

WOOLBRIDGE NAVIGATIONAL CHALLENGE 2024/25.
12 CAR RALLIES PROMOTED BY WOOLBRIDGE MOTOR CLUB LTD
GENERAL REGULATIONS

1. OS Maps 1:50,000 Landranger Series will be used, and the event organiser will inform competitors which version the route has been planned on. Generally, the current version will be used. Generally, only maps 183, 193 and 194 are to be used, and any variation from this requires the approval of the 12 Car Championship Co-ordinator.
2. Details of each event will be notified by email, on the Club website (www.woolbridge.co.uk) and in the Club Magazine. Competitors (both driver and navigator) must sign on before the event. The start will normally be 7 p.m. unless specified otherwise.
3. The entry fee for each event will be £10 plus, if required, £25 for the Reis insurance fee. If your insurance does not cover competition use on the public highway, and Reis insurance is required, drivers must comply with the following: -
 - Age 19 or over
 - No more than one fault claim in the last three years
 - No more than 6 conviction points or a ban on your UK driving licence
 - Possess a current Motorsport UK Competition Licence (minimum the free Motor Sport UK Clubman RS licence {renewal necessary for 2024/25})
 - Possess a full UK Driving Licence.

Vehicle must be MOT'd, Taxed and NOT have other rally insurance.

- No other material facts to disclose

If **unable** to comply with any of the above please Contact Merv Brake at
Mervbrake@btinternet.com 01305260124 07508452373

4. The events are open to all **fully elected members of Woolbridge Motor Club Ltd** and **invited clubs**; membership cards may be inspected at the start.
5. Crews may comprise more than two members and points will be awarded to the driver and nominated navigator.
Crew members must be members of Woolbridge or invited clubs to score points. Only Woolbridge Motor Club Members will be eligible for championship awards.
6. Events should be approximately 50 miles in length - 2 hours duration and finish at a venue notified by the organiser.
7. Route instructions using varied navigation techniques will be issued at the start and organisers may issue more difficult instructions to Expert class navigators. Novice instructions will include regular simple cut-in points to ensure that the basic route can be followed. Beginners will, for the first three events, receive instructions which do not require any previous experience of navigation. Beginners have little or no experience of this type of event and both Driver and Navigator must be Beginners to enter this class.

- 8 A standard Timecard will be used throughout the Championship to ensure consistency of timing/results etc.
9. CRO means Coloured Roads Only, unless a section specifies All Roads when all through roads are included in the instructions, and smooth whites may be included in the route.
10. No road or junction will be used more than once during an event. Take the shortest route consistent with the instructions. All timing will normally be to the preceding whole minute BBC time, but some organisers might include timing to the second.
11. Secret Intermediate Time Controls may be established to check compliance with the specified average speed (regularity timing) which will not exceed 30 mph. Timing at a control will be when the **car stops next to the marshal**, not when passing the control board. Timing on sight if a crew stops within sight of a control.
12. Maximum lateness at all controls will be 30 minutes.
13. Passage Controls may be manned but more often will be code boards (white 12 inches square with black letters/numbers).
14. Competitors must stop at all standing Give Way and Stop signs.
- 15 Quiet Zones must be driven at max. 20 mph without spotlights
- 16 The meeting will be governed by the general regulations of Motorsport UK (incorporating the provisions of the International Sporting Code of the FIA), these general supplementary regulations and any written instructions that may be issued for the event by Woolbridge Motor Club Ltd.
17. A Permit from Motorsport UK will be obtained for each event.

Note: Where an organiser notifies that timing will be to the **nearest second** the first four penalties above will be multiplied by 60.

18. PENALTIES.

- | | |
|-----------------|--|
| 1 mark/minute | -early or late at Time Control |
| 5 marks | - missing Passage Control |
| 10 marks | - wrong direction approach/departure |
| 10 marks | - opening panic envelope |
| 15marks | - missing an Intermediate Time Control |
| 10 marks | - maximum time penalty at ITC. |
| 1 Fail | - exceeding maximum lateness at MTC2 (FINISH) |
| 1 Fail | -Give way infringement |
| Exclusion | - Entering BLACKSPOT. |

19. All entrants will be classed as NOVICES or BEGINNERS except for the following seeded competitors, based on their previous performance, such as individual round winners and previous champions. 'New' navigators will be classified at organiser's discretion.

Beginner Crews receive route cards 15 minutes before due start.

Novice Crews receive route cards 10 minutes before due start.

Nominated experienced class winning Novices (**NE**) will receive novice route card at due start time (with the pre plot time reduced to **5 mins**)

Novice crews on progressing up to Expert class (**E1**) will for their first 6 events receive their route instructions 10 minutes before due start time.

EXPERT DRIVERS

Peter Turner
Worth Birkill

Nick Jones
Bob Blackstock
Brian Cookson
Elliott Dale
Rob Dance
Cliff England
Keith Grant
Stephen Hall
Guy Livingston
Steve Wellman

NE NAVIGATOR

E1 Navigator
Kate Jones.

EXPERT NAVIGATORS

Bob Blackstock
Mervyn Brake
Graham Dance
Mark Dunkerley
Cliff England
Daniel Pidgeon
Worth Birkill
Rob Rhodes
Charlotte Ryall

21. The Championship will **normally** be comprised of 6 rounds at approximately monthly intervals.
22. Championship points will be scored on each event with the best performance in each class of the championship gaining a score equal to the number of starters in that class **plus one point**, second in class will score one point less, third two points less, etc.
23. Any competitor signing on and starting an event, but failing to finish that event, will **score one point each**, for both Driver and Navigator.
24. Mixed Expert/Novice crews will score points with respect to the crewmember's own individual **class entries and position**. An expert driver may compete as a novice navigator and vice-versa and novices will remain in that class throughout the series.
25. Organising Teams will receive 4 points on their events and competitors who marshal will receive 3 points.
26. The overall Challenge Champion Driver and Navigator will be the competitor, with the highest scores from all the events, after discarding their

lowest individual score, i.e., the highest scores from 5 out of 6 events will count towards the Championship. Competitors competing on only 5 events, or less, will keep their scores for all events contested.

Ties will be resolved by the highest places.

Awards will be presented to the best **Woolbridge** driver and navigator in each class at the Club Championship prize giving.

27. The use of any electronic navigation aids e.g., Satellite Navigation Receiver, PDA, Smart phone, Laptop Computer or Electronic Speed Table **is against the spirit** of the Events. Any competitor found using any such devices will be excluded from the series and points removed. Mechanical trip meters – Halda, retrotrip etc are permitted, as are distance only electronic tripmeter, but **not** instruments displaying speed or average speed.

28.

Guidance Notes for Organisers

1. Each event should normally be no more than 2 hours duration or 50 miles length commencing at 7.00 p.m. normally on Wednesday evenings and finishing in a hostelry where food will be available. Code Boards and stakes will not identify Woolbridge MC.
2. Events should be designed for Novice navigators and include additional straightforward information to enable the basic route to be followed. **Beginners and Novices should receive the full route at the start 15, or 10 minutes respectively** before their due start time
3. Beginners will have straightforward instructions requiring no previous navigational experience. Please bear in mind that we need to keep the few Novices/Beginners that we have by not having instructions which are over complicated and likely to cause them to miss large parts of the route
4. Time Controls should be sited on sections that are easily plotted, so that crews almost fall over them. Separate Intermediate timing points should be included in the route (on non-critical sections) showing the time due for car one. These will be unmanned but will enable competitors to check if they are within maximum lateness.
5. The **first navigational section of each event** should not have complex instructions which require the crew to sit at the start to plot the early route. The aim should be to get crews underway within a minute or two. Complexity can be introduced thereafter with crews able to plot on the move if they can.
6. **All** route cards should have a cut-in grid reference after each navigation style so that crews can miss out an entire section, if necessary, without losing the basic route. **All Route Cards should define whether the Final Control is before or inside finish pub.**
7. Types of navigation will include:
Map references Simple tulips Gridlines Spot Heights

Easy herringbone

Map symbols

Tracings

8. The Expert card may use the same instructions with some features made just a little more difficult, i.e. reverse the herringbone, leave off the ball or arrow of some of the tulips, string together the references or Spot Heights and gridlines.
9. Crews run with the route card appropriate to the Navigator.