

THE TIMECARD

The accompanying fictional Timecards illustrate usage on the Great Western Vintage and Classic Rally. Detailed layout and format might change, but the contents and process will remain essentially the same. Annotations are as follows ..

1. Note that there will be several pages of Timecards.
2. Make sure that your car number is entered in this box on each page.
3. "CONTROL" names the location and type of the control, test or section.
4. "Time Car 0" shows scheduled time for a notional car number 0. Times in brackets and italics are for guidance only.
5. "Your Due Time" is determined by adding your car number to the scheduled time for car 0, so in this example the due time for car 47 at MTC2 would be 14:17. You are advised to calculate this time and write it in the relevant box at the first opportunity. If a time is shown in **bold** (for TCs and MTCs) then you should present your card at your due time to avoid incurring penalties, though there might be text on the Timecard allowing early check-in (see point 24 below). There are circumstances when you should amend your due time; they should become clearer later.
6. These times are to be completed only by marshals, reflecting your time at the particular control.
7. As above
8. As above
9. The marshal will sign or stamp this box.
10. Note that you are not tightly constrained as to when you can start tests and regularities, though they must be tackled in order.
11. This is a Main Time Control, so you should present your card to the marshal at your due time (calculated by adding your car number to the due time for car 0).
12. There may be delays outside your control at the start of regularities or tests, for example caused by a breakdown or other incident on a test resulting in a queue of competitors waiting to start the test. If that looks likely to cause you to be delayed by more than three minutes beyond your due time, then you (the navigator) can walk up to the marshal and request a "delay allowance". The marshal will write the time at which you request the delay allowance into this box, and the results team will take this into account when considering lateness penalties at subsequent TCs/MTCs. It is no good sitting in your car and waiting until you have arrived at the control and only then claim that you have been waiting for x minutes. To assist the smooth running of the event, you should recover any delay allowance as and when you can. Once recovered, it cannot be reclaimed.
13. The marshal at the test start will write your start time into these boxes and (normally) hand the card back to you before starting a countdown, for example 15....10....5..4..3..2..1..GO. You need to be ready to leave the line on "GO" as that is when your time starts – but you will be penalised for a jump start. Test start times are normally on the minute, but on busy tests might be at 30 second intervals; be prepared.
14. Tests might have Route Checks where you need to slow down and record the contents of a code-board – this could be part of a number plate, for example. Make sure the code is written - **in ink** – in the relevant box before you get to the end of the test, where a marshal will check and sign that you have done so.

15. The test description will identify where the Test Finish line is, which will be a short distance before the marshal. You should stop astride that line, keeping an eye on the marshal who will record the time at which you stop, making it clear when he/she stops their stopwatch. Then drive forwards to the marshal who will record your TF time and sign for any code boards. Please clear the Test Finish promptly to allow for following competitors who could be approaching at speed.
16. The organisers plan to have every Regularity Start control marshalled, but this might not be possible – in which case the onus is on you to start at the right time, normally at the next minute after the car in front of you or the next minute after you arrive if there is no car waiting. Make sure you record your start time in the RS boxes – **in ink** - and have the marshal at the first TP sign that you have indeed entered your start time.
17. Don't worry if some ITP entries are not completed; there will always be at least one ITP on each Regularity, but maybe not as many as the Timecard allows for.
18. If the RS is manned, the marshal will enter your start time (normally the next whole minute) onto your timecard, hand it back to you and count you down. If unmanned, see point 16 above.
19. You will come across at least one TP on each Regularity Section. Stop alongside the control board for the marshal to record your time of stopping, and then continue – bearing in mind that you will probably have been held for 20-30 seconds or so; you need to take account of that in working out your times and distances before the next TP.
20. To speed up the results calculation process, there may be one or more Download Controls (DCs) where you should stop at the marshal who will download data from the chip on your timecard. There is no penalty for missing a DC – for example if you have to cut route meaning you miss the DC; it will just mean a delay in the time taken to calculate your penalties.
21. There may be Secret Checks along the route where you are required to stop for a marshal's signature. If used, these are often sited to check for driving standards such as conformance to Stop and Give Way junctions.
22. There may also be locations where your Timecard itself is collected. If this is the case, try to remember to note down your time at the last TC as that could be important later (see point 24 below).
23. To show that you have followed the correct route, there may be marshalled Passage Controls (PCs) where you need to stop to obtain the marshal's signature or stamp. No time is recorded at a PC. If there are insufficient marshals, a PC might be replaced with a Route Check where you need to record, in the Marshal signature column, a sequence of letters or numbers – often part of a number plate.
24. Although in general you should not run ahead of your due time, there are circumstances where it is permitted. Such cases will be explicitly identified on the Timecard and will allow a section between two TCs to be covered in no less than three-quarters of the scheduled duration.
25. All competitors are required by Motorsport UK to complete a Damage Declaration form at the end of a road rally. The form, which will be included in the rally documentation, simply requires the driver's signature and either a declaration that no damage has been done to any third party property, or details of any such damage.

Great Western Vintage & Classic Rally							
18th August 2024		Timecard 3		CAR NO			
Row	CONTROL	Time Car 0	Your Due Time	HH	MM	SS	MARSHAL
<i>Figures in italics are for guidance only, competitors may visit Test and Regularity Starts at any time after the standard time shown in the Event Summary in the Route Book, but must do so in the correct order.</i>							
01	Lunch Out	MTC 2	13:30				
	Arrive						<i>Only when delay likely</i>
02	TS 1	(13:37)					
03	TEST 5 Up and Down	RC5					
04	RC6						
05	TF 1						
<i>At unmanned Regularity Start Controls remember to enter your start time IN INK in the RS box below</i>							
<i>Note: The number of spaces on the time card might not match the number of actual TPs on the Regularity; there may be more spaces than TPs.</i>							
	Arrive						<i>Only when delay likely</i>
06	RS 4	(14:09)					
07	REGULARITY 4 Through the Lanes	TP 4A					
08	TP 4B						
09	TP 4C						
10	Back of Beyond	DC 2	(14:57)				
SECRET CHECK				SECRET CHECK			
This card will be collected on your arrival at DC 2 (back of Beyond)							

Great Western Vintage & Classic Rally						CAR NO	
18th August 2024							
Timecard 4							
Row	CONTROL	Time Car 0	Your Due Time	HH	MM	SS	MARSHAL
<i>Figures in italics are for guidance only, competitors may visit Test and Regularity Starts at any time after the standard time shown in the Event Summary in the Route Book, but must do so in the correct order.</i>							
	TEST 6 There and back	Arrive			Only when delay likely		
01		TS 6	<i>(14:53)</i>				
02		TF 6					
<i>At unmanned Regularity Start Controls remember to enter your start time IN INK in the RS box below</i>							
<i>Note: The number of spaces on the time card might not match the number of actual TPs on the Regularity; there may be more spaces than TPs.</i>							
	REGULARITY 5 Through the Lanes	Arrive			Only when delay likely		
03		RS 5	<i>(15:09)</i>				
04		TP 5A					
05		TP 5B					
06	En route	PC 3	<i>(15:57)</i>				
<i>At unmanned Regularity Start Controls remember to enter your start time IN INK in the RS box below</i>							
<i>Note: The number of spaces on the time card might not match the number of actual TPs on the Regularity; there may be more spaces than TPs.</i>							
	REGULARITY 6 Homeward Bound	Arrive			Only when delay likely		
07		RS 6	<i>(16:09)</i>				
08		TP 6A					
09		TP 6B					
<i>Early arrival at MTC 3 is permitted. The minimum time allowed between MTC 2 and MTC 3 is 2 hours and 48 minutes</i>							
10	Castle Combe	MTC 3	17:15				
SECRET CHECK				SECRET CHECK			
<div style="display: flex; align-items: center;"> <div style="border: 1px solid black; border-radius: 50%; width: 30px; height: 30px; display: flex; align-items: center; justify-content: center; margin-right: 10px;">25</div> <div> <p>This card will be collected on your arrival at MTC 3 (Castle Combe)</p> <p>Do not forget to sign and hand in your Damage Declaration</p> </div> </div>							