

GBES NAVIGATIONAL RALLY RULES

DESCRIPTION

Object of the GBES Navigational Rally

Follow a route through picturesque deserts and mountains with directions that range from explicit to vague, while traveling at a specified speed average, searching for Route Caches and performing Checkpoint and Course Challenges.

Object of Competition in the GBES Navigational Rally

To finish the GBES Navigational Rally with the most points.

EVENT TIMES

Event Dates

Night Rally: Friday, May 20 2004

Day Rally: Saturday, May 21 2004

Participant Check-In

Participants must report to Rally Headquarters, Comfort Inn, 1830 W. Williams Ave.

Fallon, NV, (775) 423-5554, on Friday between noon and 5:30 PM, or at the Starting Line area at 7:00 PM.

Participants will take care of any needed paperwork and draw for start times at this time.

Staging

Staging for the Night Rally will begin Friday at 7:00 PM (PDT).

Staging for the Day Rally will begin Saturday at 10:30 AM (PDT).

Staging will take place near the Starting Line TBA.

Vehicle Inspection/Driver Rally School

Vehicle Inspection will take place in the Starting Line area beginning at 5:30 PM on Friday. Vehicle Inspections will be to insure that all tires (including spare) have adequate air; that the vehicle has at least 7 inches of ground clearance, measured at the axel between the differential and wheel; has working headlights and high beams; is licensed for street use; is insured; that team has a working lantern, flashlight and/or headlamp. Inspectors may make suggestions to entries that will improve the team's performance on the course (i.e. removing trailer hitches for clearance).

Following Inspection drivers will be put through a brief Rally School. The team's primary driver is required to attend. Rally School will consist of an obstacle course to insure the vehicle will be able to maneuver the course during this time. Drivers will also be informed on the best way to enter and park in Checkpoints and in the area of Route Caches, what will be expected of them while in a Course Challenge section and the various types of Waypoints used throughout the event.

Navigator Rally School

Rally School for navigators will take place in the Starting Line area beginning at 5:30 PM on Friday. The team's primary navigator is required to attend. Rally School will give the navigator an opportunity to search a series of caches that will show the various types of caches they need to seek throughout the rally. They will also be given an explanation of the various types of Waypoints and how to operate within the Average Speed given to each leg of the rally and within each of the Course Challenges by using the GPS-r Trip Computer.

Official Event Time

The GBES Geocache Rally will officially begin Friday at 8:30 PM and Saturday at 11:00 AM. The Official Event Time will begin at these times. All Timing Officials start their clocks at this time (0000 hour Official Event Time).

Start Time

The first team to leave the Start/Finish Line will do so Friday at 8:35 PM and Saturday at 11:05 AM (0005 Official Event Time). It is the responsibility of teams to be at the Pre-Stage Line, ready to run, with a full-tank of gas, ten minutes prior to their Start Time. Unless given permission prior to the event, any team that is late for their Start Time will be penalized five points for every minute they are late. A team representative will draw for their start position/times when they check-in at Rally Headquarters or at the Starting Line area.

Checkpoint Arrival Times

Checkpoint Arrival Times will be scored to the minute, however it will be logged to the second to score the Checkpoint Challenge.

Checkpoint Challenges

Checkpoint Challenge times will be scored to the second.

Course Challenges

Course Challenge times will be scored to the second.

STARTING LINE

Approaching and Leaving Starting Line

Each team is expected to be at the **Starting Line** one minute prior to the team's Start Time. At this time teams will be issued their Route Sheets and numbered and sealed Checkpoint Logs. **Participants may not open the Checkpoint Logs.** Only Official Checkpoint Workers will open Checkpoint Logs and return them to the team Navigator after their official time is written on the Checkpoint Log Sheet. If the seal is broken before the envelope is given to the Checkpoint Worker, the team in violation will not receive bonus points for that Checkpoint Challenge.

GPS-RECEIVER SET-UP

Position Format

The Position Format used during the GBES Geocache Rally is hddd° mm.mmm.

Map Datum

The Map Datum used during the GBES Geocache Rally is WGS 84.

The Position Format and Map Datum are the same used by geocaching.com.

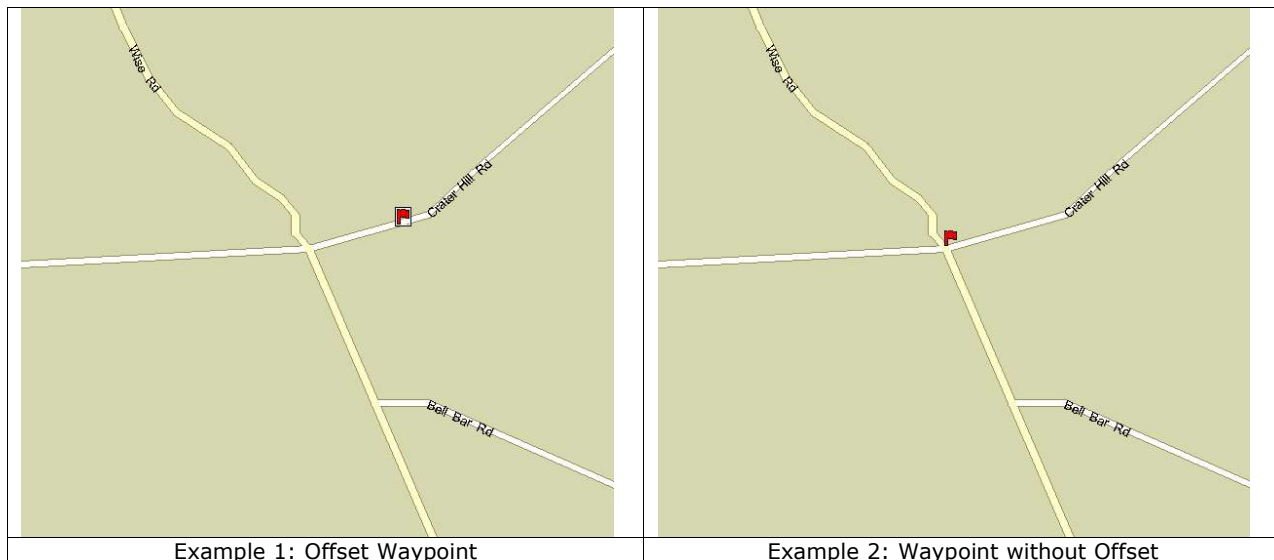
Waypoint Loading

Participants who have GPS-receivers that are capable of downloading waypoints from a computer will be able to do so in Pre-Staging prior to the team's Start Time. It is the team's responsibility to bring a download cable or necessary software to facilitate the download process. GBES is not responsible for GPS-receivers that are not compatible with our hardware, software or any other conflict. Participants who have GPS-receivers that are **not** capable of downloading waypoints will be able to manually load the Course Waypoints an hour before the team's Start Time.

COURSE DIRECTIONS

Offset

All Waypoints (Standard and Abstract) for both GBES Geocache Rally routes **will not** be placed in the middle of the intersection where the turn takes place. Instead, as you approach the intersection the waypoint will be on the road you need to turn onto by approximately 50-300 feet after the actual turn. The offset is given so the participants will not be confused as to the direction of that particular turn (i.e.: You approach an intersection; your GPS-r says you are .25 miles out away from the waypoint; the pointer is pointing slightly to the right; as you enter the intersection the pointer is pointing directly to the right – you are still 300 feet from the waypoint; you make the right turn and drive beyond the waypoint.). This is called the Offset. The Offset makes it possible for us to let teams know what road they need to turn on and what direction no matter how they approach an intersection.



Checkpoint Challenge Caches, Progressive Route Caches, Route Caches and Route Cache Parking Areas **are not** in the Offset format.

Standard Waypoints

A Standard Waypoint gives you direction to the next turn or maneuver. On the Route Sheet, Standard Waypoints will be printed along the left margin.

EX07 39° 21.459 118° 59.821

Abstract Waypoints

An Abstract Waypoint requires participants to determine the best route to get to that waypoint. There may be multiple turns and roads required getting to the Abstract Waypoint. There may also be multiple turns and routes that will get you to the waypoint. Some may be faster or slower than others. Only one of them is the route used to derive the Average Speed for that leg. Abstract Waypoints will be printed on the Route Sheet with an indentation from the left margin.

EX07 39° 21.459 118° 59.821

Positioning Waypoints

In some sections of the rally Positioning Waypoints will be provided to warn teams of dangerous road conditions. They will be provided in the download and on the teams' Route Sheets.

EX07B-R 39° 21.459 118° 59.821 Stay right around washout

Directional Instructions

In some cases the waypoint will be printed with a direction following the coordinates. This will be used only where the rally course is on a highway with a posted Speed Limit in excess of 55 MPH. The purpose of the Directional Instruction is to keep highway traffic from being disrupted by participants making abrupt stops or U-Turns attempting to negotiate a course maneuver. Waypoints with a Directional Instruction will be printed with instructions following the coordinates.

EX07 39° 21.459 118° 59.821 Bear Right 3 reflectors after Mile Marker 22.

Route Caches

Locations of each Route Cache will be issued to each team prior to starting the event in the Waypoint Download.

The Route Cache Parking areas and respective Route Caches for the first leg of the rally will be identified on the Route Sheet.

GB07 Route Cache 1 Parking

GB08 Route Cache 1

Route Cache parking and Route Caches for the remaining legs of the rally will be identified in the Checkpoint Logs.

GB07 Route Cache 4 Parking

GB08 Route Cache 4

Navigators will be given demonstrations of what to look for while hunting a Route Cache during Rally School.

Route Cache locations are actual locations and not in the Offset format.

Some Route Caches will require the team to read a sign or monument. These caches will not have a Parking Waypoint provided on the route sheet. Teams will be asked to provide a word or words from the sign or monument. In the case of Official Nevada State Historical Monuments teams will be asked for a word or words in a particular line or paragraph of the text on the sign. **The Title, or Header, of an Official Nevada State Historical Monuments is not counted as a line or paragraph.** Signs or monuments that are not Official Nevada State Historical Monuments do not have Titles, or headers. Count the first line of the text as the first line. The question will appear on the Cache Log above the space provided for the answer.

Progressive Route Caches

The location of the first Progressive Route Cache will be issued to each team prior to starting the event in the Waypoint Download.

The Progressive Route Caches for the first leg of the rally will be identified on the Route Sheet at the top of the first page.

PRC1 Progressive Route Cache 1 39° 21.459 118° 59.821

The location of each successive Progressive Route Cache will be on the previous Progressive Cache (i.e.: Progressive Route Cache 2 will be identified on the Progressive Route Cache 1.).
39° 21.459 118° 59.821

Navigators will have to keep track of the teams' current position and Progressive Cache locations.

In an effort to keep Cache Hunter's times to a minimum while recording the location to the next Progressive Route Cache location we are omitting the waypoint of the Parking Area. It is up to the driver to park the vehicle safely along the side of the Rally Route and out of the flow of traffic. **YOU MAY NOT DRIVE DIRECTLY TO THE CACHE SITE.** Progressive Route Caches will have plenty of area to park along the road.

Progressive Route Cache locations are actual locations and not in the Offset format.

Multi-Cache

There will be one Multi-Cache during each night and day rally. The location of The Multi-Cache will be issued to each team prior to starting the event in the Waypoint Download.

The Multi-Cache Parking areas and respective Multi-Cache will be identified on the Route Sheet.

MULTI1 Multi-Cache 1 Parking

MULTI2 Multi-Cache Stage One

The second waypoint provided for the Multi-Cache will take the team to a cache that will provide the waypoint for the Final Stage of the Multi-Cache.

Multi-Cache locations are actual locations and not in the Offset format.

CHECKPOINTS

Checkpoints

Speed limits in the immediate area of each Checkpoint is 5 MPH.

If a Checkpoint is placed between two Route Instructions, unless otherwise instructed at the Checkpoint, proceed to the next course Waypoint on the Route Sheet after leaving the Checkpoint.

Upon arrival at a Checkpoint, the team's Cache Hunter must take the team's sealed Checkpoint Log to the Official Timer immediately. Teams may not loiter in the area of a Checkpoint for the purpose of "killing time" for the team's speed average to match the Official Speed Average. Loitering can be defined as waiting in a parked vehicle, a navigator using the lavatories prior to check-in, or standing around the Checkpoint. A team that has been determined to Loiter at a checkpoint will receive a 5 minute Early Arrival Penalty (-10 points).

The team Driver must stay with the vehicle and is responsible for keeping the vehicle in an orderly line.

Passengers must remain in the vehicle while in Checkpoints (except to use the lavatories).

At each Checkpoint one team member (Cache Hunter) will proceed to the Checkpoint Timing Table and hand the team's appropriate unopened Checkpoint Log envelope to the Checkpoint Official Timekeeper. After the envelope is opened the Checkpoint Official Timekeeper will write the current time on the sheet. The time recorded by the Timekeeper is the time of the opening of the envelope and not the time of arrival.

After the Official Timekeeper records the time the Checkpoint Log will be returned to the team Cache Hunter to perform the Checkpoint Challenge.

A sign with this symbol √• will identify Checkpoints.

Checkpoint locations will not be identified on the Route Sheet.

CHALLENGES

Checkpoint Challenges

When the Official Timekeeper returns the Checkpoint Logs to the team Cache Hunter, the Cache Hunter will need to find the Virtual-Cache – without entering the latitude and longitude into the GPS-r. After finding the Checkpoint Challenge Cache the Cache Hunter must record the Virtual information on the Checkpoint Logs on the Cache Details line and return to the Checkpoint within the specified time that will be on each Checkpoint Log Sheet. **During the night rally, for safety purposes, Cache Hunters may not run in the area of a Checkpoint to find a cache and return to the Checkpoint.** Night Checkpoint Challenges will be placed closer to the Checkpoint table.

Course Challenges

Course Challenges will be at various locations along the rally route. When a team approaches a Course Challenge section the Official Timer will hand the navigator a card with the Entry Time of the Course Challenge. The card will also have the speed the team must average.

While engaged in a Course Challenge the team must follow the waypoints until they reach the end of the Course Challenge section. When a team reaches the end of the Course Challenge section the Official Timekeeper will hand the navigator a card with the team's exit time of the Course Challenge. Teams must return all Course Challenge cards to the Finish Line.

A sign with the image of a clock-face will identify the beginning and ends of each Course Challenge. Course Challenge locations will not be identified on the Route Sheet.

Teams will earn one cache for every completed course challenge. You will be able to sign cache logs for at each Checkpoint.

Once a team begins a Course Challenge the vehicle may not stop (except in the case of a hairpin turn that is too sharp for longer wheelbase vehicles to accomplish the turn in one maneuver) **on the course**. Any team seen stopping during the Course Challenge will forfeit those Bonus Points.

CACHES

Route Caches

Route Caches will be placed along the rally route at various locations between the Start and Finish. Route Caches are all Virtual Caches but will be represented in a variety of formats that will be represented during Rally School. To earn the points for a Route Cache, the team Cache Hunter must write the message in the space provided on the team's Cache Log. **Drivers and passengers must stay in the vehicle while the Cache Hunter finds all Route Caches.**

Progressive Route Caches

Progressive Route Caches will be placed along the rally route at various locations between the Start and Finish. Progressive Route Caches are all Virtual Caches. To earn the points for a Progressive Route Cache, the Team Cache Hunter must leave the vehicle, find the cache and write the location for the next Progressive Route Cache in the space provided on the Route Sheet. **Drivers and passengers must stay in the vehicle while the Hunter finds all Progressive Route Caches.**

Multi-Cache

One Multi-Cache will be placed along the rally route. The Multi-Cache will require teams to walk to the waypoint provided in the download. The waypoint to the next leg of the Multi-Cache will be found at this waypoint. The teams will then walk to that location for the next leg's waypoint until the actual cache is found. The actual cache is an ammo can. There will be numbered envelopes in the ammo can. To earn the points for a Multi-Cache, find your vehicle number (not your starting position), remove it from the can and give it to the Finish Line Officials after the rally. You must also sign the log. **ALL MEMBERS OF THE TEAM MAY SEARCH FOR THE MULTI-CACHE.**

Cache Logs

Logs for each Route Cache, Checkpoint and Course Challenge will be available for signing at the end of the rally.

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Drivers are not allowed to drive directly to cache sites. **Any Driver who drives directly to a Route Cache, Progressive Route Cache or Multi-Cache will be disqualified from the rally, banned from future GBES events and subject to citations (with substantial fines) from the Bureau of Land Management.** Route Cache Parking Areas will be identified on the Route Sheet for the first Route Cache and on the Checkpoint Log Sheets for the remaining Route Caches. A parking area will also be provided for Multi-Caches. **Drivers must park as close to the parking area waypoints as possible.** Except for the Night Rally, Route Caches will be placed off the road of travel and Drivers must stay with the vehicle while the Navigator seeks the cache. Progressive Route Caches will not have parking locations identified, but are placed in locations that will provide sensible parking for teams.

For the Night Rally, the Route Caches are located within 10 feet of the road. Parking Waypoints will only be provided for the Multi-Cache for the Night Rally.

Speed limit in the immediate area of a Route Cache is 10 MPH. Failure to follow this rule is grounds for disqualification.

SCORING OF RALLY

Team Score

Points are obtained by finding Route Caches. Bonus Points are awarded accordingly for better than average to superior performance during Checkpoint and Course Challenges. Points are deducted for arriving at a checkpoint early or late based on the Official Leg Speed Average. Awards are given to the teams with the greatest accumulation of points for the night rally, day rally and overall.

Tie Finish

In case of a tie for the first three finishers of the night or day rallies or overall scoring, position will be decided by totaling all of the Checkpoint Challenge times for each team in question. The team with the quickest total-time will be awarded the highest position in question. If a tie score is still unbroken, position will be decided by totaling all of the Course Challenge times for each team in question. The team with the quickest total-time will be awarded the highest position in question. Times quicker than the Official Speed Average for a particular Course Challenge will not be considered. Further ties will result in one final Checkpoint Challenge on Saturday night, prior to the Awards Banquet.

POINTS SYSTEMS

Points at Start

All entries will begin the event with 0 points.

Course Points

Teams will be given the average speed for each leg of the course and should try to maintain this average. The official speed average for each leg includes time to hunt for Route, Progressive and Multi-Caches.

For every minute a team is **late** to a Checkpoint or Finish Line, one point will be deducted from the team's score.

For every minute a team is **early** to a Checkpoint or Finish Line, two points will be deducted from the team's score.

Route Cache Points

Every team that successfully records a Route Cache will receive 10 points.

Progressive Route Cache Points

Every team that successfully records the first Progressive Route Cache will receive 5 points. 5 points will be added to each successive Progressive Route Cache for the duration of the rally (i.e.: Progressive Route Cache #2 is valued at 10 points; Progressive Route Cache #3 is valued at 15 points; Progressive Route Cache #4 is valued at 20 points; etc.,).

Multi-Cache Points

Every team that successfully records the Multi-Cache will receive 10 points.

Course Challenge Points

Points issued to a team for completion of a Course Challenge will vary depending on the Challenge. The variance will be noted on the Time Card.

Each Course Challenge will have its own point value. Below is a sample Course Challenge Timing Card with the point value.

Course Challenge 3
Speed Average: 13.70 MPH
00:00 to 00:02 or slower = 50 Points
00:03 to 00:05 or slower = 25 Points
00:06 to 00:08 or slower = 10 Points
00:09 to 00:11 or slower = 5 Points

Bonus points will not be issued for speeds faster than the Average Speed.

Checkpoint Challenge Points

Points issued to a team for completion of a Checkpoint Challenge will depend on how quickly the challenge is performed. For the Night Rally if the team's Cache Hunter performs the Checkpoint Challenge in 00:01:00 (1 minutes), or less, the team receives 50 bonus points; 00:01:01 to 00:01:30 the team receives 25 bonus points; 00:01:31 to 00:02:00 the team receives 10 bonus points; 00:02:01 to 00:02:30 the team receives 5 bonus points. For the Day Rally if the team's Cache Hunter performs the Checkpoint Challenge in 00:02:00 (2 minutes), or less, the team receives 50 bonus points; 00:02:01 to 00:02:30 the team receives 25 bonus points; 00:02:31 to 00:03:00 the team receives 10 bonus points; 00:03:01 to 00:03:30 the team receives 5 bonus points.

Late Start

Unless given permission prior to the event, any team that is late for their predetermined Start Time will be penalized **five points for every minute they are late.**

DEFINITIONS

Driver: a member of the team that is in possession of a legal driver's license. Any member of the team may drive the entry at any point during the rally as long as they are a licensed to drive.

Navigator: a member of the team who keeps track of the Rally Route, Route Instructions, GPS-Receiver, etc.

Cache Hunter: any member of the team (15 years of age, minimum) who leaves the vehicle to find a Route or Progressive Cache or Checkpoint Challenge Cache. All members of a team, regardless of age, may look for the Multi-Cache. **Only one Cache Hunter from each team will be allowed to look for Route and Progressive Caches and Checkpoint Challenges.**

Leg: a section of the rally course. The section between the Starting Line and Checkpoint One is Leg One; The section between Checkpoint Four and the Finish Line is Leg Five.

Average Speed: the Contest Committee determines the average speed for each Leg and Course Challenge section by traveling the course in separate vehicles at different times. The time for each leg, from each committee member is averaged with the others' times to determine the Average Speed for each Leg and Course Challenge section.

GENERAL

State and Local Laws

Obey all posted speed limits and laws. Any team found disobeying any law is subject to immediate disqualification.

Course

The GBES Geocache Rally takes place on highways, streets and dirt roads. No part of the rally will require participating vehicles to "bushwhack" their way to the next waypoint. Any team vehicle seen "bushwhacking" will be subject to disqualification.

Alcohol or Recreational Drug Use

Alcohol or Recreational Drug Use is not permitted by any participant in the GBES Geocache Rally and is grounds for immediate disqualification.

Unsportsman Like Conduct

Unsportsman Like Conduct includes, but is not limited to: **more than one team member looking for a Route or Progressive Route Cache (does not include a Multi-Cache)**; not allowing another team to pass, blocking the route and plundering, removing or defacing one of the Rally Caches. Any team or team member who exhibits or is reported to exhibit Unsportsman Like Conduct will be considered for disqualification.

Passing Another Competitor

A driver who feels his speed average is greater than the entry directly in front of him/her must first flash their headlights to warn the driver in front that they should pull over at the first safe place to do so. If the lead driver does not see the flashing headlights of the rear vehicle, the driver of the vehicle that wants to pass should then sound the horn to advise the lead vehicle's driver that they need to pull over at the first safe place to do so. Failure to allow another team to pass will be considered Unsportsman Like Conduct and is grounds for disqualification.

Range Gates

While traveling the Rally Route participants may encounter range gates that are used to control the movement of cattle. If a gate is closed when you get there, make sure you close it after you pass through.

Use of Provided Lavatories

All teams may use the lavatories that will be at each checkpoint. Time for this has been factored into each checkpoint. A licensed driver must remain with the vehicle to maintain a smooth flow of traffic within the checkpoint. Vehicles may pull out of the flow of traffic at checkpoint parking to an area that does not impede the flow of traffic and Checkpoint Challenge Parking.

Drivers

Drivers must remain behind the wheel at each Checkpoint while the Cache Hunter is logging in at the Checkpoint and/or performing the Checkpoint Challenge.

Motorcycles

Only motorcycle entries that have competed in previous GBES Navigation Rallies are allowed to compete. New motorcycle entries are not allowed.

Radio Communications

We highly recommend that teams bring FRS radios.

Protests

If a participant feels that their time has been recorded incorrectly, or a cache was found in the wrong location, making said participant late during a Checkpoint Challenge, or an incorrect waypoint got the team lost during a Course Challenge the team must notify a Rally Official when the infraction occurs. If members of a team see another team performing an illegal function, a Rally Official should be notified as soon as possible so corrective actions can be taken.