

These are the Supplementary Regulations for the Bluenose Car Rally

The rally will be held under the general competition regulations of the Canadian Association of Rally Sport (CARS) and The Rally regulations of Atlantic Region Motor Sports Inc. (ARMS). Available from the regional rally director, Malcolm Swann Atlantic@carsrally.ca

Bluenose Auto sport Club

P.O. Box 2724 DEPS, Dartmouth N.S. B2W 4R4 www.bluenoseautosport.ca

The rally is part of the Atlantic Region Navex Championship and the Bluenose Autosport Club Championship.

Route Organizer: James Partridge, 426 Town Rd. Falmouth, N.S. B0P 1P0

Email to:<jpartridge@ns.sympatico.ca> Phone 902 790 2843

Co-Organizer: Mel Smith <mel.smith@ns.sympatico.ca>

Chief Control Marshall: Brian Partridge

Registrar: Charlotte Partridge: There is an online registration form at "[Register Bluenose Car Rally](#)" Entry fee \$ 25.00 per car Experienced and \$20.00 Novice.

Route Steward: Martin Gillis

Senior Steward: TBA

Start Windsor Curling Club 174 Gray Street Windsor Nova Scotia. Take exit 6 from Highway 101. Telephone 1 902 798 4662

Finish Crossroads Restaurant Exit 5 Highway 14

Entries: Pre-registration is encouraged using the [online registration form](#). Those who enter before noon Friday will be entered in the seeded draw for start position.

Entries will be accepted until 12:noon April 21 2023 to a maximum of 20 cars.; E transfer is preferred (use password BAC2023) to

treasurer@bluenoseautosport.ca Cash will be accepted until close of registration. Only 5 extra sets of instructions will be printed for entries after April 21.

Schedule: Saturday April 22 2023

11:00 Registration and Scrutinizing Opens

12:00 Introduction of Officials and Drivers' Briefing;

Registration closes

12:30 Novice Rally School starts

13:00 Car "O" Starts Experienced

13:21 Car "O" Novice Starts

17:07 Car "O" Experienced Finish

16:53 Car :O: Novice Finish

18:30 Awards presentation

Description: This event is a Regional Navex Rally, run over paved and good quality gravel roads. Speeds are kept at a maximum of 10 % below posted speed limits. Where no posting can be found the posted limit is presumed to be 80 kph. The instructions are very straightforward for the Novice class and slightly more challenging for Experienced.

All of the route can be found on topographic maps 21 A/16; 21/H 1; 21 H/2

The route is a touring format, leaving Windsor we go through Horton Landing; Canaan; Cambridge; Gaspereau; and Garlands Crossing.

Eligibility: Vehicles must be licenced and insured and possess valid Motor Vehicle Inspection as required in the province of registration.

Regional competitors must show valid current "ARMS" club membership.

Novice competitors must show a current "ARMS" membership or purchase a one day licence. (\$5.00)

Note: all competitors and marshals must sign CARS Rally waiver online before the start. <https://bluenoseasc.speedwaiver.com/vbdye>. Valid proof of Vehicle registration and Drivers' licence must be shown at registration. Minor (under 19 in N.S.) participants (drivers and navigators) require the written permission of either parent or guardian.

Length: 213.84 total km. 45.91km gravel) Experienced; and 180.72 total km. (31.95km gravel) Novice

Each competitor will start at two minute intervals.

All Checkpoints are located at the top of the minute. Scoring is done from checkpoint to checkpoint. That means if you are 2 minutes late at a checkpoint you cannot gain this back by being 2 minutes early at the next checkpoint,

Scoring: Each of the checkpoints will be timed to the minute. One Penalty Point will be assessed for each minute late to a maximum of 30 per checkpoint.

One penalty point will be assessed for each minute early to a maximum of 15 minutes per checkpoint. In order to make sure that the checkpoint crew does not wait too long for a missing crew there is a maximum lateness penalty. It is 30 minutes for the first three sections and 45 minutes for the rest of the rally, except 60 minutes at the final control. This time is accumulative from the start of the rally.

Each checkpoint will have car "0" section, distance and time available upon request.

Car "0" time will include 2 minutes time out at each checkpoint.

Missed checkpoints are assessed 30 points Missed

Exceeding maximum accumulated lateness scores 30 points Max at each CP.

Car "0" times at section ends are assuming all checkpoints are placed.

No special equipment is needed to complete the course.

Some handy equipment: pencils; paper; a watch; and a calculator.

Awards: Dash Plaques to the top three in Experienced, and Novice.

At the checkpoint one of the crew, preferably the driver, will bring the score card back and the checkpoint crew will tell them the arrival time. The competitor will put this time on the card in the appropriate space. The time out is one minute plus the remainder of the minute you check in. Example: Check in 14:22:15. Time out 14:24:00