

The 12 car championship will be contested over the events specified in the Calendar. The main championship will only be open to competitors who are not classified as an expert. Experts will compete on the same events, but will score separate championship points.

Competitors can only score on 5 events out of the 8. If a competitor finishes more than 5 events, the best 5 scores will count. If fewer than 7 events run, only the best 4 scores will count. If fewer than 6 events run, the championship will be cancelled. However, if fewer than 8 events run, any events in the following year before the annual Awards Dinner will count for both years' championships, until 8 events are reached.

Points will be awarded to both driver and navigator towards the respective championships as follows: -

1st place - 12 points

2nd place - 11 points

3rd place - 10 points

4th place - 9 points

5th place - 8 points

6th place - 7 points

7th place - 6 points

8th place - 5 points

9th place - 4 points

10th place - 3 points

11th place - 2 points

12th place - 1 point

Any contender who retires - 1 point

Any contender who is disqualified - 0 points

To be eligible to score points on any of the above events each championship contender must be a fully paid up member of Beverley & DMC on the date of that event, except for events in January, when contenders need not have joined at the date of the event (but must join later that year).

To be eligible for the championship each competitor must marshal, organise or train on at least one event. (No points are scored for marshalling, organising or training). If a competitor is planning to marshal on the last event, and it does not run, they will exceptionally be eligible for the championship.

Training must be nominated to the organiser of the event before the start, and to be classed as training you must be with a new or inexperienced

competitor. The committee will decide disputes over what classes as legitimate training.

Class will be determined solely on the navigator's ability. This will be decided by the committee between each season. A list of Experts and Semi-Experts will be published on the website. All other competitors will be classed as novices. Exceptionally, an experienced navigator who is new to the club may be classified as an Expert or Semi-Expert on their first event.

The 3 classes are Expert, Semi-Expert and Novice.

The following championship trophies are to be awarded after the last event

- 1) 1st Driver
- 2) 1st Navigator
- 3) 2st Driver
- 4) 2nd Navigator
- 5) 3rd Driver
- 6) 3rd Navigator
- 7) 1st Expert Driver
- 8) 1st Expert Navigator

If the results are queried, and cannot be resolved to the satisfaction of both parties, then the queries will be referred to the next club committee meeting, whose decision will be final. If the organisers are found to have organised an event which does not comply with these regulations, then the matter will be referred to a meeting of the club committee, who may decide to disregard the points from that event. In this case, the championship will be decided on one fewer events. However, competitors who marshalled or trained (but not organised) on that event can still count this as one of their two events. This concession does not apply to the organiser(s) of the event.

Three classes of navigation should be used on each event. Organisers can only combine instructions when they comply fully with the rules for all the classes involved.

Map numbers and editions must be quoted on the website.

The results must be passed to the results co-ordinator quickly after each event.

If the organisers require competitors to go the long way round grass triangles which are not marked on the map, they must tell competitors

specifically where these triangles are located. It is not acceptable to tell competitors to go the long way round all triangles. Any penalty imposed for missing the back of a triangle when specific instructions were not given will be invalid.

Novice navigation will be extremely easy, with an explanation of the method used given on each route handout. The only permitted types of navigation for novices will be map references, tulips, herringbones, grid lines and spot heights.

Semi-Expert navigation must either provide an explanation of the method used given on each route handout, or should be based on the novice types.

Expert navigation can be more difficult, and may generally follow any format.

In order to penalise competitors for failing to stop at a Stop or Give-Way sign, organisers must place one marshal directly inline with the dotted line denoting the end of the approach road, and another marshal shortly after the junction, so competitors can be advised of the offence straight away. Any other form of observation will be invalid, and no penalty can be applied.

No white roads are allowed to be used on any event, apart from grass triangles and lay-bys. Any section which uses white roads will have all penalties cancelled.

Competitors are not permitted to use any 'knobbly', M&S or competition type tyres. Only normal road tyres (including winter tyres) are permitted. In the event of very poor quality road surfaces, typically after significant snowfall, the club committee may decide to ease these restrictions for a specific length of time. This temporary rule change will be communicated by emailing all club members.

If competitors stop to assist other competitors who have broken down or had an accident and this causes them to retire, they will have the choice to count the event as marshalling instead of competing. This would be the same regardless of class. If this happens, competitors can apply to the Committee, who will judge whether their action was taken for the correct reasons. The rule will not apply to the car which required assistance.

Novice Navigation Types

These are the types of navigation allowed on our 12 Car Rallies in the novice class. Organisers will not use any other types of navigation. All navigation instructions must be given in the correct order, out of order navigation is not allowed for novices.

1. Map References. These may be given as either vias or blackspots. Vias are points through which you may pass. The order in which you must pass through the points will be given. The route is then the shortest point between the points given, making sure you don't use the same section of road twice. Blackspots are the opposite of vias, that is they are points which you must avoid. You must travel the shortest route without passing any of the points given.
2. Tulips. These are pictures of each junction, with a dot on the road you enter the junction from, and an arrow on the road you leave on. They are always the same way up as on the map.
3. Herringbones. These are lines with sticks on each side which represent roads you pass. You can consider them as if you've picked up your route off the map and pulled it straight. So, a stick on the left might be a road you pass on the left, or it might mean you turn right. Either way, you 'miss a left' on the road as on the herringbone. Like tulips, they have a dot for the start, and an arrow for the end. If white roads are included, they will be dotted on the herringbone, all other roads are continuous lines. Organisers must include some additional points of reference in the herringbone to help competitors plot them.
4. Grid Lines These are the thin blue lines on the map, and you must cross the lines as indicated by the instructions. The instructions may be given as the numbers on the edge of the map, as H and V for horizontal or vertical lines, or N, E, W, S, meaning to exit the grid square in that direction. The instructions will specify which method is being used.
5. Spot Heights. These are the small dots with numbers beside them which are printed on the map to indicate the height at that point. You should pass the spots in the order given, without passing any others. Note that the spots are normally found on roads, but may be slightly off the road, in which case they would not count.

Note that usually only coloured roads count, i.e. Blue, Red, Brown or Yellow roads, with white roads not being counted at all. However, sometimes an organiser may use white roads in navigation. A novice route will always explain whether white roads are included or not. Organisers may use the abbreviations CRO meaning coloured roads only, or AR for all roads.