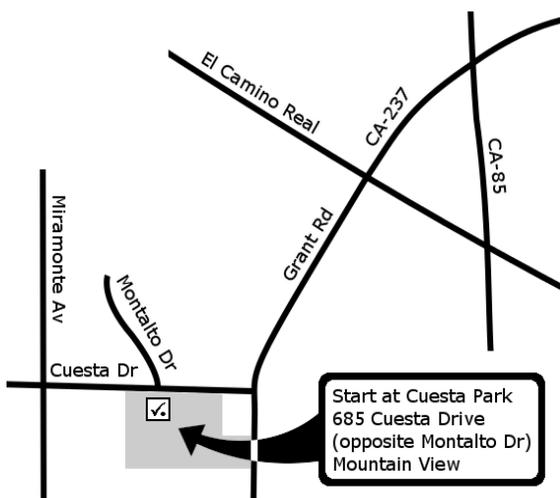


| | | |
|---|--|---|
|  | <p>A gimmick rallye is not a race, but a challenging puzzle, testing your logic and observation as you drive carefully on a specific, provided course.</p> |  |
| | |  |
| | |  |

Start: 11 AM – 1 PM Mountain View's Cuesta Park. **First timers welcome** and compete only with other first timers. Don't miss our **Beginners' school** at Noon.



Entry fee per carload: \$25 (\$20 for TRC members).

Bring: one or more friends, a clipboard, pen/pencil/highlighter, paper, and any car.

Finish by 4 PM at an indoor/outdoor restaurant.

Awards in 6 classes, based on rallye experience, but no prior rallye is needed.

For More Info, visit www.TheRallyeClub.org or <https://www.facebook.com/groups/therallyeclub/>
Questions: contact Rallye Masters, Eric and Dean, at aug2021@TheRallyeClub.org or 650-224-3121.

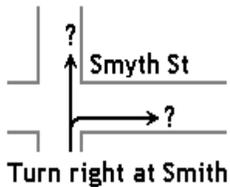


What is a Gimmick Car Rallye? It's a big, fun, challenging puzzle!

It's like an extremely large board game: public streets are the board, and your car is your playing piece, and each intersection offer choices. Each car's driver and navigator(s) carefully follow instructions that direct them along a given course. The friendly competition is to see which teams followed the course most accurately/correctly.

A gimmick rallye is full of puzzles and tricks. The information you record on your score sheet shows how well you solved the puzzles and avoided being tricked. This determines your score. No speed or time is involved, other than a deadline to be at the finish location. Total driving is often less than 10 miles. It's a little like "Simon Says": the master sets out to mislead you, and you attempt to do what is correct and not be misled.

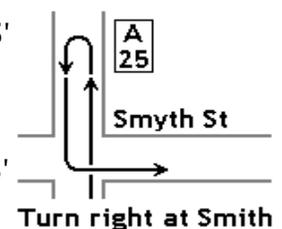
At the start of a gimmick rallye, you are given the ground rules for the event, containing definitions, priorities, and other information. The Route Instructions direct you along a course from the start location to the finish location. You will not get lost if you simply follow the Route Instructions in the obvious manner, ignoring any gimmicks. But there may be some (obvious or subtle) reason Route Instructions may not be validly done. And the ground rules describe higher-priority instructions which cause temporary deviation from the route (e.g., turn on every street named after a U.S. state). At a checkpoint along the course, you stop your car and talk to rallye personnel, who might throw some more gimmicks your way. At the finish, you receive the answer sheet that explains all the gimmicks. Eat something and wait for the scoring.



Here's an example of an easy gimmick: a misspelled street name. Let's say that your current Route Instruction is "Turn right at Smith" when you come to Smyth Street. According to the ground rules, the word "Smith" must appear on a sign where you do this Route Instruction, but the word "Smith" does not appear on the "Smyth St" sign. If you continue straight (still looking for "Smith"), then your score sheet will give you credit for your choice.

Gimmick rallyes differ in their theme and in the scoring mechanisms used to determine who figured out which gimmicks. Coursemarker (CM) rallyes were historically the most common type. As you follow the Route Instructions, you encounter coursemarkers (posted signs with letter-number combinations) and record them on your score sheet. As explained at the beginners' school, recording a coursemarker brings into effect a supplemental instruction that corresponds to the number on the coursemarker. Thus, coursemarkers are both a scoring device and a way to return you to the Route Instructions course after you catch a gimmick.

In our example, when you see coursemarker "A 25" on a pole after Smyth Street, you write "25" next to "A" on your score sheet, then look up "25" on a sheet of supplemental instructions. Instruction 25 tells you to delete the current Route Instruction, make a U-turn, and then turn left. Notice that this puts everyone in the same place, working on the same Route Instruction. However, only those who caught the gimmick passed Smyth and recorded coursemarker "A 25" on their score sheets.



More Information

The Rallye Club (TRC) offers a public gimmick car rallye on the first Saturday of some months. Registration is typically at Cuesta Park in Mountain View, open for a two-hour period, with a short intro for beginners in the middle of that period. Then a rallye master answers all your questions privately before you drive off. Rallyes usually finish at a local restaurant, where you can eat and drink while you read what was most correct. And winners are awarded in each class.

Rallye teams include friends, couples, and families; any type of car can be used. Teams are assigned to classes based on previous rallye experience, with separate awards for each class; first time rallye teams compete only with other first timers. See the club's calendar page (TheRallyeClub.org/calendar) for the specific details of upcoming rallyes. TRC's "Resources" page includes a sample rallye you can do at home (on its map) to get the idea. If you like challenging puzzles, bring a friend or two and try a gimmick car rallye!