**MMC 12 Car Navigational-Clubman’s Rally – An Order of Planning:**

**1, MSA Permit.**

**2, Finish Venue.**

**3, Route avoiding Sensitive areas, a cloverleaf or circular route rather than a linear route.**

**4, All Controls/Route Check (Code Board’s), Q’s marked on maps**

**5, Approval from RLO & Coordinators.**

**6, Marshals required & organised**

**7, Navigation for crews: What information & how. Class’s Pre-plot info for Beginners**

**8, Supplementary Regulations**

**9, Results team, with help from coordinators**

**1. MSA Permit: Required for 12 Car Navigational-Clubman’s Rallies**

Check with Coordinators the date for your event, confirming OS Map Number/s.

A MSA Permit has been applied for. A Permit must be issued before the event, RLO may ask for the Permit Number.

**2, Finish Venue:**

It may not sound right, but if you plan your route then find your finish venue is busy or won’t let use it then you may have wasted a lot of planning time so bear this in mind.

**3 & 5, Sensitive Areas:**

These areas have collated onto OS maps and it is important that these areas are avoided. Available at <https://cloud.rallies.info/s/luyiUUv6COM5LFG>

Send your proposed route to John & Peter and myself at least 6 weeks prior to your event, we can cross-reference your route against these areas. John can check against other events.

Try to avoid as many villages as possible, any villages used should be marked **Q** areas/zones.

**4, Controls:**

The route you have planned will need to be on OS 1.50 000 Scale, Landranger Series, ideally on the latest printed series. If not please indicate the date published.

Once you have ‘The Route’ you will need to mark any Black Spots, Controls: MTCs, TC’s, Route Check (Code Board’s) and Q areas. All controls including Route Check (Codeboards) must be 500metres away from an occupied dwelling.

**6,** **Marshals & DSO’s required:**

Plan where you need your marshal’s with travel distance in mind. Allow time for marshals to set up, open and 30mins OTL, this means 52 minutes in total at a location **(See 2).**

**One-way** could be: 10 minutes OTL at 1st two TC’s, 15 mins at next two, 20 mins at next two.

30 Minutes from halfway. This would need to be indicated in the SR’s

Do you need a Time Control the furthest distance from the start/finish? Ideally 2 marshals per TC. DSO’s for GW, Q areas/zones

Ask yourself do I need a marshal or will a Route Check (Codeboard) do?

**7. Navigation for Crews:**

Beginners will need pre-plot for the event this should be a mix of: **Spot Heights, Grid Lines, Grid Squares, Tulips & Herringbones**. It would be useful to give beginners all the Time Controls in grid references! These will be handed to beginner’s at **19.30** on the night when MTC1 opens.

Novices/Semi-experts and Experts hand-outs/plot & bash can be handed at your as you see fit.

Novices/Semi-experts you may give hand-outs from start to MTC2. MTC restart to finish.

Experts, could be all plot & bash.

**8. Supplementary Regulations:**

Self explanatory.

**9.** **Results team, with help from coordinators:**

You will need an area at the finish venue to check the Time Cards, Peter & myself are available to check Route Check (Codeboard’s) and/or assist in this.