

**TRC and ZodiAC Present:
The Afterlife and Times of Sarah Winchester**



Special Instruction (no gimmicks):

Welcome to today's car rallye, which is a **GPS coursemarker gimmick rallye** based on the life of Sarah Winchester, who built the well-known Winchester Mystery House in San Jose. Any knowledge of the Winchester Mystery House, however, in no way enables you to perform better on the rallye than those with no knowledge of it. For those who are curious, ZodiAC was the club of one of the Rallyemasters (Emil) when he was running rallyes in San Jose in the 70s (the capital AC stands for "Auto Club").

The legacy of Sarah Winchester is that of a woman shrouded in mystery, whose life and actions have fascinated historians, spiritualists, and architects alike. Although biographers have debated the truth of some of the more elaborate speculation that surrounded the heiress of the Winchester rifle fortune, this rallye focuses on some of the many myths about her life, afterlife, and the building of the Winchester Mystery House. For a more historical perspective, Mary Jo Ignoffo's *Captive of the Labyrinth* offers a good biography.

Born in 1839, Winchester had captured the public's attention as a wealthy heiress upon the death of her husband William Wirt Winchester, the treasurer of the Winchester Repeating Arms Company. Sarah enjoyed a life of affluence, but it was marred by heartache. The loss of her infant daughter at just six weeks of age and later, her husband William, left her devastated. Consumed by grief, Sarah sought the advice of spiritualists. According to legend, a medium told her that the spirits of those killed by Winchester repeating rifles were seeking vengeance and advised her that the only way to appease them and to stave off death was to move west, build a home... and never stop building.

Read all instructions very carefully. If you have questions feel free to ask the rallyemasters. There are no gimmicks (tricks) on this page. **You can safely ignore this page for the remainder of the rallye.**

End SI.

GENERAL INSTRUCTIONS (GIs)

DEFINITIONS:

at: as close as possible, within 50 feet. In any SUPP part or RI using the word “at”, everything following “at” in that instruction must either refer to a rallye-defined term or appear on the sign where you are instructed to execute an action. Additional words, numbers, or symbols do not invalidate a sign to execute an “at” instruction.

Ch: a chance to change course in the direction indicated.

Opp: an opportunity to change course in the direction indicated from one named road ONTO a differently-named road by its name

onto: onto the road by its name. When onto, stay onto the road by its name, even if you must Turn or U to do so, until instructed off by an instruction of equal or higher precedence to an RI. In any SUPP part or RI using the word “onto”, everything following “onto” must exactly match the name of the roadway you will be traveling upon after executing the action.

ORBN: onto the road you are currently traveling on by its name

NLORBN: no longer onto the road by name; either NLORBN or executing a valid R, L, or Turn instruction can take you off the road by name.

U: a one hundred eighty degree reversal of your direction of travel. Make U’s where legal and safe but consider them made where instructed.

complete: execute or delete

delete: render as no longer existing for rallye purposes

R: change your direction to the right between approximately 15 and 165 degrees

L: change your direction to the left between approximately 15 and 165 degrees

Turn: either R or L. If you can do either for a given instruction, go R.

stop: a red and white sign with the word “STOP” on it.

named road: For a roadway to be named, it must be identified by at least one word on a street naming sign and the roadway is named by all the words that exist on that sign. Street naming signs parallel to your direction of travel rename a road only from that point forward.

CM: coursemarker

SP: seance point

Intersection: the meeting of two or more named roads with different names

T: the meeting of two roads shaped like a T approached up the stem.

forced turn: a meeting of two differently named roadways where only one direction of travel is possible, aside from a U. Do not execute any R, L, or Turn instructions at a forced turn.

dead end: an intersection with a sign that reads “Dead End”, “No Outlet”, or “Not a Through Street”

DRI: delete a route instruction that is currently in effect

CRI: bring into effect or continue with the RI indicated, and delete all lower-numbered RI(s).

DG: delete the gimmick in the general instructions that caused you to reach this CM.

on course: you are doing just fine. When you are instructed “on course” execute it by saying, “There’s something strange in this neighborhood!”

GENERAL INSTRUCTIONS (Continued - Page 2 of 6)

ORDER OF PRECEDENCE:

The Order of Precedence is listed below, decreasing in precedence as you move down the list. When two or more instructions of different precedence are in effect and can be executed at the same location, execute the instruction of higher/highest precedence first, however the mere fact that a higher-precedence instruction is in effect doesn't preclude you from executing a lower-precedence instruction (with the exception of SIs). A single action cannot be used to complete more than one instruction and you should not count a Ch or Opp for any other instruction when executing an action of equal or higher precedence to an RI.

1. California Vehicle Code: OBEY THE LAW. Do not break any laws in order to follow any other instructions. You may work on other instructions while following the Vehicle Code. DO NOT SPEED.

2. Rallyemaster: Instructions provided directly by the rallyemaster(s) take precedence over all other instructions except for the law.

3. Special Instructions (SIs): Highest order of precedence other than the law and rallyemaster. There are no gimmicks on SIs. When instructed by an SI, always follow the instruction. Do not execute any other instruction when SIs are in effect (and do not look for or record CMs while executing SIs). SIs on the Route Instruction page(s) come into effect and go out of effect as instructed by that SI and are deleted immediately upon execution. SIs on the SUPP/SI page come into effect when you record a number in a blank space in your scoresheet's Route Recording Section corresponding to the number of that SI and are deleted once they are fully executed.

4. Seance Medium Instructions: Seance Medium Instructions are any written material handed to you by a Seance Medium (aside from SIs and your scoresheet). They come into effect when received and remain in effect until explicitly deleted. (**SI:** Any rallye personnel staffing a seance point is a Seance Medium; even if they are a rallyemaster, consider them to be in the role of Seance Medium at the SP. **END SI**)

5. General Instructions (GIs): General Instructions are contained in the six pages labeled General Instructions which you received at the start. They are always in effect, unless deleted.

6. Turn at dead end.

7. Supplementary Instructions (SUPPs): Supps are numbered instructions with lettered part(s) that appear on the SUPP/SI pages (unless explicitly labeled as an SI all such instructions on the SUPP/SI pages are SUPPs). Whenever you record a number in a blank space in the Route Recording Section of your scoresheet, bring the corresponding SUPP (or SI) on the SUPP/SI page into effect. Once you fully execute a SUPP it is deleted. When recording a CM brings a new SUPP or SI into effect, delete any unexecuted SUPP parts from all SUPPs previously in effect. When a SUPP in effect has more than one part, complete the parts of the supp in ascending alphabetical order; if more than one part of a SUPP in effect has the same letter, consider all parts with the same letter to be in effect at the same time and complete each of them in the order that they can first be completed.

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8. Route Instructions (RIs): RIs are numbered instructions on the Route Instruction pages. RIs come into effect upon completion of the numerically preceding RI; if more than one RI has the same number, consider all RIs with that number to be in effect at the same time that any of them come into effect and complete each of them in the order that they can first be completed and complete all of them before bringing any other RIs into effect. Once you execute an RI, it is deleted.

9. If otherwise uninstructed, L at T.

10. Continue as straight as possible.

11. Reverse your direction of travel.

ROUTE AND SIGNS:

All roads used will be paved and public, however, government-erected signs marking private drives are still considered valid signs. Driveways and parking lots exist only at the start, finish, and seance point.

Only government-erected signs with fewer than 10 words as well as coursemarkers are considered signs on today's rallye (**SI:** Note even though coursemarkers are viewed through a website on your phone, they **ARE** signs. **END SI**). In addition to signs, you may also encounter other rallye-erected objects along the route, which should be considered valid and visible. Do not look behind you to see any signs, but signs can appear on your left, on your right, overhead, etc. The surfaces of roads, sidewalks, and curbs are not valid signs, and there are no valid signs on vehicles, buildings, fences, or mailboxes. Separate surfaces on a common support are separate signs.

Do not split words unless instructed to do so. The words Avenue, Drive, Way, Road, Court, Terrace, Circle, Lane, Parkway, and their abbreviations do not exist on signs. The words North, South, East, and their single-letter abbreviations do not exist on signs. Block numbers (as well as words such as "END" when used to indicate the block on a street naming sign), logos, arrows, and erection dates do not exist on street naming signs. Municipality names only exist on street naming signs where they are the name of the roadway (e.g., "Mountain View" would appear on a sign that reads "Mountain View Ave" but not on a sign that reads "Los Altos Ave Erected by City of Mountain View").

COURSEMARKERS:

SI:

CMs for today's rallye will be accessed via a website on your smartphone (see attached instructions for details on setting it up and screenshots of what these look like – there are no gimmicks in the three pages titled "Using the GPS Coursemarker Detector"). A few tips to keep in mind while using the CM website:

- Although the CMs will be detected virtually on your phone, **they nevertheless are signs for the purposes of the rallye**
- The website indicates how far ahead the CM is from you: note that the location on your phone is only measured periodically and with uncertainty, so you **should treat the CM as having been**

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reached once you're within about 30 feet of it. When your phone picks up a CM, consider it to be both facing you and in front of you.

- **If a CM appears to be in the middle of an intersection**, consider it to be just on the near side of the intersection that you're approaching from.
- If you make a U-turn very close to a CM, you **might briefly pick up the same CM again** as it takes the site a few seconds to catch up with your new direction of travel – you can **ignore the repeated detection** when this happens (note: there are no “parallel” CMs on the rallye).
- **The tracking won't work in the background on your phone**, so make sure you keep it open and avoid using your phone for other purposes during the rallye to avoid missing any CMs.

END SI.

A valid CM is a combination of 1-6 letters from the English alphabet and a 1-6 digit number which is viewed through the site on your phone. When you encounter a CM, pull over before reaching it and record it by writing the number on the CM in the blank space next to the corresponding letter(s) in the Route Recording Section of your scoresheet, which will bring into effect any corresponding SUPP or SI that may exist on your SUPP/SI pages. Record any CM you encounter so long as there is a corresponding empty space on your scoresheet. Note that there are some CMs worth negative points (fish) on the route, **so it will not benefit you to record CMs that you don't have a reason to find** (e.g., if you happen to see a CM when looking for a place to U, driving around the block to revisit something, or are otherwise off course).

SEANCE POINTS:

SEANCE POINTS will be identified by a sandwich board with a ✓. similar to the example at the start. SPs may be on either side of the street relative to the direction you are traveling (if you need to make a U to enter an SP, do so where safe and legal, but consider the U made where you encountered the SP). When you encounter a SP, begin the seance by handing the medium your scoresheet. During the seance, you may only respond to questions from the medium by knocking on your dashboard: once for yes and twice for no. Answer any questions asked by the medium and follow any instructions you receive from them. Before leaving the first SP, don't forget to have the medium ask the spirits whether you will place first in your class on today's rallye. **SI:** The SP board at the start is an example only. **End SI.**

The Afterlife and Times of Sarah Winchester:

For today's rallye, Sarah Winchester has generously loaned you her prized Pierce Arrow Flat Roof Suburban as well as the services of her chauffeur, Fred Larsen, who will drive you through the bucolic Santa Clara Valley. Riding in the luxury of her posh car and admiring its striking gray interior with lavender pinstripes has you reflecting on the rich heiress's fortunes early in the rallye, and upon completing RI 2 you realize you're finally onto Easy St.

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Seeking a fresh start after the tragic loss of her husband, Sarah had moved to San Jose, California, in 1886 and purchased a modest farmhouse which she named Llanada Villa because the property reminded her of the Basque Country's Llanada Alavesa region. She immediately began renovations that would last until her death in 1922. The house grew and grew with staircases leading to ceilings, doors leading into dead ends and windows looking into other rooms. It became a labyrinth of architecture, five stories high, with a seven-story tower and more than 160 rooms, 10,000 windows, and 2,000 doors. According to local lore, the unending building was fueled by the widow's superstitions: a belief that she would die if the building stopped and spurred on by the maddening voices of the spirits of people killed by Winchester rifles, known as the gun that won the West, pushing her to keep up the work. Reflecting this spiritualism, her favorite number, 13, supposedly featured prominently in the mansion with 13 bathrooms, chandeliers designed to hold 13 candles, and a seance room with hooks for 13 robes. Some say she was attempting to confuse the vengeful spirits, others say she was an architectural visionary.

Frighteningly, as the rallye proceeds, you begin to hear the voices of these spirits, too. As RI 10 is coming into effect you find that the echoing voices admonishing the lethal efficiency of the Winchester *repeating* rifle has you seeing double such that all RIs and SUPP parts with L or R turn instructions are duplicated until RI 16 comes into effect. Unfortunately you're not able to keep the spirits at bay for long, and upon completing RI 23 their voices have begun to intensify enough that you attempt to confuse them by swapping the words R and L everywhere except for the definitions section and on signs until the completion of RI 26.

Adding to the rumors and speculation that surrounded the wealthy widow was her famously reclusive nature: she even refused to host two presidents, and you should follow suit by likewise ignoring any streets named for Roosevelt and McKinley. But she did have those to whom she was close, her niece Daisy who served as her secretary and companion and of whom she was very fond, her gardener James Bogie and Ned Rambo, the original foreman for her 45-acre estate.

Winchester was also very particular, both in her frequent redesigns of the house she was building as well as in a desire to control the environment around her. In fact, recently she has been in the habit of sending out her staff to change signs she doesn't like: for instance, because she has always gone by Sallie (after her grandmother) and prefers that name so much that she's had all signs of Sarah (whether spelled Sarah or Sara) along the route changed to Sallie. Additionally, driven by her fear of her own mortality, any signs bearing the names of the poisonous plants Oleander, Hemlock, Belladonna, and Foxglove have been removed entirely, rendering the related sections of roadway unnamed.

Sarah Winchester passed away peacefully in her bedroom in 1922 disposing of her vast wealth through a will consisting of 13 parts and of course signed 13 times. Whether she was driven by grief, vengeful spirits or creativity, she left behind the Winchester Mystery House, a house that invites curiosity, awe, and speculation.

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MISCELLANY:

SI: Capitalization in an instruction need not exactly match capitalization on signs or of a defined term. There are no gimmicks on spelling, spacing, or punctuation in the GIs. During the rallye, you can reach the rallyemasters via cell phone at the numbers at the top of the first RI page. At noon there will be a short rallye school, during which we will discuss a couple gimmicks and review how the CMs work. The finish is located at Jake's of Sunnyvale (174 E Fremont Ave). The finish opens at 3:00 PM and closes at 4:30 PM. Late score sheets may be penalized 5 points per minute late up to 4:45 PM, at which time they may no longer be accepted. If you disagree with the gimmicks as explained in the critique, you can file a protest. All protests must be turned in by 4:55 PM. Each protest must be submitted in writing, and must include your car number, your class, the problem, and the desired resolution. Honored protests may affect an individual car, an entire class, or the entire rallye. **END SI.**

Please be sure you've filled out the top section of your scoresheet before leaving the start and make sure you keep it up to date throughout the rallye. After parking at the finish, make sure you have filled out your tie breakers before entering the restaurant and turning in your scoresheet. Enjoy the rallye, remember to watch for dead ends, and don't get spooked by any spirits you see along the route.