

The NewPalloween Schildmeier ReShuffle
Indy Region SCCA GTA Rally
10th Anniversary Edition
October 28, 2017

- I. **Schedule:** 4:30pm - 5:35pm: Registration at Starting Point,
5/3 Bank 5902 US 52, New Palestine, IN
5:35pm - 5:45pm: Late Registration
5:35pm: Entrants' Meeting
5:45pm: Safety Meeting - Mandatory
6:00pm + Car #: Start of Rally, first car off.
9:00pm + Car #: Should arrive at End Point,
B & C's Hideout
7242 US 52, New Palestine, IN
- II. **General:** This is a Halloween themed GTA only rally. This is a National Championship event for 2017 & Indy Region Championship event for 2017.
- III. **Roads:** All roadway types may be used. All teams MUST be respectful of all places visited. No vehicle may at any time leave any road or path in a cemetery. Any stopping on roadside must be done safely and out of the way of any possible traffic.
- IV. **Items Needed:** Each team should have the following with them:
A. Flashlight - good and strong, best if not a little cheap one
B. Pen or pencil
C. Clipboard or something to write on
D. Magnifying glass, helps with the map
- V. **Instructions:**
A. A map of the area covered and a question & answer (Q&A) sheet will be given out at the Entrants' meeting.
B. Each team has 3 hours to answer as many questions as possible and return the question & answer sheet to the Rally Master at the end point.
C. All places to be visited will be marked on the map except for the bonuses which will be divulged at the Entrants meeting.
D. All railroad crossings are active, so be aware.
E. Each team's finish time will be recorded when their Q&A sheet is in the Rally Master's hands at the end point.
F. No Q&A sheets will be accepted after 25 minutes after their scheduled finish time.
G. All locations will have GPS coordinates listed.

- VI. **Course Following:** Each team may go in any direction they wish, and choose any path to get to as many places as possible in the 3 hour time limit.
- VII. **Questions:** Each question will be clearly marked, except the bonus, and will be at the place indicated. Read each one thoroughly. They will lead you directly to each marker. Punctuation does not matter in the questions or answers. However, all words and letters must be in the answer and in order.
- VIII. **Controls:** There are no controls in this rally. You are on your own for the 3 hours allowed.
- IX. **Scoring:** Scoring is as follows:
- A. Each correct answer is worth one (+1) point.
 - B. Each incorrect answer is worth minus one (-1) point.
 - C. Each unanswered question is worth zero (0) points.
 - D. For each two (2) minutes that you are late to the end point, there will be a penalty of minus one (-1) point assessed.
 - F. High score wins.
 - G. Pie plates are worth two (+2) points. You may only take and turn in one of each kind.
 - H. Official little pumpkins are worth a half of a point (+ $\frac{1}{2}$), and you may take as many as you find. There are only four available. They will be found only in cemeteries.
 - I. Driver and navigator in costume gets one bonus point each.
 - J. Tiebreakers:
 - 1. Team in costume wins.
 - 2. Team with the most Halloween items on them wins.
 - 3. Flip of a coin of Rally Master's choice, Heads for the odd car number.
- X. **Respect:** We are here to have fun, but please remember these are cemeteries, and we must be respectful of the area. Do not disturb any headstones. Neighbors will be watching since this is the time of year the most damage occurs in cemeteries. Do not speed or drive recklessly. Any reports of dangerous driving, receiving a ticket from the police or damaging a cemetery means disqualification. No refunds for being disqualified.

XI. Extras: Please watch out for the following in the roads:

- A. Chuckholes, Pot Holes
- B. Sharp turns, unlabeled turns.
- C. Road Apples, Quinces
- D. Railroad crossings
- E. Squirrels, Opossums, Deer
- F. Extra hungry Trick or Treaters
- G. Other Rallyists
- H. Trucks & SUVs with bright lights
- I. Drop-offs along sides of roads and intersections
- J. Ghosts

XII. Definitions:

Cemetery: A place with one or more headstones or markers where humans are buried. It may or may not have a sign to mark it.

Haunted House: A vacant, possibly boarded up house that may be inhabited by ghosts. Do not enter or disturb.

Halloween House: A house with three or more Halloween and/or Fall decorations visible from the road and may be lit. Do not disturb the inhabitants.

Haunted Bridge: A bridge that may be traveled on as normal, and may have a see through deck. Ghosts may now lurk around and under.

Haunted Location (Grounds, Preserve): Any other place that may be spooky or I just want you to go to. Be wary.

Haunted Silo: A large silver grain silo that is probably haunted. Do not enter!

Haunted Intersection: A spooky crossroads that may have ghost in the surrounding woods.

XIII. The H&K Rule:

Each team may only use one vehicle during the event. This must be the vehicle that the entrants listed on their entry form, and must be in when their official time starts. This is the vehicle they must use for the entire event. If that vehicle breaks down, they may request from the rally master to change vehicles. They must then present that vehicle to the rally master with all entrants from that team present, and the rally master may or may not allow them to continue.

Each team may enter one vehicle approved for legal street use on public roads. This includes a properly insured and legal automobile, van, SUV, pick-up truck or motorcycle. Unapproved modes of transportation for the event include, but not limited to, go-karts, helicopters, winged aircraft, hot air balloons, blimps, buses, pogo sticks, motorized grocery carts, golf carts, powered skateboards, jet packs, space craft, tractor trailer semis, dirt cars, quarter midgets, speed boats and Segways. The rally master has the final say on whether the vehicle is approved for this particular event or not.

Also, no drones or spy craft may be used whether military or otherwise.

If you have any problems, call me on my cell phone: 317-374-7410.