

These are the Supplementary Regulations for the Bluenose Car Rally to be held Saturday June 15, 2024.

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). These publications are available from the regional rally director, Malcolm Swann, <atlantic@carsrall.ca>.

This is the first of planned three in the "ARMS/CARS" Navigational Championship.

The organizing club is Bluenose Auto sport Club
P.O. Box 2724 DEPS, Dartmouth N.S. B2W 4R4 <www.bluenoseautosport.ca>

Route Organizer: James Partridge, 426 Town Rd. Falmouth, Hants Co. N.S. B0P1L0 Email to: jpartridge@ns.sympatico.ca" Phone 902 792 2843

Chief Control Marshall: TBA

Registration: Use the Online Registration:

<https://docs.google.com/forms/d/e/1FAIpQLSeD6uAH2RNdXVS8uZJnjMxMmqi5XSj2bBLOWcTwpDW3JozQAQ/viewform>

For more information:

<https://www.bluenoseautosport.ca/navigational-rally-tsd/>

Route Steward: Martin Gillis

Co-Organizer: Mel Smith Senior Steward: TBA

Start & Finish: Windsor Curling Club 174 Gray Street Windsor Nova Scotia
Telephone 1 902 798 4662

Entries: Pre-registration is encouraged. Those who enter before noon Thursday June 13 2024 will be entered in the seeded draw for start position.

Entries will be accepted until 12:00 noon June 15, 2024.

Schedule: Saturday June 15, 2024:

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

13:30 Car "O" Novice Starts

17:02 Car "O" Experienced Finish

16:48 Car "O" Novice Finish.

18:15 Awards presentation

Dash Plaques to the top three in each class.

Description: This event is a Regional Navex Rally, run over paved and mostly good quality 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 the scenic eastern Valley past Avonport; Gaspereau; Falmouth; and Windsor.

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

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

Note: all competitors and marshals must sign CARS ASN CANADA FIA Rally waiver at registration before the start. Valid proof of Vehicle registration and Drivers' license must be shown at registration. Minor (under 19 in N.S.) participants (drivers and navigators) require the written permission of both parents or guardians.

To qualify as a finisher you must check in to the final control within maximum time limits under your own power, and you must have checked in to 75 % of the remaining placed checkpoints.

Length: 195.78 km. 4:02:00 Experienced

156.07 km. 3:13:00 Novice

All CHECK-POINT's are located at the top of the minute.

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.

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 CP'S are placed.

Entry fee \$ 50.00 per car Experienced and Novice. This includes a lunch at the finish. Cash bar is available.

No special equipment is needed to complete the course. Normal equipment that will come in handy are: pencils; paper; a watch; and a calculator.

Funds made payable to <treasurer@bluenoseautosportclub.ca> or cash will be accepted until close of registration. Please notify organizer before noon on Thursday, as only 5 extra copies of route instructions will be available at the start for each class and food arrangements must be made.

Awards: Dash Plaques to the top three in each class (Experienced, and Novice.)

Start positions: Experienced and Novice starting order will be on first come first served basis.

Special Class running the Novice instructions will be the Windsor Curling Club class. For each entrant in the WCC class \$40.00 will be donated to the Club for special equipment purchase.

There will be a school session starting at 12:30.
Each type of instruction will be explained.

Each vehicle has two people, a driver and a navigator.
You are given a route card that has your start time on it. The cars start two minutes apart. The instructions are given to you at 1 minute before you start. Count the pages and notice if they are all different.

Navigator: read the instructions out loud one instruction at a time.
Give some idea of the distance to the next instruction.

Check the instruction off as you do it.
The last instruction of each section is repeated as the first instruction of the next section.

The first section is an odometer check. There are no checkpoints in this section, nor for the first 5 km of the first section. It is easy to follow. When you get to the end write down your odometer reading. If yours is reading high or low, it will be the same for the rest of the rally. It may help to write your odometer reading at each instruction. If you are familiar with the area do not guess where you are going. Follow the instructions.

Driver: Reset the odometer at the start of each section.
Keep an eye out for roads and signposts that may help the navigator.
At the end of the odometer check zero the odometer and pull ahead a bit after the odometer reading has been written down. Wait for your elapsed time to expire.

The average speed is given at the instruction. Keep your speed a little above the requested average speed to allow for stop signs and sharp corners. It may help to announce each turn as you do it.

Checkpoint procedure: When you see a car parked on the side of the road with a large sign showing a check and a point, drive past and park ahead of the car. We suggest the driver goes back with the route card. Passing it to the check pointer who will put on it your arrival time. You have 2 minutes of dead time to start again.

In an elapsed-time section write the start time and add the elapsed time to it. This is usual at the finish. You can write your requested time or ask for it inside the restaurant.

The scorer will do the math to determine the time between checkpoints and compare it to the car 0 time. The difference is your score. The lowest score is the winner,