

Dishforth Targa Rally 2024

TEST EXAMPLE

On your timecard there will be schedule times for car 0, from this you can calculate your time by adding your car number at 30 second intervals for MTC1.

Please present yourself at MTC1 at that time when you will be released to queue in order for TS1. The start marshal will give you the time to start the test and set you off at that time. At TF1, stop astride the finish line and then pull forward to the marshal who will give your time for the test. You then proceed to queue for TS2 and the cycle repeats. After TF3 return to the holding area stopping at CC1. Here the marshal will collect your first time card and issue you with the actual time you're required at TTC2 to start your second loop.

The above cycle repeats for each loop of the event, TTC2,3,4,5,6,7 being the departures from the holding area, CC2,3,4,5,6 being arrivals back into the holding area. Only exception being after TF15 is MTC8 where your last time card and damage declaration will be collected. If the event is running late the organisers will issue a delay allowance which your TTC times given by the marshal at the preceding CC will reflect.

To maximise the mileage on the event please note tests 13 onwards run at 1 minute intervals and the maximum lateness at all time controls is 15 minutes.

"APEX CONES" - these have been "PC" - Passage Controls are a manned put in place on the tests to stop you control where competitors need to stop in from cutting corners and to keep a controlled manner, present your timecard cars off the grass. Please respect to receive a signature. They will be placed these otherwise you will receive just before "MERGES" to ensure safety. a cone penalty. PC's may be replaced with a code board competitors will be notified on the day if this happens with an ammendment notice. "GATE DIRECTION" Make sure you travel through the gates in the direction shown in the diargrams. "GATES" are dennoted by this In this example you approach with symbol with the red route line the first cone 16 on the left side of flowing over the joining line. On the the car and travel 90 Left through test, the two cones making up the the gate. If you do it the other way gate will have the same number on you will be penalised. each cone whereas on the diagram there may only be one number due to lack of space or to avoid unnecessary confusion. TS₂ Marshal STOP SPLIT **ASTRIDE** •A **HOLDING AREA** Finish controls - Stop astride the **1360** red TF line then pull forward to the Marshal line to receive your time. CLOCKWISE AROUND Now queue up for the next test and CONE A be ready for more fun on Test 2!!! "STOP ASTRIDE" lines are similar to a PC, but here you just have to MERGE! stop "ASTRIDE" the line (front axle over the line but the rear not) and await the marshal to signal "GO". "360 CONE" - in this example, the "SPLIT" - some of the tests will route goes clockwise around cone have splits where you will do another lap. In this case, the first A - be aware that some cones motorsport time around to this point you will will need to be driven in the "split right", then second time opposite "anti-clockwise" direction. around "split left"