

Welcome! Please fill out the top of your Points Page now. There is a beginner rallye school at noon. for anyone interested. **SI: There are no gimmicks based upon capitalization, pluralization, punctuation or spelling in these General Instructions. End SI**

DEFINITIONS:

AT:	As close as possible to	AVOID:	U at
COMPLETE:	Execute or delete	DRI:	Delete the RI in effect
L:	Turn to the left	R:	Turn to the right
ON:	Physically upon	OPP:	An opportunity to turn in the direction indicated
CI:	Begin working on the RI indicated, and delete any lower numbered RIs		
DELETE:	Render non-existent for rallye purposes		
DW:	Delete the word following DW on all signs		
EXECUTE:	Physically do		
HIDE:	Do the following parts: 1) L 1st Opp, 2) R 1st Opp, 3) R 1st Opp, 4) L 1st Opp		
INTERSECTION:	The meeting or crossing of two or more roads in any manner where you can proceed in more than one direction other than a U.		
APOLOGIZE:	U		
S:	Continue straight through one intersection		
T:	A place where you can L and R, but not S		
U:	Reverse your direction of travel (SI: a U is not a turn. End SI)		
TURN:	A change in your direction of travel of about 90 degrees at an intersection.		
VISIT:	Travel on the street indicated. If you encounter the indicated street and can turn in both directions to travel upon the street, turn left to travel on the street.		
EVIL-WITCH:	A coursemarker that contains the letter W.		
WORD:	One or more letters set off by spaces and/or punctuation		

ROUTE: All roads used will be paved and public. Driveways and parking lots exist only at the start and finish. Make U's at a safe and legal place, but consider them made where instructed. Do not travel on any freeway unless instructed to do so by an SI.

SIGNS: A sign is any single surface that is government or rallye erected. The surface of the road is not a sign. Do not look behind you to see a sign. All word(s) following AT in an instruction other than a GI must appear on the sign where the indicated action is to be taken. Do not split words on signs, unless instructed otherwise. Extra words on a sign do not invalidate a sign. **SI: parentheticals are SIs and the AT rule does not apply to them. End SI**

COURSEMARKERS (CM): CMs are signs similar to the good one at the start – they will have one or two letters and a number. **SI: CMs will appear on your digital device only and are not physical signs posted along the route. But do consider them to be signs. See the Addendum to the instructions for accessing and using the program that will find and display CMs. End SI** When you encounter a CM, stop at the CM and record it by writing the number of the CM in the correspondingly lettered space(s) on your Points Page. Once you record a CM, bring into effect any valid instruction corresponding to that number. If you are working on Supps for one CM and encounter & record another CM, delete any uncompleted parts of the Supp you are working on and begin working on any instruction(s) from the new CM. You may record each unique CM (i.e., letter(s)/number combination) only once.

INSTRUCTIONS:

When two or more instructions or instruction parts can be executed at the same time and place, execute the one of higher precedence first. Obey the following Order of Precedence (listed highest to lowest) which contains the only valid instructions for today's rallye:

- 1 **CVC** – California Vehicle Code. Obey the Law ALWAYS. If you find that you've travelled over 65 MPH at any point, please be sure to apologize.
- 2 **SI** – Special Instruction. There are NO gimmicks on SIs. Just do them. Do not work on any other instructions while executing an SI.
- 3 **Yellow Brick Road** – See the information below for these types of instructions.
- 4 **GI** – General Instruction. GIs are the ground rules for the rallye. You are reading them now.
- 5 **SUPP** – Supplemental Instructions – SUPPs are numbered instructions labeled Supp found on the SUPP/SI page. Each SUPP will have one or more numbered parts. These parts should be completed in ascending numerical order. SUPPs come into effect as described under **COURSEMARKERS**.
- 6 **RI** – Route Instruction. RIs are numbered, unlabeled instructions found on the Wicked Page. RIs come into effect upon completion of the immediately preceding RI and go out of effect upon completion, unless instructed otherwise.
- 7 **Continue as Straight as Possible**
- 8 **R at otherwise uninstructed T's**
- 9 **U**

Yellow Brick Road: Today, you should follow the Yellow Brick Road and its effects as described below. **SI:** Completing an RI more than once does NOT bring the effects listed below into effect again. End SI.

The Munchkins: To begin after the initial traverse, your car with you & Toto have been transported by a 150 MPH Tornado and deposited into the Land of OZ, crushing the Wicked Witch of the East, and freeing all the Munchkins from her tyranny. To celebrate, turn right at all signs of Independence, visit the Munchkin home of Colony whenever possible, and never travel on any road labeled with Old (though you can cross them). These effects disappear upon completion of RI 4.

The Scarecrow: Upon the first completion of RI 4, the Scarecrow joins your car, and his lack of brains causes confusion: the letters R and L are reversed in all words that appear outside of SIs and the General Instructions (e.g., Baller would be Barrel). This effect disappears upon completion of RI 7.

The Tin Man: The Tin Man joins your car when you first complete RI 8, and his rust prevents you from executing any instruction actions that require you to turn from the time you complete RI 8 until you complete 2 more RIs.

The Cowardly Lion: Upon initial completion of RI 10 the Cowardly Lion joins your car. As a result of his presence, hide whenever you fully pass a street named for his rival Wagner and avoid every Evil-Witch you encounter. This effect ends upon completion of RI 14 (when the lion begins to develop a little courage).

The Poppies: When you complete an RI that contains a Poppy you lie on your left side, unable to turn to the right. You are awakened by snow upon completion of RI 16, when this effect is gone.

The Emerald City: Upon the first completion of RI 18 you enter The Emerald City where the Wicked Witch of the West is doused with water and melts, removing the letter W from all words on CMs. Be sure to visit Rainbow, but before you do that, you should avoid Rainbow until you've seen a sign of (Auntie) EM.

SI TO BOTTOM OF PAGE: The finish is at Jake's Pizza in Sunnyvale (174 E, Fremont Ave). The Points Page must be turned in by 4:00pm. The Points Page will be accepted until 4:15pm but will be penalized 10 points for every minute late. Protests, if any, must have car #, points requested, an explanation, and must be turned in by 4:20pm. There will be a rallye school at noon to give tips and help explain how to use the GPS coursemarker facility. There are no checkpoints for today's rallye. If you are unable to finish the rallye, please contact the rallyemaster. Also, don't hesitate to contact a rallyemaster if you have any questions during the route. Don't leave a message but call back if the line is busy. Be sure to start the CM program on your smart phone at the start using the link on the next page.

Good Luck & Have Fun – Cris and Dave, your rallyemasters. Phone numbers are on the Points Page.