

Bridges on the Brandywine II

25 April 2015

Welcome to Brandywine Motorsport Club's "Bridges on the Brandywine II" rally. This rally is an example of rallies of the 50s and 60s. It is an old fashioned clue rally with one average speed and "do it yourself" checkpoints. The course following rules are simple. No complex math problems. Just plain old straight forward driving and look for the clues. No fancy calculators are needed, just good eyesight.

The entire rally route is within the area bounded by USR 1 on the north, USR 202 (Concord Pike, Wilmington – West Chester Pike) on the east, and SR 52 (Kennett Pike) on the west. You will travel on some of these roads as you follow the rally route but you will NOT cross them. If you find yourself at a point where you are crossing any of these roads, you are off course.

The Brandywine is the only major stream flowing through the rally area. It is alternatively referred to as Brandywine River or Brandywine Creek at various locations. Just the name Brandywine is used in this rally. Not all the Bridges over the Brandywine are marked with the name "Brandywine." The bridges can be identified primarily by their size and the width of the stream. Note instruction 5 for the width of the Brandywine. Any time you cross a stream this size it will be the Brandywine.

Course following rules:

With the exception of the starting location and the finishing location, only public roads are used. These consist of US Routes (USR), State Routes (SR) and secondary roads. Secondary roads can often be identified by stop signs, road name signs, and/or the lack of private road, etc. markings. If you are not sure whether it's a public road or driveway, its a driveway.

No roads marked Private, No Outlet, etc. are used. They should be considered non-existent.
No unpaved roads are used.
No driveways or development roads are used.
No graffiti are used.
No utility poles or mailboxes are used.

At each public road intersection, apply ONE of these course following rules in priority order:

1. Cross a Bridge over the Brandywine. A bridge is a major structure crossing the Brandywine. There are seven Bridges across the Brandywine in the area used for this rally. You will be crossing all of them.
2. Follow the rally route by executing the next route instruction.
3. Go as straight as possible

As an example, if you are looking to execute instruction 10 and you come to an intersection that has a bridge over the Brandywine and also meets the criteria for instruction 10, cross the bridge and continue looking for instruction 10.

All objects referred to in the instructions are visible from your car looking either left, right, or straight ahead in the direction you are traveling. Stop signs referred to in route instructions require you to stop.

Objects referred to in the route instructions are: either the actual object, a reasonable facsimile, or a picture of the object(s). Words taken from signs are in quotes. These may or may not be the complete sign but will not be partial words or letters.

Maximum distance between instructions is 4 miles. If you've gone further than this you're lost.

Average speed for the rally is 25MPH. This is equivalent to 2 minutes and 24 seconds per mile.

There are no tricks based on spelling, wording, capitalization, or punctuation. If it looks right use it.

Start:

Your start time is 1PM plus your car number. Mile 0 is at the stop sign at the entrance/exit to the Greenville Center on Buck Road next to Janssen's Grocery Store. You are responsible for starting yourself any time after your scheduled departure time.

Checkpoint Procedures:

All checkpoints, including the finish, on this rally are "Do it Yourself." The checkpoint locations are indicated in the route instructions by an identifying sign or symbol. At each checkpoint write your arrival time in hours-minute-seconds in the space provided in the route instructions. Turn in your route instructions with all times filled in at the finish.

Scoring:

At the finish turn in your route instructions with your checkpoint arrival times filled in. Your score will be based on the difference between your arrival time versus your expected arrival time. You will get one point for each second early or late. The lowest score will be the winner.

Definitions:

After – The object you are looking for is some distance before the intersection where the instruction is executed. After clues may come up just after your turn from the previous route instruction, so start looking as soon as you turn.

At – In the immediate vicinity of. Visible at the intersection.

Intersection – A junction of at least two public roads.

Helper – An instruction intended to help you stay on course.

Jog – A turn to the left or right followed by an immediate turn in the opposite direction. This term is used to follow a named or numbered road when an intersection is not in the form of a cross.

Just before – In the general vicinity of, but not necessarily at the intersection.

Just after - In the general vicinity of, but not necessarily at the intersection.

L - Left

R - Right

SS – Stop sign

T – A "T" intersection is in the shape of the letter T and is always entered from the bottom leg when used in a route instruction.

TL – Traffic Light

Triangle – A triangle is a three sided area of land, usually grass covered, bounded by paved public roads on all three sides