



GENERAL INSTRUCTIONS

for

FOREST FOR THE TREES



Tinhorn Rallye Adventure Club (TRAC) welcomes you to the *Forest For The Trees* rallye. Before you begin the rallye, make sure you have received and read all of the rallye start materials. The rallye start materials consist of: General Instructions (3 pages, which you are now reading), Course Pages (3 pages), a Map and a Control Card. Fill in your name(s) and team name on the top portion of your Control Card, and put a check mark next to your level of rallye experience (less experienced competitors will get bonus points). Do not write anything on your Control Card other than what you are directed to by complying with the items in the Order Of Precedence.

1. **ORDER OF PRECEDENCE:** The Order Of Precedence on the rallye, from highest to lowest, is:

The Rallyemaster
General Instructions
Note Instructions (NOTEs)
Route Instructions (RIs)

Unless otherwise directed, comply with all items listed in the Order Of Precedence as soon as and as often as possible. A single turn cannot satisfy more than one directed turn. Do not perform two consecutive turns at the same intersection. If items of different precedence conflict in a particular situation, obey the item of higher precedence in that situation.

2. **DEFINITIONS:** For purposes of the Rallye, the following terms (and their derivative forms such as plurals, tenses, etc.) have only the indicated meanings:

Roadway	Any portion of the interconnected black grid lines on the map.
Segment	A roadway between two consecutive intersections or a dead end and its nearest intersection. It may contain curves or angles.
Road	The collection of all named segments having exactly the same name. (NO TRAP -- The road you are traveling on is continuous through intersections where its segments meet.)
Intersection	A location from which roadways extend in three or more directions. (NO TRAP -- Only one intersection exists at each such location.)
At	Within 1/8 inch as measured on the map. (NO TRAP -- The use of "at" will never be a close call. For reference, the smallest grid squares on the map are 3/4 inch per side.)

Come to	Go from not seeing (a specified object) to seeing (it).
Tree	Any of the 6 white rectangles on the map marked with a tree symbol.
R	Turn right at an intersection.
L	Turn left at an intersection.
OPP	A road named differently from the road you are on.
CSPD	Continue in the straightest possible direction.
SIG	Any of the 9 intersections on the map marked with a traffic light symbol.

3. **EXECUTION OF INSTRUCTIONS:** Throughout the rallye, consider your vehicle to be a point on the map, with you inside. Begin the rallye in the alley at the arrow, with your vehicle facing the direction the arrow points, and CSPD. Thereafter, execute each numbered Route Instruction (RI) once only, as soon as possible, in ascending numerical order, starting with RI-1. Comply with each part of each Note Instruction (NOTE) as soon as and as often as possible, but only if that NOTE has come into effect and it has not been cancelled. A NOTE comes into effect as soon as you complete the RI that most nearly precedes it on your Course Pages.

4. **QUESTIONS:** Look for the answer to each Q (printed question appearing on your Route Instructions pages) only while it is in effect. Each Q comes into effect when you complete the RI that most nearly precedes that Q and ceases to be in effect when you complete the RI that most nearly follows that Q. Print the answer to each Q on the correspondingly numbered line on your Control Card.

5. **ROADS AND SEGMENTS:** The names appearing along segments on the map are naming signs that provide names for roads and segments. A naming sign applies to the segment it runs along (a “signed segment”) and to all other segments that can be traveled along by traveling along that signed segment (in either direction) and continuing without turning at an intersection and without traveling along another signed segment, except that if two non-identical naming signs would otherwise apply to a particular segment, consider that only the naming sign containing the greater number of letters applies to that segment. Any segment that does not have a name is an alley. Consider the following to be nonexistent on naming signs: Avenue, Circle, Drive, Lane, Road, Street, Way, Ave, Cir, Dr, La, St, Wy. Consider each alley to be nonexistent for all purposes, except before completing RI-1 and after completing RI-35.

6. **SEEING:** You “see” a map item when and only when a portion of it is within 1/8 inch from your position on the rallye course. (NO TRAP -- You won’t need a ruler; things you are not supposed to see will in fact be at least 3/4 inch away.) Other than to determine the name of a road or segment, do not use map information that you do not see.

7. **OR**: The word “or” on your Course Pages separates the parts of an RI. If an RI contains the word “or,” execute only the first or second part of that RI (whichever can be done first along the course) and then consider that RI completely executed. If an RI without the word “or” directs more than one action, execute each action directed by that RI in the order presented.

8. **MISCELLANEOUS**: Always travel along segments, and always CSPD unless otherwise directed. If you reach a place where you cannot continue in any direction without making a U-turn, consider a U-turn to be the straightest possible direction. Unless instructed otherwise, do not split any word, number or abbreviation. Abbreviations and numbers are not words. **Typeface**, CAPitalIZAtion and underlining are irrelevant for all purposes. Exact spelling and full names count, but punctuation never needs to match (e.g., “Evergreen-St.” and “Evergreen St” are identical, but are different from “Evergrene St” and “Evergreen”). Parenthetical information marked “NO TRAP” is intended to be helpful and clarifying, and will never contain a trap.

ONLY AFTER YOU HAVE COMPLETED RI-18, CONSIDER THE FOLLOWING PARAGRAPH TO BE TRUE:

Oh no, it’s raining! All roadways are wet and flooded, and your car is quickly becoming useless. Luckily, you observe an abandoned old rowboat, so you manage to leave your clunky car at the first intersection you come to after completing RI-18, where it remains for the rest of the rallye, and hop in the rowboat and row, not drive, on roadways through the remainder of the course (starting in the same direction as you had last been driving). Your new vehicle might just be a solution to the traffic problem after all! The rain has also caused a problem with many of the naming signs for interior roads. Each word on each naming sign applicable to a road that does not touch the outer loop roadway of the map has had its original first letter and last letter washed off so that they no longer exist (thus “Evergreen” would now be “vergree”). The naming signs remain this way until immediately after you have completed RI-32, at which time the naming signs are restored to their original condition.

ONLY AFTER YOU HAVE COMPLETED RI-21, THE RALLYEMASTER SAYS:

Consider the only name of a segment (and its corresponding road) to be the first word appearing on its applicable naming sign. Delete the fourth sentence of Section 5 (the section titled “Roads And Segments”) of the General Instructions so that it no longer exists.

FOREST FOR THE TREES -- COURSE PAGES

RI-1 R

NOTE BUGGY:

Your vehicle of choice, which you drive through the rallye, is a 1968 Volkswagen Beetle, painted bright yellow -- there are rainbow decals on all the windows, and the steering wheel you're holding onto is a sunflower. The AM radio plays nothing but 60's pop. Groovy. Yes, the car is a lemon, but for now it will have to do.

Unfortunately, part of the city is under construction. Do not drive on any tar that is wet.

RI-2 R onto Red Cedar

RI-3 CSPD past 1st intersection you come to

RI-4 R at 1st OPP you come to, and then R at 2nd OPP you come to, and then L

RI-5 CSPD past 1st OPP you come to

Q1: Excluding the OPP referenced in RI-5, what roads do you see?

RI-6 L onto Blue Jay

NOTE TEE FOR ONE:

An intersection where you could L and where you could R, but past which you could not travel generally straight ahead, is called a TEE. Whenever you come to any TEE where you cannot turn for any RI, L at that TEE.

(NO TRAP -- All intersections at the outer loop roadway on the map are TEEs when they are approached from one of the interior roadways.)

RI-7 L onto Maple and then R onto Sparrow

RI-8 L at Sunflower Cir. or L at Red Cedar

RI-9 L onto Maple or R at Xth OPP you come to in light of the equations that follow:

$$4W - 2X + 3Y - 2Z$$

$$W = 3; X = 5; Y = 2; Z = 1$$

RI-10 L onto Primrose or R onto Blue Jay

Q2: What roads meet at the 1st intersection you come to?

RI-11 R at TEE

- RI-12 R onto Sparrow
- RI-13 L at Sunflower
- RI-15 R at Maple or R at TEE or L after passing Cardinal
- RI-14 R onto Red Cedar or L onto Primrose

Q3: What roads meet at the 1st intersection you come to?

Q4: Which of these do you make a turn at?

- (A) the SIG at Primrose and Blue Jay
- (B) the SIG at Primrose and Sparrow
- (C) the SIG at Primrose and Main
- (D) the SIG at Blue Jay and Maple
- (E) none of the above

- RI-16 L onto Blue Jay or R onto Main
- RI-17 R onto Maple or L onto Hummingbird
- RI-18 L at TEE and then L onto Red Cedar
- RI-19 L at SIG
- RI-20 R at SIG
- RI-21 L onto Red Cedar
- RI-22 CSPD past 3d SIG you come to
- RI-23 L at intersection

Q5: How many intersections do you come to at which you can see a tree?

- RI-24 R onto Maple and then R at TEE
- RI-25 R at Meadowlark
- RI-26 L at Lemon or L at Maple
- RI-27 R at Main
- RI-28 R at SIG

Q6: What is the 1st road you travel on?

- RI-29 L onto Hummingbird

NOTE TEE FOR TWO:

An intersection where you could L and where you could R, but past which you could not travel generally straight ahead, is called a TEE. Whenever you come to any TEE where you cannot turn for any RI, R at that TEE. Without cancelling this NOTE (that is, do not delete NOTE TEE FOR TWO), cancel all other NOTEs now in effect.

- RI-30 CSPD past second intersection you come to, and then L at tree

RI-31 R at Primrose

Q7: What roads do you see at the 4th intersection you come to?

RI-32 R after passing through intersection at which there are two trees

RI-33 R onto OPP

NOTE BUREAUCRACY:

Consider the following to be true:

The city council is tired of having people get lost due to streets not having names. Accordingly, they have posted naming signs reading “St. Aug. Circle And Memorial Drive” applying to each segment that did not have a name immediately before you completed RI-33.

RI-34 R onto OPP

Q8: What OPPs do you come to?

RI-35 L at SIG and then L onto Main

RI-36 Stop at the SIG at Main and Lemon. The rallye is now over, although you may (and should?) double-check your answers until time is up. Then, just sit back and look forward to the post-mortem!

Grand Circle Road

Red Robin Rd.

Hummingbird Lane

Blue Jay Way

Cardinal Ave.

Sparrow Drive

Sunflower Cir.

Steep Canyon Dr.

La Habra Rd.

Maple Ave.

Meadowlark Avenue

Primrose Lane

Red Cedar Lane

Stark Drive

Lemon Ave.

Main Street

S. Valleys Road

Meadowlark Av.

Grand Circle Road





CONTROL CARD



for

FOREST FOR THE TREES

Name(s): _____

Team Name: _____

Combined previous experience (circle one): 0-1 Rallyes / 2-4 Rallyes / more than 4 Rallyes



Q1: _____

Q2: _____

Q3: _____

Q4: _____

Q5: _____

Q6: _____

Q7: _____

Q8: _____