CONTROLS

Controls are locations at which marshals record competitors' times and/or presence, both on the crew's Timecard and on the marshal's clock and checksheet. All crews are expected to visit the Controls in the order the Controls appear on the Timecard. There are several types of Controls.

TIME CONTROLS AND MAIN TIME CONTROLS

Time Controls (TCs) are locations where crews have a target time at which they should present their timecard. The Control's marshal will have a clock showing rally time and will record the time at which the Timecard is presented. Each crew will have a target time at the TC expressed in hours and minutes and they should present their timecard within that minute - so if for example their due time is 10:21 (hh:mm), they need to check in between 10:21:00 and 10:21:59 (hh:mm:ss) to be penalty-free. Checking in late or early may incur a penalty. Note that if you are late (or early) at a TC, you should normally aim to have the same lateness (or earliness) at subsequent TCs.

The TCs at the start and end of the event will be classified as **Main Time Controls (MTCs)**, which all competitors must visit while they are open in order to classify as finishers. Competitors are usually expected to make up all lateness at the next MTC, i.e. they should leave on their scheduled time. MTCs are also often at refreshment halts. If the organisers need to make any announcement to all crews (e.g. unexpected changes to the route or schedule), they will be announced at MTCs.

There are other circumstances where competitors can recover lateness; these are covered in the HRCR and HERO guides and will be further explained in the GWVCR's regulations.

INTERMEDIATE TIMING POINTS

Intermediate Timing Points (ITPs) are a special kind of Time Control used in Regularity Sections at which a marshal records the time at which a competitor stops; times at ITPs are recorded to the second. This time is used to calculate how accurately the competitor has maintained the required average speed since the RS or previous ITP.

PASSAGE CONTROLS, ROUTE CHECKS AND SECRET CONTROLS

The rally route might also include a number of **Passage Controls** and **Route Checks.** A Passage Control (PC) is a manned location where the marshal will simply sign or stamp the competitor's timecard to show that they have visited the PC and are therefore on the correct route. A **Route Check** is an unmanned location where the competitor must record a piece of information – **in ink** - onto the timecard, thus showing they were on the correct route. The information could be (part of) a number plate, or information from a piece of street furniture, such as the distance on a signpost to a specific town or village. They will not require either crew member to get out of the car.

There could also be **Secret Controls**, which are placed to confirm adherence to the route and to driving standards. A Secret Control will have a control board where each crew should stop for a signature on their timecard. There could be one sited for example just around a corner from a Stop sign; if the marshal sees that you failed to stop, he/she will take their time to give you a time-consuming lecture on why you should have stopped.

DOWNLOAD CONTROLS

There may be one or two DCs where you are required to stop simply to allow the download of data from the chip on your Timecard into the results system. There is no penalty for missing a DC (for example if you are cutting route), but they do help with speeding up the results process.