Rebelle Rally Competition Challenges & Scoring

We have worked hard to devise a unique and challenging competition based on precise navigation and fun driving.   The Rebelle is not a race for speed or a shortest distance challenge. It is a demanding competition that will truly test your navigation skills, and give you plenty of fun seat time and well-rounded challenge as a driver.   Our checkpoint and scoring system, as well as our course, has been specifically created to meet our set of goals to challenge a wide range of skill levels, from the seasoned pro to the first timer.
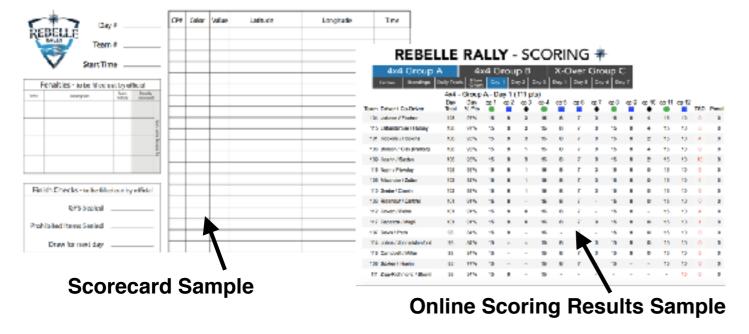
2 Types of Scored Challenges:
#1 Map & Compass Challenges – the primary bulk of the competition
#2 Rebelle Enduro Challenges – 3-5 challenges during the rally

- You must collect checkpoints in numerical order.
- All Green CPs are mandatory.
- Blue and black checkpoints are optional, but placed along the route in a logical path.
- Competitors cannot go back to a missed CP if the next CP has been checked off.
- Competitors are supplied with maps, CP Guide, Scorecard.
- Roadbooks are supplied for the Enduro challenges.
- In Enduro, a designated average speed is NOT defined as fast speed, but a controlled speed that is at or under posted speed.

Scoring:
The team with the highest score is the winner of the Rebelle Rally.

- Checking off CPs accurately and accurately maintinaing average speeds result in points.
- Points are outlined in daily documentation for CPs (in the CP Guide) & Enduros (in rally bulletins).
- Penalty points are subtracted from the overall score.
- No team will be eligible to win if they have been penalized for outside assistance, unless all teams have received outside assistance.

Scorecard Sample

Online Scoring Results Sample

Map & Compass Challenges:

Participants use maps, compass & CP Guide to navigate to a series of Checkpoints (CP)

Maps are provided by the rally and may be in scales of -
    1:50,000, 1:100,000, & 1:200,000
CPs are given to teams in a daily "CP Guide."
Recommended tools to use: accurate compass, distance scale, latitude/longitude scale, Portland or Bretton plotter to measure and mark angles, ruler, magnifying glass, Terratrip/odomoter. (A list of recommended navigation tools and discounts are available to Rebelle competitors.)

Green, Blue & Black Checkpoints:

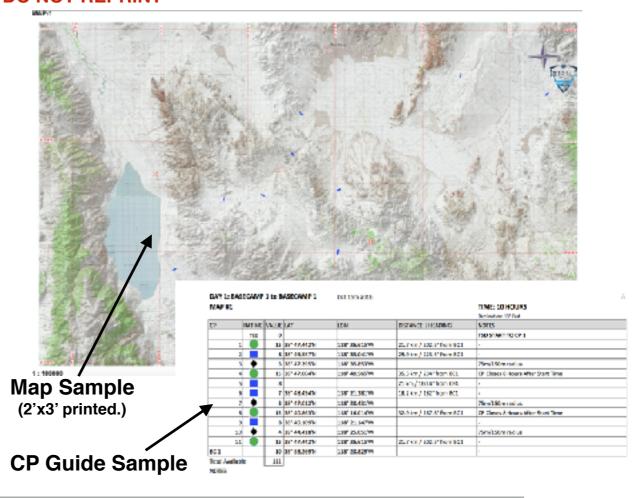**Green** – CP is physically marked on the map
    CP location on land is marked with a prominent green flag & course official.

Blue – CP is not marked on the map / Teams must plot the point on the map
    CP location on land is marked with a small blue flag or blue Rebelle post.

Black – CP is not marked on the map / Teams must plot the point on the map
    There is no physical CP marking on land.

- Upon arrival to a marked or unmarked CP, team signals the handheld tracker.
- Team records the latitude, longitude, and time stamp from the tracker onto the scorecard.
- The scoring is immediately captured in the online scoring system.
- A CP that is most difficult to drive to will be denoted in the CP Guide
  in the notes section.
- Designated routes and OHV areas are denoted on maps or a posted master map in the base camp

Map Sample
(2'x3' printed.)

CP Guide Sample

Rebelle Enduro Challenges (REC):

Roadbook Sample

Participants use a roadbook to navigate to the next Green CP. The two types of REC challenges are designed for competitors to stay "on route" and/or "on time." On Route is staying on the designated route as outlined in the roadbook. On Time is following the roadbook and the listed average speeds to arrive "on time" at controls placed throughout the route. (Not all days include an Enduro Challenge.)
Recommended tools to use: calculator, stopwatch, Terratrip/odometer

- Enduro sections involve a specific prescribed route with an assigned start time, and in most several challenges, assigned average speeds through the route.
- Competitors are given a traditional roadbook (see sample).
- Vehicles typically leave the starting line at a regular interval on the top of a minute.
- "Controls" will be encountered along the route, indicated by a sign on the right side of the road. Time or location check is recorded by a course official.
- The goal of competitors is to follow the route and maintain assigned target speeds (if one is designated) as closely as possible, points are awarded for being "on time" or "on route" at each control. Competitors should continue at the prescribed average speed <u>without stopping or slowing</u> at or immediately after a passage control, as doing so will be unsafe and disruptive. Each Enduro section will finish at or before a Green Checkpoint, which is dealt with in the usual manner, and after which the time constraints no longer apply. Points are awarded for ideal "on-time" or "on-route" passage at each control. Scores are added by the course officials to the overall day's score and updated online. Competitors cannot break any laws, and must drive responsibly.