



Southsea Motor Club

12 Car Navigational Rally Navigational Clues

This slideshow is aimed at beginners who have competed on a few rallies using marked maps and are now ready to move on to Navigational Clues.

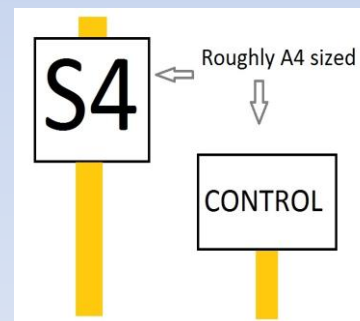
www.southseamotorclub.co.uk



What is it all about?

Hopefully by now you have competed on a few events as a beginner and it's all starting to make sense.

- You should by now understand the basics of using the OS 1:50K map, the time card, and directing your driver.
- You have seen that the route is split into sections, these sections are averaged at 30mph and the end of each section will have a marshal to sign your time card.
- You have seen that along the route there are code boards & secret checks to record or visit.
- You may even have got lost once or twice!





Your next step?

As you should already know the route is kept a secret until the night of the rally.

As a beginner you were given the entire route on a map at the start line, (or just before starting).

As a Novice you will need your own maps, as you will NOT be given a map, you will be given a Route Card, or 'navigational clues' or 'nav' or 'clues' as they often called.

There will usually be 1 clue per section of the rally.



How does it work?

- The Route Card will be in a sealed envelope.
- You can only open this envelope at your due time for that section. The Marshal will check that it is still sealed and sign your time card.
- Written on the outside of the envelope will be the TC number at which the sealed envelope must be presented. i.e. MTC1 will be opened at the start, TC2 will be opened when you arrive at TC2 and the marshal has checked your envelope, and your due time.
- When you open your envelope you will then be able to plot the next part of the route.



What's in the envelope?

Novice Navigators, the following information will be given on each route card:

Grid Reference for the start of that section,

Grid Reference for the end of that section,

Direction of approach for the next Control (if navigation could take you in either direction or if the organiser decides it is required for safety),

Distance to the next control,

Type of roads to be used/considered in plotting,

A full written instruction of what to do with the route information, (i.e. Cross the following grid lines in order/ pass through the following spot heights in order/ visit the following grid references taking the shortest route etc.)

The route info (Clue) and any special instructions.



What's in the envelope?

Grid References for the start and end of that section:

TC4 – MTCS NOVICE NAV CRO

START 585275 **FINISH 650267** 9 Miles

APPROACH FROM NORTH

Cross the following grid lines in order:

58	28	58	Quiet	29	Quiet	59	△	30	△	60	30
30	61	30	30	31	62	31	30	63	29	28	64
65	27.										

Grid Square 58 28 (Cheriton) Quiet Zone.

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Direction of approach for the next Control



What's in the envelope?

Type of roads to be used/considered in plotting

CRO = Coloured Roads Only i.e. No white roads

WUW = Will Use Whites i.e. You will need to consider white roads whilst plotting and will probably drive down some on this section.

WUWIN = Will use Whites in Navigation i.e. You will need to consider white roads whilst plotting but you may not drive down any on this section.

AR = All Roads this is quite rare for novices as you would need to consider coloured roads, white roads, gated white roads, dead ends, byways etc, in both plotting & driving.




TC4 – MTC5	NOVICE NAV	CRO	9 Miles								
START 585275		FINISH 650267	APPROACH FROM NORTH								
Cross the following grid lines in order:											
58	28	58	Quiet	29	Quiet	59	△	30	△	60	30
30	61	30	30	31	62	31	30	63	29	28	64
65	27.										
Grid Square 58 28 (Cheriton) Quiet Zone.											
LWRNAM 592293 & 600302											



What's in the envelope?

A full written instruction of what to do with the route information

TC4 – MTC5 NOVICE NAV CRO 9 Miles

START 585275 FINISH 650267 APPROACH FROM NORTH

Cross the following grid lines in order:

58	28	58	Quiet	29	Quiet	59	△	30	△	60	30
30	61	30	30	31	62	31	30	63	29	28	64
65	27.										

Grid Square 58 28 (Cheriton) Quiet Zone.

LWRNAM 592293 & 600302

The instruction may only be a few words but it will help you decide what to do with the route information.

You will need to be familiar with the terms used:

Grid lines – the light blue lines running horizontally & vertically on your map.

Grid Squares – the boxes created by the grid lines.

Grid references – numbers used to locate a position on the map.

Spot heights – the height above sea level of a specific point on the map.



What's in the envelope?

The route info (Clue) and any special instructions.

TC4 – MTC5	NOVICE NAV	CRO	9 Miles								
START 585275		FINISH 650267	APPROACH FROM NORTH								
Cross the following grid lines in order:											
58	28	58	Quiet	29	Quiet	59	△	30	△	60	30
30	61	30	30	31	62	31	30	63	29	28	64
65	27.										

Grid Square 58 28 (Cheriton) Quiet Zone.

LWRNAM 592293 & 600302

This is the information you will need to find & plot the correct route.

There may also be other special instructions such as quiet zones, triangles, give way junctions or anything else deemed necessary by the organiser.



Plotting the route.



Find where you are on the map. (TC4)

Use all of the information given to plot the route.

Try not to draw on the road, mark alongside the road so that you can still see the detail.

Mark the location of quiet zones, triangles and give ways (if given).

Mark the end of that section. (MTC 5)



Plotting the route.

- The quicker you can solve the clue and plot the route the more time you have to drive that section.
- You can practice plotting at home with old navigation, just ask any of the organisers when you come to the club night or at the end of an event.
- Sat in the car, in the dark, on an event, is not the best place to practice, if you are unsure then ask the organiser for some guidance before the event. Explain you are a novice and it's the first time you are taking navigation and ask which type of clues they will be using. They will be more than willing to help if you get in touch early enough. Don't wait until the night!



- Your own copy of the OS maps being used for the event.(check when you enter).
- Some kind of light to be able to see the map while you are on the move.
- A Roamer to plot grid references accurately and measure distances on the map.
- A watch or a clock that you can set to rally time at the start.
- An A4 clip board to hold your time card.
- Pens, soft 3b/4b pencils, rubber, highlighters and something to keep all you kit organised
- You may also need a map board, an A3 clip board or large piece of cardboard to rest the map on while you're plotting.





THE END!

Thank you for reading my slideshow. I hope you found it useful and informative without overwhelming you with information.

When I was investigating how to get started I found lots of information online and it was quite daunting.

Having recently gone through what you're going through now, I can assure you that it's too easy to get put off by different formats, regulations, clue solving, time keeping, preparing a car etc. etc. etc.

As a novice, you turn up, do your best to plot the route, try not to get lost, have a laugh, and get to the finish! Everything else you will pick up as you go along!