
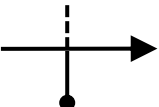
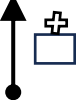
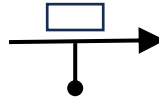
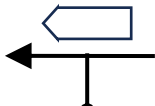

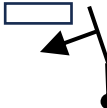
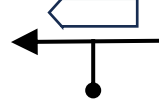
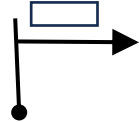


## METHODS OF ROUTE DEFINITION

### TULIP DIAGRAMS

On the GWVCR the routes of the non-competitive **link or transport sections** to be followed between Controls, Regularity Sections and Special Test locations will be defined by “tulip” diagrams giving distances, landmarks, descriptions and instructions. Although these sections are non-competitive, competitors will have a due time at the next TC where they will be penalised if late, so they should adhere to the timings on their Timecards as far as possible.

Tulip diagrams (named after the Dutch “Tulip” rallies of the 50s and 60s which popularised their use) are intended to be straightforward to follow, with schematics showing the directions from which a junction or landmark is approached (a ball) and departed (an arrow). Distances are also shown from the start of the section, from the previous tulip and to the end of the section. “Proper” roads are shown by solid lines, tracks and private roads by dotted lines. Note that not all junctions are necessarily shown; if a junction is not shown, stay on the principal road. For example :


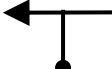


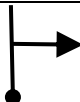

	Interval miles	Section miles	Symbol	Information/Direction	Miles to go
1	0.00	0.00		MTC1 – Zero trip	6.97
2	0.94	0.94			6.03
3	0.26	1.20			5.77
4	0.29	1.49		School	5.48
5	0.46	1.95		Taunton A38	5.02
6	1.18	3.13		Biddisham	3.84
7	0.55	3.68		Kingsway Road > Mark Care – turning is just after fast bend	3.29
8	3.10	6.78		B3139 Wedmore	0.19
9	0.19	6.97		Uplands Into test venue Care – 2-way event traffic Follow arrows to test start	0.00

**REGULARITY ROUTE DEFINITION**

On the GWVCR, there will be several approaches to defining the route to be followed and the speeds to be used. Note that sometimes the instructions will state that ITPs will only be sited at locations identified in the route definition, while at other times they might state that the ITPs could be anywhere along the route. A general rule is that if a junction is not shown in the route definition you should stay on the principal road, while you should also not pass a No Through Road or No Entry sign unless explicitly told to do so. If you come to an unexpected Give Way or Stop sign then you have gone wrong - or the organiser has !

**Jogularity**

This is a style of regularity devised by John Brown for use on the Lands End to John O’Groats rally (aka LE JoG). ITPs will only be located at places identified. Two types of Jogularity might be used, the first using tulips and pictures as here ..

	Interval miles	Section miles	Symbol	Information	MPH	Interval time (mm:ss)	Total time (mm:ss)
1	0.0	0.0		<b>ZERO TRIP START OF REGULARITY</b> Field entrance on left	25	0:00	0:00
2	0.16	0.16	Land mark	Transformer on pole on right		0:23	0:23
3	0.36	0.52	Land mark	Concrete road on left		0:52	1:15
4	0.09	0.61			27	0:13	1:28
5	0.23	0.84	Land mark	Footpath sign on left		0:31	1:59
6	0.52	1.36				1:09	3:08
7	0.36	1.72				0:48	3:56
8	0.33	2.05			29	0:44	4:40
9	0.52	2.57		Tree stump on left		1:04	5:44
	etc	etc	etc	etc	etc	etc	etc

GWVCR – Route Definition





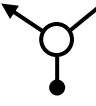

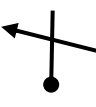
The second type of Jogularity uses simple instructions, for example ..

	Interval miles	Section miles	Landmark/Information	MPH	Interval time (mm:ss)	Total time (mm:ss)
<b>1</b>	0.00	0.00	ZERO TRIP; START OF REGULARITY Green barrier on left	26	00:00	00:00
<b>2</b>	0.06	0.06	Back of metal sign on right		00:08	00:08
<b>3</b>	0.49	0.55	Field entrance on left		01:08	01:16
<b>4</b>	0.32	0.87	Wooden railing on left		00:44	02:00
<b>5</b>	0.69	1.56	Warning sign : staggered crossroads	23	01:36	03:36
<b>6</b>	0.20	1.76	Bridge with metal railings		00:31	04:07
<b>7</b>	0.36	2.12	Junction : Turn right		00:57	05:04
<b>8</b>	0.02	2.14	Junction : Turn left		00:03	05:07
<b>9</b>	0.02	2.16	Junction : Turn right		00:03	05:10
<b>10</b>	0.51	2.67	Green letterbox on left		01:20	06:30
<b>11</b>	0.58	3.25	“Cottage Farm” on left		01:31	08:01
<b>12</b>	0.43	3.68	Metal gate on right	26	01:07	09:08
<b>13</b>	0.84	4.52	Crossroads : turn right		01:56	11:04
<b>14</b>	0.56	5.08	Bridge		01:18	12:22
<b>15</b>	0.58	5.66	Flag pole on left		01:20	13:42
	etc	etc	etc	etc	etc	etc

Note that rows 7, 8 and 9 in this example look very much like an instruction to go “the long way round” a triangle on the right.

**Route with separate speed table**

In this next style of regularity the navigator needs to monitor two pages, the first defines the route while the second gives the timing information. Timing points may be located anywhere along the route, not only at points identified by the instructions or speed table. Note that distances and times might not be given at uniform intervals.

	Interval miles	Section miles	Symbol	Information
1	0.00	0.00		<b>ZERO TRIP</b> At gatepost on left
2	0.75	0.75		
3	0.51	1.26		
4	1.63	2.89		
5	0.99	3.88		
6	0.72	4.60		End of regularity

Distance (miles)	Time (mm:ss)	Speed (mph)
0.00	00:00	30
0.10	00:12	
0.20	00:24	
0.30	00:36	
0.40	00:48	
0.50	01:00	
0.60	01:12	
0.70	01:24	
0.80	01:36	
0.90	01:48	
1.00	02:00	
1.10	02:12	
1.20	02:24	
1.30	02:36	
1.40	02:48	
1.50	03:00	
1.60	03:12	
1.70	03:24	
1.95	03:54	27

Distance (miles)	Time (mm:ss)	Speed (mph)
2.10	04:15	
2.30	04:41	
2.50	05:08	
2.70	05:35	
2.90	06:01	23
3.10	06:33	
3.30	07:04	
3.50	07:35	
3.60	07:51	28
3.70	08:04	
3.80	08:17	
3.90	08:29	
4.00	08:42	
4.10	08:55	24
4.20	09:10	
4.30	09:25	
4.40	09:40	
4.50	09:55	
4.60	10:10	

**Turns in speed table**

This style of regularity combines the route instructions into the speed table as shown below. Timing points can be anywhere on the route, not only at points listed in the table.

Distance (miles)	Time (mm:ss)	Speed (mph)
<b>ZERO TRIP</b>	Track on left	
0.00	00:00	28
0.20	00:26	
0.40	00:51	
0.60	01:17	
0.80	01:43	
1.00	02:09	
1.20	02:34	
1.40	03:00	
1.60	03:26	
1.80	03:51	
2.00	04:17	
2.16	Give way, turn left	
2.30	04:56	
2.50	05:21	
2.70	05:47	
2.90	06:13	
3.10	Turn left	
3.30	07:04	
3.50	07:30	27
3.70	07:57	
3.90	08:23	
4.06	Give Way, straight on	
4.20	09:03	
4.40	09:30	
4.54	09:49	24
4.60	09:58	
4.70	10:13	
4.80	10:28	

Distance (miles)	Time (mm:ss)	Speed (mph)
4.90	10:43	
5.00	10:58	
5.09	Turn left	
5.13	Give way turn right	
5.15	Give way turn left	
5.25	11:36	23
5.40	12:00	
5.50	12:15	
5.60	Turn right	
5.70	12:47	18
5.80	13:07	
5.90	13:27	
6.00	13:47	
6.10	Give way turn left	
6.20	14:27	24
6.30	14:42	
6.50	12:31	
6.70	15:42	
6.90	16:12	
7.10	16:42	
7.30	17:12	
7.50	17:42	
7.70	18:12	
7.90	18:42	
8.10	19:12	
8.30	19:42	
8.50	20:12	
8.70	20:42	
8.90	21:12	