as Brown/Orange, minor roads as Yellow and unsurfaced tracks as White.

Each road square represents 1/6th mile (actual scale 1:10560) and in total there are 50 miles of roads evenly distributed across the different coloured roads. Some of the road squares contain features which influence the speed which may be used to pass over them or provide additional hazards to be overcome. The features are evenly distributed over the different types of roads.

Playing Rally Round is divided into 4 distinct parts:

2.1 Game Preparation.

The players decide to take part in a Road or Stage Rally and what their starting order will be. (Internet competitions are a combination of a Stage Rally and a Road Rally, and usually include Selective and Regularity sections)

2.2 Defining the Rally Route.

The route is defined by the players placing markers on the map. The markers are of three types. Red markers represent Time Controls (TCs), Blue markers (Passage Controls or PCs), and Black Spot markers to indicate roads which must not be used. (The Internet route is defined by the organiser using a Marked Map)

2.3 Selecting a Rally Kit.

The relative success of a rally crew depends upon a combination of skillful driving and navigating, and a car equipped for the needs of the route to be covered. In Rally Round terms this means each player taking turns to select separate playing cards to represent a Driver, a Navigator and a car's Starting Speed, Acceleration, Deceleration and Equipment, each of which gives certain advantages over the standard rules of the game. A complete set of cards is known as a Rally Kit.

2.4 The Rally.

Movement is decided by the players subject to the standard rules and any overriding Rally Kit cards that they have. From a stationary position e.g. when starting a new timed section from a TC, each player must select a Starting Speed. Once started, a player may Accelerate, Decelerate or continue at the same speed. The standard rules allow a Starting Speed of 10 mph, and an increase (Acceleration) or decrease (Deceleration) in speed of also 10 mph. For every 10 mph of speed a player must move 1 square. After each player has taken a turn, one minute of rally time is deemed to have passed.

Players must try to set their speeds to complete the distance between each TC within a target time. The target times are calculated depending upon the number of squares to be moved and type of section (Stage, Road, Selective or Regularity).

As an example, suppose two TCs are separated by 21 squares on a Road Section. 21 squares is a distance of 3.5 miles, and at an average of 30 mph this would give a target time of 7 minutes or 7 turns. If there were no features or hazards on the route which would limit a player's progress and the player was restricted to the standard rules of movement, the section could be completed without penalty by choosing the following speeds 10, 20, 30, 40, 40, 40, 30 on consecutive turns.

Note that the Starting Speed was 10 mph, and at successive moves the speed was not increased or decreased by more than 10 mph. In the 7 turns exactly 21 squares were moved.

This is of course a simple example, the moves could be complicated by map features limiting speeds or presenting additional hazards; there may be a need to stop at PCs or Give Way junctions, and interaction with other players; some or all of which could be avoided depending upon the Rally Kit cards held.

3. GAME PREPARATION

The players decide whether to play a Stage Rally or Road Rally. Coloured cars are then selected depending upon the number of players. The sequence of the colours is Red (1), Blue (2), Yellow (3), White (4), Green (5) then Magenta (6). So for 3 players just the Red, Blue and Yellow cars would be

selected. Each player then draws a car without looking, the colour representing their position in the start order.
(All players in Internet Competitions run as a notional car number 0)

4. DEFINING THE RALLY ROUTE

(Section 4 does not apply since the organisers will have pre-defined the route)

4.1 The Start

Player number 1 selects which of the 4 chequered squares is to be used for the Start, writes TC1 on a red marker and places it on the chequered square. Note, for the purposes of movement, chequered squares count as red roads.

4.2 The Finish

Player number 2 selects which different chequered square will be the Finish and places a blank red marker on it.

4.3 Placing Markers

Play then continues and repeats in numerical order. At each turn a player may place a red Time Control (TC), a blue Passage Control (PC) or Black Spot marker on a road square. If a marker is placed on a square containing a map feature, the rules associated with that feature do not apply.

4.4 Black Spot Markers

Black Spot markers may be placed on any square not already on route to indicate a no-through road.

4.5 TC and PC Markers

The order in which the PC or TC markers are laid is the order in which they must be visited during the rally. When a PC or TC marker is laid, the control number written on it should be one higher than that of the previous PC or TC marker. Arrows must also be written on the marker to indicate the direction of approach into the control. The "Correct Route" between consecutive markers is the shortest which does not pass through a Black Spot or use a road square which is already on an earlier part of the route. The Correct Route should be agreed between the players. Where there are two or more possible routes of the same distance (measured by the number of squares), player(s) should place Black Spot markers in subsequent moves to eliminate all but one of the possible routes. PCs should be at least 3 squares (half a mile) from any other TC or PC, and the distance between successive TCs should be at least 12 squares (two miles).

A player placing a TC marker on a Road Rally may designate the route from the previous TC to be a Selective or Regularity section.

To be a Selective, the route must use only yellow and white roads, and must not pass through a Quiet Zone. Write STC on the marker.

For a Regularity section the player should choose a required average speed from 20 mph to 30 mph and record this on the Time Sheet. Write RTC on the marker.

For a Special Stage section write SSF on the marker.

4.6 Incorrectly Placed Markers

If a player places a marker incorrectly the marker must be removed and play continues with the next player.

4.7 Completing the Route Definition

The laying of TC and PC markers continues until a player selects the designated Finish square for the next TC, and writes the next control number on the marker already placed. This may be done when the Finish is at least 12 squares on a possible route from the last TC or when this is the only move that can be made. Players may then continue to place Black Spot markers until all route ambiguities have been resolved. For all elements of the game to take effect, the route should be designed to have at least 5 TCs.

4.8 Time Allowed for Placing a Marker

Since rallying is a sport involving split second timing, each player's turn in placing a marker should not last longer than about 30 seconds.

4.9 Completing the Time Sheets

Once the complete route has been defined, the list of controls (e.g. TC2, TC3, PC4, TC5 …) and the number of squares between the TCs on the Correct Route must be written on each player's Time Sheet. Depending upon the number of squares and the type of rally being played, the target time to complete the distance between TCs should now be calculated. Sections 4.10 to 4.11 explain how this is done. Section 4.12 provides a convenient table of distances with target times already calculated. Examples of completed Time Sheets are shown in section 9.

4.10 Road Rally Timing

To simulate an average speed of 30 mph or less, the time allowed in minutes/turns between successive TCs is calculated by counting the number of squares on the correct route from one TC to the next and dividing by 3. Any fractions are rounded up to the next whole minute.

4.10.1 Selective Timing (Road Rallies only)

On a Road Rally, a section between two consecutive TCs which uses only yellow and white roads and does not pass through any Quiet Zones (squares containing QZ on the map) may be timed to the second and called a Selective. Therefore when dividing the number of squares by 3, the fractions are retained and converted to seconds. The target time should be written on the Time Sheet as minutes and seconds to distinguish it as a Selective section.

4.10.2 Regularity Timing (Road Rallies only)

On a Road Rally any section between two consecutive TCs may be designated a Regularity section. The target time depends on the chosen average speed (see 4.12).

4.11 Stage Rally Timing

To simulate an average speed of 60 mph the time allowed in minutes/turns between successive TCs is calculated by dividing the number of squares they are apart by 6. All stages are timed to the nearest second.

4.12 Calculating Target Times

The target times for various distances on Road, Selective and Stage sections are shown below in minutes and seconds:

	Distance												
Section	*12*	*13*	*14*	*15*	*16*	*17*	*18*	*19*	*20*	*21*	*22*	*23*	*24*	*…*
Road	4:00	5:00	5:00	5:00	6:00	6:00	6:00	7:00	7:00	7:00	8:00	8:00	8:00	…
Selective	4:00	4:20	4:40	5:00	5:20	5:40	6:00	6:20	6:40	7:00	7:20	7:40	8:00	…
Stage	2:00	2:10	2:20	2:30	2:40	2:50	3:00	3:10	3:20	3:30	3:40	3:50	4:00	…

The target times for various distances and speed on Regularity Sections are shown below in minutes and seconds:

Distance

Speed	12	13	14	15	16	17	18	19	20	21	22	23	24	...
20 mph	6:00	6:30	7:00	7:30	8:00	8:30	9:00	9:30	10:00	10:30	11:00	11:30	12:00	...
21 mph	5:43	6:11	6:40	7:09	7:37	8:06	8:34	9:03	9:31	10:00	10:29	10:57	11:26	...
22 mph	5:27	5:55	6:22	6:49	7:16	7:44	8:11	8:38	9:05	9:32	10:00	10:27	10:54	...
23 mph	5:13	5:39	6:05	6:31	6:57	7:23	7:49	8:16	8:42	9:07	9:34	10:00	10:26	...
24 mph	5:00	5:25	5:50	6:15	6:40	7:05	7:30	7:55	8:20	8:45	9:10	9:35	10:00	...
25 mph	4:48	5:12	5:36	6:00	6:24	6:48	7:12	7:36	8:00	8:24	8:48	9:12	9:36	...
26 mph	4:37	5:00	5:23	5:46	6:09	6:32	6:55	7:18	7:42	8:04	8:28	8:51	9:13	...
27 mph	4:26	4:49	5:11	5:33	5:56	6:18	6:40	7:02	7:24	7:46	8:09	8:31	8:53	...
28 mph	4:17	4:39	5:00	5:21	5:43	6:04	6:25	6:47	7:09	7:30	7:51	8:13	8:34	...
29 mph	4:08	4:29	4:50	5:10	5:31	5:52	6:12	6:33	6:54	7:14	7:35	7:56	8:16	...
30 mph	4:00	4:20	4:40	5:00	5:20	5:40	6:00	6:20	6:40	7:00	7:20	7:40	8:00	...

4.13 An Example Route

As an example of a challenging route, try the following rally which comprised 3 road sections, a selective, a regularity and a stage. The route has been defined by a Marked Map.
The table below also shows the direction of approach (D) into the controls, the distances between the Time Controls in squares, and the target times appropriate for a Road, Selective, Regularity (at 24 mph) or Stage section in minutes and seconds.

Control	D	Route to control via	Distance	Road	Selective	Regularity 24 mph	Stage
TC1	-	North Skeet chequered square					
TC2	S	QZ > 40 ! Ford	19	7:00			
RTC3	W	Ford ! QZ GW Bridge	16			6:40	
TC4	S	GW 20 > Ford Ford	15	5:00			
PC5	W	! !	(9)				
STC6	N	QZ Bridge ! 30 !	23		7:40		
SSF7	N	20 ! >> 20 Rough >>	17				2:50
PC8	W	< ! 30 Ford !	(14)				
TC9	S	Ford ! GW	27	9:00			

5. SELECTING A RALLY KIT

A Rally Kit consists of cards representing a Driver, a Navigator and a car's Acceleration, Deceleration, Starting Speed and Equipment. Each card gives a permanent advantage over a particular feature of the map or particular rule of the game.

5.1 Choosing the Rally Kit Cards

After defining the route, the Rally Kit cards are laid out face up and players take turns in reverse start number order to select cards of their choice until each has a complete Rally Kit. The route already defined will dictate the best strategy for selecting the Rally Kit cards. For example, if a lot of Humpbacked Bridges are on route, it may be advantageous to obtain a card which will allow increased speed over them. For beginners, until the advantages of each card are fully appreciated, it is recommended that the cards are simply dealt to each player.
(In Internet competitions each player has a free choice from the full selection of Rally Kit cards)

5.2 Time Allowed for Selecting a Card

No player should take longer than 30 seconds to select each Rally Kit card.

6. THE RALLY

6.1 Preparation

Prior to the start the Hazard! cards are shuffled and placed face down on the board, each player's Time Sheet is placed in view of the other players, and the cars are placed adjacent to the start area. Each player starts the rally from the chequered square.

6.2 Staggered Starting

As rally competitors always leave the Start at fixed intervals, usually one minute, there is a similar provision for this in Rally Round. The following table illustrates which players move at each turn :-

	Turn									
Player	1	2	3	4	5	6	7	8	9	…
1	x	x	x	x	x	x	x	x	x	x
2		x	x	x	x	x	x	x	x	x
3			x	x	x	x	x	x	x	x
4				x	x	x	x	x	x	x
5					x	x	x	x	x	x
6						x	x	x	x	x

Suppose there are 3 players. In the first turn/minute only player number 1 moves. In the second turn numbers 1 and 2 move. In the third and all subsequent turns all three players move.

6.3 Order of Moving

The order of moving during each turn is determined in order of furthest along the Correct Route. Players not on the Correct Route (including those taking short cuts via Hidden Tracks or Black Spots) move last in start number order. When players are on the same square at TCs or PCs, the move order is determined on a first-in, first-out basis.

6.4 Announcing Speed

Starting Speed

From the Start (TC1), a TC, PC or Give Way square, or other squares where a player has had to stop (e.g. as the result of an adverse Hazard! card), a Starting Speed depending upon the road colour of the starting square, must be selected from a Rally Kit Starting Speed card or advantageous Hazard! card. An exception to this is when there is an uphill gradient immediately after the starting square; here, irrespective of the cards held, a starting speed of 20 mph is allowed.

Acceleration/Deceleration

At any other time, depending upon the road colour of the square occupied, players may increase/decrease their speed according to their Acceleration/Deceleration Rally Kit or advantageous Hazard! card, or continue at the same speed. A player selected speed of 0 mph is not allowed.

Once announced a speed cannot be changed. If an illegal speed has been chosen, the offending player must miss a turn and then re-start using a Starting Speed card. The speed chosen is then recorded in the appropriate row of the player's Time Sheet. Players missing a turn record a speed of 0.

6.5 Making a Move

For every 10 mph of speed a player must move his car one square, normally along the correct route. A player is permitted to deviate from this route, particularly when using cards which allow Hidden Tracks to be used or Black Spots to be passed through. However, all other rules must still be followed, including the need to approach TCs and PCs from the correct direction.

In moving his car, if any of the features below are encountered, then the associated restrictions must be observed, unless the player has overriding Hazard! or Rally Kit cards.

To correctly visit a Passage Control (PC) :- On Road Rally sections a player must approach it from the correct direction and land on the PC square at the completion of his move. At the next turn he must select a new Starting Speed to depart from the PC. On Stage Rally sections a player must merely pass over the marker in the correct direction. If a PC is not visited correctly a player must record a penalty of 30 marks on his Time Sheet.

To correctly visit a Time Control (TC), a player must approach it from the correct direction and "finish" (see definition below) his move on the TC square. At the next turn he must select a new Starting Speed to depart from the TC. If a player does not or cannot adjust his speed to "finish" a move on a TC square, the move must end on the TC square, but the player must record a penalty of 30 marks on his Time Sheet.

When timing is to the nearest minute on Road Rallies, "finish" means landing on the TC square at the completion of a move. The number of turns (minutes) taken from the previous TC is recorded on the Time Sheet in the "Time Taken" column and compared with the target time for the section. For every minute over target time a one mark penalty, and for every minute under target time a two mark penalty, is recorded on the Time Sheet.

When timing is to the nearest second (Stage Rallies and Selectives or Regularities on Road Rallies) a move may "finish" on the TC square so long as the selected speed allows sufficient squares to be moved to "finish" on or "pass" the TC square; this is known as a Flying Finish. In selecting a speed the player may ignore the constraints of any squares beyond the TC. The number of turns (minutes & seconds) taken from the previous TC is recorded on the Time Sheet in the "Time Taken" column and compared with the target time for the section. For every second over target time a 1/60th mark penalty is recorded on the Time Sheet. There are penalties for early arrival on Regularities only.

The number of seconds is calculated as follows:

Suppose a player is currently maintaining a speed of 40 mph and the next TC is 3 squares away. If his next move is to accelerate to 50 mph (assuming there are no features which will inhibit the speed in the next 3 squares) only 3/5ths of the move will be used to land on the TC. In other words the time to complete the section from the previous TC will be the number of complete turns/minutes already taken plus 36 seconds (3/5ths of a minute). The following table of squares to the next TC by move value may be used to calculate finishing times (in minutes and seconds) for the last minute:

Move Value	Squares to Next TC									
	1	2	3	4	5	6	7	8	9	10
1	1:00	-	-	-	-	-	-	-	-	-
2	0:30	1:00	-	-	-	-	-	-	-	-
3	0:20	0:40	1:00	-	-	-	-	-	-	-
4	0:15	0:30	0:45	1:00	-	-	-	-	-	-
5	0:12	0:24	0:36	0:48	1:00	-	-	-	-	-
6	0:10	0:20	0:30	0:40	0:50	1:00	-	-	-	-
7	0:09	0:17	0:26	0:34	0:43	0:51	1:00	-	-	-
8	0:08	0:15	0:23	0:30	0:38	0:45	0:53	1:00	-	-
9	0:07	0:13	0:20	0:27	0:33	0:40	0:47	0:53	1:00	-
10	0:06	0:12	0:18	0:24	0:30	0:36	0:42	0:48	0:54	1:00

Black triangles represent Give Way signs which only apply to Road, Selective or Regularity sections. A player must stop on these squares before joining a major road. He may do this by adjusting his speed to finish a move on the Give Way square. At the next turn he must select a new Starting Speed to join the Red/Orange road. If a Give Way square is not visited correctly a player must record a penalty of 30 marks on his Time Sheet.

●	Players should not pass through Black Spots unless they have a Rally Kit or Hazard! card allowing them to do so. Crossing a Black Spot without the necessary card leads to immediate disqualification.
- - - - - - - -	Red chains represent Hidden Tracks that may only be used by a player having the appropriate Rally Kit or Hazard! card. For the purposes of movement Hidden Tracks count as a single square on a White road. Illegal use of a Hidden Track results in immediate disqualification.
〰〰〰	Wavy lines where rivers cross roads are fords. Landing on these squares at the end of a move without an appropriate Hazard! card a Rally Kit "waterproofing" card, means that a player's car's electrics have been flooded and a number of turns, equal to the speed just chosen divided by 10, must be missed. A new Starting Speed must be selected when re-starting.
■-■	Whenever a player's move finishes on a ! square the top card from the Hazard! pack must be drawn. If the card is unfavourable the instructions must be immediately followed. An advantageous card may be retained for use at a later turn. As soon as cards have been used they should be returned to the bottom of the pack. In Internet Competitions, the Hazard! cards are used in the order H1 to H32 by each competitor.
< <<	Single and Double arrows represent different levels of Gradients. When finishing a move on these squares a player must move either 1 square (single gradient) or 2 squares (double gradient) in the direction of the arrow. The additional movement does not alter the player's chosen speed for the turn. Players must not land on an uphill gradient immediately after a TC or PC in order to go back into a control. If this is the case the TC or PC is deemed to have been missed, and the offending player must record 30 penalty marks on his Time Sheet.
QZ	These squares are Quiet Zones and only apply to Road, Selective or Regularity sections. They represent populated sections of route where speed must be restricted in order to pass through quietly. The maximum speeds allowed over various coloured roads are: Red/Orange - 40 mph; Yellow - 30 mph; White - 20 mph. If a player exceeds the speed limit through a Quiet Zone the move may take place but 30 penalty marks must be recorded on his Time Sheet.
▬▬	These represent Humpbacked Bridges over rivers where a player's speed is restricted by the colour of the road: Red/Orange - 50 mph; Yellow - 40 mph; White - 30 mph.
▬	Dark Grey squares on White roads represent Rough Sections where a player's speed is restricted to 20 mph.
(20)	Squares containing a speed restriction sign are Bends which must not be crossed in excess of the speed shown.

Whenever the speed limit over a humpbacked bridge or a bend is exceeded, a player must go "off" the road at the map feature square, and miss a number of turns equal to the excess speed divided by 10.

The absolute maximum speed over all roads is 100 mph.

Whenever the absolute maximum speed limit is exceeded, the offending player must go 'off' at the starting square and miss a number of turns equal to the excess speed divided by 10.

After going 'off' the road or being forced to miss a number of turns a player must select a new Starting Speed and rejoin the rally route at the square following where the incident occurred.

If the maximum speed for two consecutive map features is exceeded in a single move, the penalty applied should be for the first map feature encountered only.

If a player wishes to turn round, a turn must be missed and a new Starting Speed selected at the next turn.

Summary of Speed Restrictions

|	Red/Orange	Yellow	White
Absolute Maximum Speed	100	100	100
Over Humpbacked Bridges	50	40	30
Through Quiet Zones	40	30	20
Through Bends	40	30	20
Over Rough Sections	-	-	20

6.6 Overtaking

(These rules do not apply to Internet competitions)

Planned overtaking of other players is an important strategy of the game since two or more players may only occupy the same square at a TC or PC. While a square containing a map feature is occupied by another player on the road, overtaking players may ignore the rules associated with the feature.
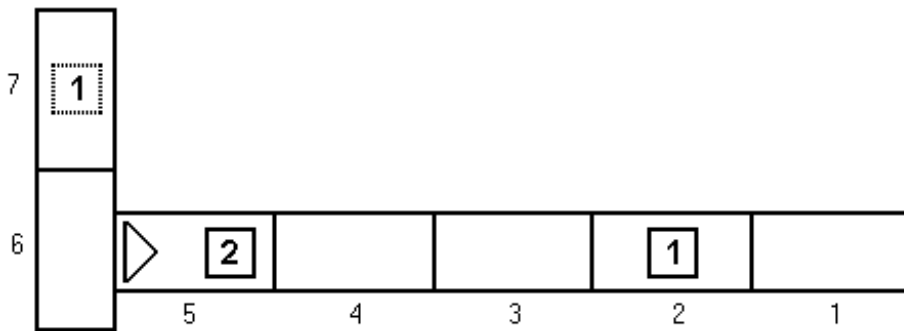
In this Road Rally example, player number 1 had selected a speed of 40 mph at his last move in readiness to decelerate to 30 mph to stop on the Give Way at the next turn. Since then player 2 has overtaken him and finished his move on the Give Way. If required, player 1 may next move to square 7 by accelerating to 50 mph since he is now not constrained to finish his move on square 5.
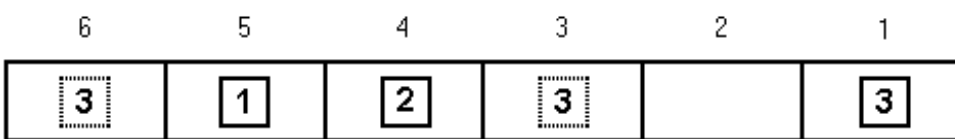
When a player's move would cause him to occupy the same square as another player (players "off" the road missing turns do not occupy the square) at the completion of his move, the moving player must either advance to the next unoccupied square or retreat to the previous unoccupied square. In either case the player's speed is not altered. In the example below, it is player number 3 to move. If he chooses a speed of 30 or 40 mph, he must to advance to square 6 or retreat to square 3, since squares 4 and 5 are already occupied.

Overtaking is not permitted if a player attempting to be overtaken announces that he has a Rally Kit card prohibiting this happening. In this case the moving player's selected speed must be retained but movement is restricted to occupying the first available square behind the stationary player. Using the same example above, if players 1 or 2 could not be overtaken, then player 3 may only occupy square 3.

6.7 Time Allowed for Taking a Turn

As with other parts of Rally Round each player's turn should not take longer than about 30 seconds.

7. SUMMARY OF PENALTIES

Description	Section applies to	Marks
Every minute over target time at a TC	Road	1
Every second over target time at a TC	Stage, Selective, Regularity	1/60
Every minute under target time at a TC	Road	2
Every second under target time at a TC	Stage, Selective	-
Every second under target time at a TC	Regularity	1/60
Not correctly visiting a TC or PC	All	30 marks
Wrong direction into a TC or PC	All	30 marks
Not stopping at a Give Way	Road, Selective, Regularity	30 marks
Excess speed through a Quiet Zone	Road, Regularity	30 marks

Penalties may be conveniently recorded as minutes and seconds.

The following actions result in disqualification of a player:
- Passing illegally through a Black Spot or Hidden Track
- Falsely recording an entry on the Time Sheet

8. THE WINNER

8.1 Least Penalties

When all cars have reached the Finish the individual penalties are added together and cross-checked amongst the players. Overall classification is in order of least penalties.

8.2 Resolving Ties

In the event of a tie it is resolved in favour of the player who has completed the greater proportion of the rally with the lesser penalty.

9. SAMPLE TIME SHEETS

9.1 Road Rally Example

The Time Sheet below illustrates the performance of a player on a Road Rally who has not done very well.

Route to	Distance (Squares)	Target Time	Time Taken	Penalty	Speed on Each Turn							
					1	2	3	4	5	6	7	8
TC2	12	4	5	1:00	10	20	30	30	30			
PC3	(5)				10	30	30					
TC4	13	5	6	1:00				30	20	10		
RTC5 (25 mph)	16	6:24	6:20	0.04	10	20	30	30	30	30	30	
PC6	(7)				30	40						
TC7	13	5	5	-			10	20	30			
TC8	17	6	5	2:00	10	20	50	50	40			
STC9	20	6:40	7:15	0:35	10	20	30	40	30	30	30	40
TC10	13	5	8	3:00	10	20	0	0	10	20	30	40
PC11	(7)				10	20	30	10				
TC12	24	8	8	-					20	30	40	40
TC13	15	5	8	3:00	10	20	30	30	0	10	20	30
TC14	17	6	6	-	10	20	30	40	40	30		

Other Penalties	120:00	
Total Penalties	130:39	

TC1(Start) to TC2

5 turns were taken over a section consisting of 12 squares, the target time of which was 4 turns. A penalty of 1 mark for being 1 minute/turn late at TC2 was therefore incurred.

TC2 to PC3 to TC4

At TC4 he was again only 1 turn over target, thanks mainly to a Rally Kit card which allowed him to accelerate from 10 mph to 30 mph at turn 2. However, PC3 was located at the 5th square and because he did not finish a turn on this square he received an additional penalty of 30 marks.

TC4 to RTC5

TC4 to RTC5 was a designated Regularity section at 25 mph. He controlled his speed well so that to reach RTC5 required 7 moves. Since only 1/3 (10/30) of the last move was required, this equates to only 6 and 1/3 moves i.e. a time of 6 minutes 20 seconds. He could not have done much better and received an early penalty of just 4 seconds.

RTC5 to PC6 to TC7

PC6 was visited correctly and no penalties incurred at TC7. However on turn 2 he failed to stop on a Give Way square and therefore received an additional 30 mark penalty.

TC7 to TC8

A Rally Kit Card was used to accelerate from a speed of 20 mph to 50 mph. Unfortunately he arrived at TC8 one turn early and therefore received a 2 mark penalty.

TC8 to STC9

This section was designated as a Selective with a target time of 6 minutes 40 seconds. The computed time taken was 7 minutes 15 seconds and therefore a penalty of 35 seconds was incurred.

STC9 to TC10

He finished his second turn on a ford without waterproofing and had to miss the next two turns, contributing to his 3 minute lateness at TC10.

TC10 to PC11 to TC12

Here he used a Hidden Track to get to TC12 on time but came into the control by a wrong direction and thus obtained an additional 30 mark penalty.

TC12 to TC13

At turn 4 he did 30 mph over a rough section, 10 mph above the speed permitted and therefore had to miss one turn.

TC13 to TC14(Finish)

At turn 3 he passed through a Quiet Zone on a white road at 30 mph and incurred a penalty of 30 marks. His total penalty for the rally was 130 minutes 39 seconds and naturally he came last.

9.2 Stage Rally Example

Later he attempted a Stage Rally and here his performance was a lot better. No unusual penalties were incurred, but he did go off the road between TC5 and TC6 for doing 50 mph round a bend on a tarmac (Orange) road and had to miss a turn.

Route to	Distance (Squares)	Target Time	Time Taken	Penalty	Speed on Each Turn							
					1	2	3	4	5	6	7	8
TC2	19	3:10	4:10	1:00	30	40	50	60	60			
TC3	23	3:50	5:00	1:10	30	40	50	50	60			
TC4	34	5:40	7:24	1:44	20	40	60	50	60	40	50	50
TC5	25	4:10	5:15	1:05	20	30	50	70	70	40		
TC6	18	3:00	5:20	2:20	30	40	50	50	0	30		
TC7	29	4:50	4:45	-	40	60	60	70	80			
Total Penalties			7:19									

10. GAME VARIANTS

10.1 A Longer Rally

A longer rally than permitted by the board can be held by running the rally in several parts. The second part of the rally would start at the Finish square of the first part and a new Finish square for the second part chosen. After removing the coloured markers, the intermediate route would be selected according to the normal rules. Other parts may be added as required. Players retain their start number, Rally Kit cards and any unused Hazard! cards for subsequent parts.

10.2 Playing Solo

The game is played as normal with the solo player taking turns to play the role of each of the rally crews.

10.3 Competitive Solo

The difference to Playing Solo is that the Rally Kit cards are dealt or selected randomly to form 6 rally crews. After examining each Rally Kit, the solo player has the choice of which crew will be his own. During the rally, optimum moves for each crew are made, and the solo player wins if his selected crew ends up with the least penalties.