



RALLYE compendium

by

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RALLYE COMPENDIUM

This compendium is presented for your enjoyment as an aid in identifying gimmicks that “*may*” occur on CM-gimmick rallyes. We say “*may*” because “setting-up” a gimmick does not guarantee it will be used on a particular rallye. For example, RIs are often completed in ascending numerical order, but that doesn’t mean there will always be an RI out of order.

We assume you have some rallye knowledge, so the gimmicks are not explained in great detail. If a particular gimmick has intrigued or confounded you, seek out the nearest expert, or e-mail me at pizzaguy209@hotmail.com or EDTC at eldoradotouringclub@yahoo.com

In future printings, we'd love to include gimmicks you've enjoyed (or hated). We especially love “reekers” so feel free to share some of the best . . . or worst . . . that you have seen. Enjoy!

Lloyd Hill
and the El Dorado Touring Club

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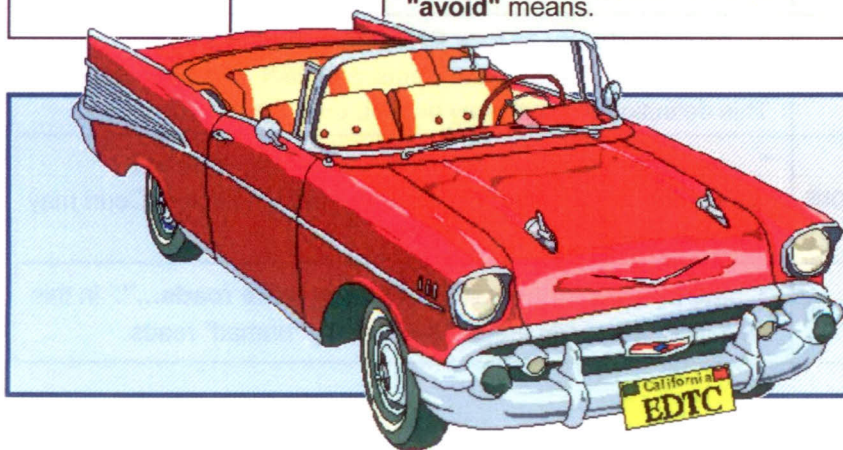
GENERAL INFORMATION & TIPS

DESCRIPTION	SECTION	EXPLANATION OF GIMMICKS
LOOKING FOR GIMMICKS	TIPS	<p>Look for GIMMICKS on: definitions, numerical order, ascending or descending order, spelling, labels, instructions that stay in effect . . . in short . . . EVERYWHERE.</p> <p>TIP: Read this compendium thoroughly and it will give you a head start on your next rallye.</p>
FISHING	TIPS	<p>"Fishing" is driving around the route for the sole purpose of finding CMs, regardless of a reason. Usually there's enough "FISH" CMs (worth negative points) to discourage fishing. It can be fun to fish out a CM and then try to find a reason for it, but don't gamble on recording it if you can't find a reason.</p> <p>TIP: FISHING is for EXPERTS ! Ha-ha!</p>
FISHING	TIPS	<p>FISH often spawn other FISH, such as a second FISH CM past the first FISH CM. Some Rallyemasters are downright tricky! If you don't know why you got a CM, it might be a FISH.</p> <p>TIP: FISH are NEVER on the CORRECT route.</p>
PARALLEL AND PERPENDICULAR SIGNS	TIPS	<p>You can't look behind you to see signs, but you CAN look directly to your left or right. Street naming signs are generally aligned with your direction of travel (parallel) or about 90 degrees to your direction of travel (perpendicular). TIP: Watch for use of a parallel sign to complete an instruction.</p>
ASSUME	TIPS	<p>TIP: <u>NEVER</u> assume anything on a rallye. Why? Because it will often come back and bite you in the buttocks. If in doubt, ask the Rallyemaster (RM).</p>
RUN SHEET / LOG SHEET	TIPS	<p>TIP: Keep a "run sheet" or log of what you did on the rallye. It will help you remember where you were and why you got there. They are usually FREE at the START – just ask for them if you don't see them.</p>
SPELLING	TIPS	<p>TIP: Watch for misspelled words. A "perfect" match between instructions and signs is usually needed. Even if one letter is off or missing, that's reason enough to continue straight.</p>
POST-ITS AND HIGHLIGHTERS	TIPS	<p>TIP: Use <u>Post-Its</u> to write notes to yourself and place them on your clipboard, dash or windows (safely, of course). Highlight or underline obvious gimmicks so they catch your eye.</p>

OPENING PARAGRAPHS AND STORY PARAGRAPHS

DESCRIPTION	SECTION	EXPLANATION OF GIMMICKS
STORY OR THEME GIMMICKS	STORY	Rallyes often have Stories or Themes , usually containing CLUES or GIMMICKS woven into them. Read the story carefully "...this rallye will go through Commercial and Residential areas..." . Look for streets named "Commercial" or "Residential". Or maybe "... do not to cross any body of water..." so U at Lake St., Atlantic, Pacific, Hudson, etc.
NAME OF THE RALLYE	STORY	Superman VI is not Superman VII, nor Super Man VI. Check your dash plaque and any other items given to you to make sure the name is the same everywhere it occurs.
DATE OF THE RALLYE	GIs	Be sure that the date of the Rallye is the correct date on all pages and on the dash plaque.
DATE OF THE RALLYE	GIs	"...Tonight we take you back to July 4th, 1776"... . Your scoresheet should be filled in with "July 4th, 1776"....
COMPLETE INSTRUCTIONS	GIs	Check to see if you have the proper number of pages, such as 1 of 3, 2 of 3 and 3 of 3. If not, ask for the missing page(s).
CHECK ALL PAGE NAME HEADINGS	PAGE HEADINGS	Page headings should match their descriptions. Check for an RI page, SUPP/SI page, General Instruction page, Scoresheet, etc., NOT a "Route Page", "SOOP/SI", "Scorecard", "General Information page", etc.. If they don't match, ask!
DRIVER, NAVIGATOR, AND PASSENGER	STORY	Watch for statements that may alter scoresheet information. "Harry Houdini will be along for the ride tonight" - he is a passenger. "Your chauffer is Morgan Freeman, of "Driving Miss Daisy" - "Morgan" is the driver, and maybe "Daisy" is a passenger. There are many ways to alter scoresheet info, so read carefully. These are easy to miss!
ASK ANY QUESTIONS YOU MAY HAVE	GIs	Sometimes things need to be taken literally. There may be actual questions in the GIs such as "How did you hear about the rallye?", or in the tiebreakers. The GIs may say "...if you have any questions, please ask them at the start...", so be sure to pose these "hidden" questions to rallye personnel.

DESCRIPTION	SECTION	EXPLANATION OF GIMMICKS
PLACES TO TURN	STORY	"Tonight's rallye will take you over hill and dale." Be sure to turn on Hill and turn on Dale.
PLACES TO TURN	STORY	"Don't forget the price is right tonight". Is this an instruction to turn RIGHT at PRICE ? If in doubt, ask!
PLACES TO AVOID	STORY	"...avoid all types of stones...", such as "Heatherstone" and "Stonegate", obviously. But what about "Boulder", "Granite" or "Rolling" ???
CLUE BONUSES	STORY	"...The bonus is a happy rock...". Executed at "Gladstone" Or how about the "...home of lions and tigers and icy red wings...". Executed at "Detroit".
PLACES TO FIND	STORY	Places to "SEE", "VISIT", "TOUR", "TRAVEL", "FIND", "DISCOVER", ETC. are usually defined to create an actual instruction that can be executed along the route. If in doubt ask the rallyemaster or rallye personnel.
AREAS TO BE	STORY	"...Tonight's rallye will be run in the cities of Mountain View, Sunnyvale, and Los Altos...". When you come to a city limit sign other than these three you'll need to U to stay out of the unlisted city. This gimmick is easy to miss because we're so used to ignoring most city limit signs.
"AVOID"	STORY GIs	If "avoid" is used in the GIs, it's probably defined such that you U at certain streets or "things". "Avoid" can also mean don't travel on particular streets, so make sure you understand what "avoid" means.



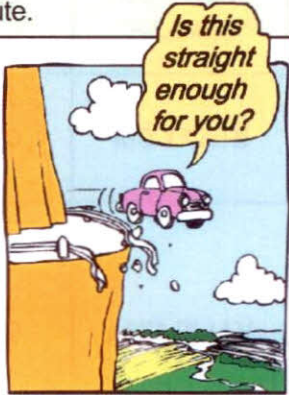
DEFINITIONS

DESCRIPTION	SECTION	EXPLANATION OF GIMMICKS
CHECK DEFINITIONS	DEFINITIONS	Read the definitions section carefully. Make sure any terms used in the GIs, RIs, Supps, Notes, Bonus, etc. are defined or have obvious meanings. If there's an ambiguous word or an undefined term, get a clarification from rallye personnel.
UNDEFINED TERMS	DEFINITIONS	If a term is undefined, it's probably invalid (such as Oop, Ch, Tee, Uie, Stoop, etc.), especially if there's no "useable" dictionary meaning. These instructions should be "denied". To "deny" an instruction you usually go straight to a CM, but watch for a Note or Bonus that might occur along the way.
"NORMAL" TERMS	DEFINITIONS	"Normal" terms are sometimes omitted, or change from rallye to rallye. For example, is it "R at Tee" instead of "R at T" , or perhaps "L 1st Ch" instead of "L 1st Chance" ? Beware of "at" in any instruction, such as "L at 1st Chance", as now you are probably looking for words on a sign.
AT - AS CLOSE TO AS POSSIBLE	DEFINITIONS	As close to a sign? As close to a street? As close to an object? Read your GIs carefully to determine how "AT" is being used on each particular rallye.
OPP / CHANCE	DEFINITIONS	Compare "opp" and/or "chance" with "turn", "L", "R", and "intersection" to see what is required to qualify as an "opp" or "chance". Do they have to be named?
OPPORTUNITY TO TURN	DEFINITIONS	"...an opportunity to turn..." . Can you count "opps" on both sides of an intersection? Do they have to be named?
OPPORTUNITY USING "ONTO"	DEFINITIONS	"...an opportunity to turn ONTO a named road..." . Completing an "onto" usually puts you OBN (Onto By Name). This definition of "opp" may put you onto the road by name.
OPP WITH NAMED ROADS	DEFINITIONS	"...an opportunity to turn from one named road to a differently named road..." . Jones Road and Jones Court may not be an opp.
TWO OR MORE ROADS	DEFINITIONS	"...the meeting or crossing of two or more roads..." . In this definition, the roads are not necessarily "named" roads.

DESCRIPTION	SECTION	EXPLANATION OF GIMMICKS
INTERSECTION	DEFINITIONS	"...the meeting or crossing of two or more named roads...". Looks like the streets could be the same name.
INTERSECTION	DEFINITIONS	"...the meeting or crossing of two or more differently named roads...". Now an intersection like Jones Road and Jones Court definitely would not count.
INTERSECTION	DEFINITIONS	"...Intersections are parts of all roads...". Then all roads are parts of one another at an intersection. If this comes into play, a U turn is usually the appropriate action.
FORCED TURN	DEFINITIONS	"...where you can proceed in only one direction, excluding a U...". A dogleg type intersection. Check to see if RIs, Supps, Notes, etc., can be done at forced turns.
COMPLETE	DEFINITIONS	Complete is often defined as "execute or delete". So "deleting" is completing. Very common gimmick.
DRI	DEFINITIONS	"...delete the RI in effect...". You can't delete an RI if it's not in effect. Used very often when RI 1 is not in effect.
CRI	DEFINITIONS	"...and delete all lower numbered RIs...". CRI means to delete all lower numbered RIs and continue with the indicated RI. Sometimes when you delete lower numbered RIs you may reactivate a Note or Bonus by deleting (completing) the RI that precedes them.
CRI	DEFINITIONS	"...and take out of effect all lower numbered RIs...". In this case, the lower RIs still physically exist, so be careful if you are told that the lowest numbered RI is now in effect. It may be an RI that was taken out of effect earlier by a CRI instruction.
"AT", "AFTER", "ON" AND "ONTO"	DEFINITIONS	Always check the differences and distinctions of each of these terms. "AT" usually applies to words on a sign or a defined object. "AFTER" may be a sign, object or street. "ON" is usually a turn on a physical street. An "ONTO" usually puts you "onto the road by name", but every rallye is different.

INSTRUCTIONS AND ORDER OF PRECEDENCE

DESCRIPTION	SECTION	EXPLANATION OF GIMMICKS
NO GIMMICKS	THE LAW & SIs	Always obey the law and Special Instructions (SIs). No points can be gained or lost here.
PERSONNEL	RALLYE PERSONNEL	CP personnel may try to ask trick questions and such, but otherwise they are there to help you. If they change things due to traffic, accidents, closed roads, etc., there won't be a gimmick on those changes.
THEMES, STORIES, PUNS, CLUES & RIDDLES	BONUS	Whether part of the Story or Theme , the Bonus type instruction often ranks higher in precedence than the GIs. This allows a bit of leeway for the use of clues, puns or riddles along the route.
GENERAL INSTRUCTIONS	GIs	The ground rules of any rallye. The basis for everything you do. Keep in mind that GIs usually do not go out of effect. Watch for other items that may qualify as GIs, such as CP slips, dash plaques, or even other mis-labeled instructions.
FLOATING INSTRUCTIONS	NOTES	Some instructions such as NOTES may be in effect right away or they may come into effect later on the route. NOTES can sometimes be executed more than once. They can "float", remaining in effect until the appropriate place to execute them occurs. It's rare to see an actual "BONUS" or "NOTE", since they're often re-named to match the rallye theme, but they function as such.
COURSE MARKER INSTRUCTIONS	SUPPs (or CMIs)	Supplemental Instructions (or sometimes CMIs : Course Marker Instructions) are usually found on their own page. They usually only come into effect when a CM is recorded, but strange things can happen.
LOCATION	SUPPs	"...Supp's are found on the SUPP/SI page..." . Watch for a "Supp" found elsewhere, even if it's <u>not</u> on the SUPP/SI Page. The GI's may say something such as "...NOTES are labeled instructions found on the RI page." That might make a seemingly "bad" SUPP on the RI page qualify as a valid NOTE, even though the label is "SUPP".

DESCRIPTION	SECTION	EXPLANATION OF GIMMICKS
ROUTE INSTRUCTIONS	RIs	RIs are usually low in precedence and <u>should</u> take you directly from the START to FINISH if you IGNORE ALL GIMMICKS. Almost every other instruction should be checked out and done, if valid, before an RI. This doesn't mean every RI has a gimmick, because many of them are valid. Your goal is to find the gimmicks and determine the action you should take.
WHICH WAY AT Ts	R at T or L at T	You are often instructed to go "L" or "R" if you come to an "uninstructed" T. This applies if no other instruction can be executed. Some "purists" feel the RI layout should never include an uninstructed T in case a First Timer or Beginner gets disoriented and needs to retrace the route.
CONTINUE AS STRAIGHT AS POSSIBLE	SAP	<p>"Continue as straight as possible" is a vital instruction on the rallye! It allows you to move forward on the route while you are looking for a place to do any other instruction that is higher in precedence than going straight. Watch for a side street off of a curved road that is "straighter" than the road you are travelling on.</p> 
U - TURNS	U	If you come to a dead end or cul-de-sac, this instruction allows you to turn around. Note that in any situation other than a dead end, continuing straight is higher in precedence. This keeps you from making continuous U's.
"CONFLICT" OR "COINCIDE"	ORDER OF PRECEDENCE	The "conflict" or "coincide" statement is often confusing for beginners. The important thing to understand is that precedence <u>only</u> applies when two (or more) instructions can be done at the <u>same time and place</u> . Then . . . you do the one of <u>higher</u> precedence first. Well . . . most of the time, anyway.
FORMAT AND TIMING	INSTRUCTION DEFINITIONS	You will be told what each instruction looks like (labeled, numbered, etc.), where they appear (RI Page, SUPP/SI Page, etc.), when they are in effect and how they go out of effect. Take time at the start to identify each instruction type, where they are found, how they are executed, and what they could become if they're mislabeled.

CM's (COURSEMARKERS)

DESCRIPTION	SECTION	EXPLANATION OF GIMMICKS
TIP	CMs	TIP: Record your CMs in three places: 1) Your scoresheet, 2) Your log or run sheet, 3) Next to the corresponding Supp on your Supp/SI page. This will help after the rallye when comparing the Critique to what you did on the route.
"ON COURSE"	CMs	Often the GIs tell you where "On Course" CMs will be. Note these locations directly on your RI Page to remind you.
"LIKE" OR "SIMILAR"	CMs	"Like" means "almost identical to", but we've seen liberal interpretations. "Similar" leaves room for more variation. Ask at the start what "like" and "similar" mean.
START CM	CMs	"...there is a valid CM at the start..." . This is an ambiguous wording that hints there will be CMs on the route that meet the CM definition but don't really look "like" the start CM.
VALID CMs	CMs	Be sure you can identify a valid CM. If reflective tape or some other item is required, then <u>all</u> the CMs must have reflective tape or that item. There may be government or other signs along the route that qualify as a CM if reflective tape is discreetly added (sneaky rallyemasters). Check all signs and light poles along the route that have letters and numbers that could become a CM if tape is added.
MULTIPLE LETTERS	CMs	"...CMS have a letter(s), number and reflective tape..." . This allows any number of letters on a CM, and its gotta have the reflective tape.
TRIPLE LETTERS	CMs	"...CMS have a letter or double letter, a number and reflective tape..." . Triple letter CMs, such as BBB 23, just will not do and should be denied. Still needs tape, too!
PARALLEL CMs	CMs	CMs are usually mounted so that they are facing you. However, sometimes they are parallel with your direction of travel. If so, you may see it again from another direction and possibly record it a second time. Always be suspicious of parallel CMs . . . they could take Supps out of effect or be recorded a second time.

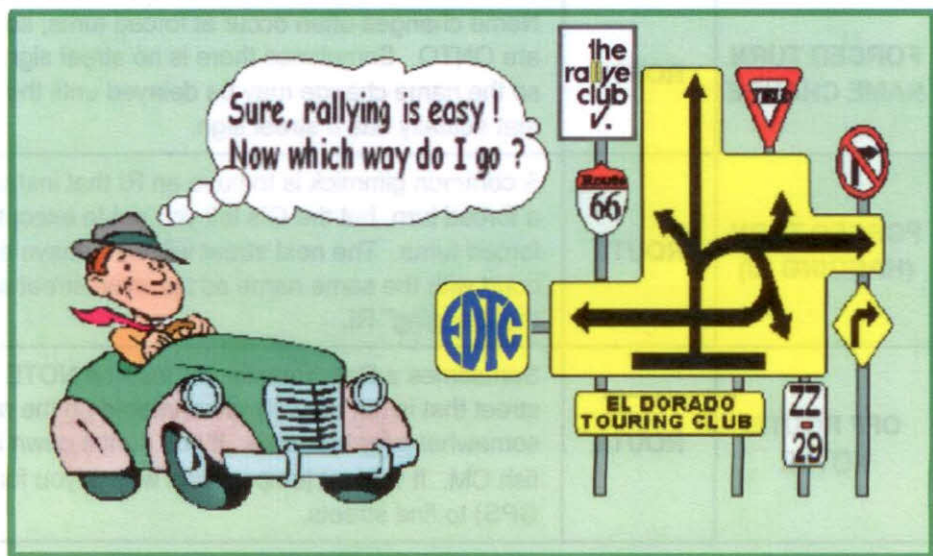
CP's (CHECKPOINTS)

DESCRIPTION	SECTION	EXPLANATION OF GIMMICKS
CP IDENTIFIED	CPs	CPs are identified by a sign like the one at the START. Even if the start CP is not valid, make sure you check out the CP sign so you know what it should look like.
CP ENTRY	CPs	You enter a CP by handing your scoresheet to CP personnel. Rarely does "personnel" mean "all" the personnel. That would be a "pluralization" gimmick.
WHAT YOU CAN AND CANNOT SAY	CPs	You're often required to say (or not say) things at checkpoints. Check the GIs carefully for words or phrases to say, or that you can't say. You may be asked to read or sing, so be sure to skip deleted/banned words or phrases. Anytime CP personnel ask questions there may be a gimmick, so think before answering. Its up to you to figure it out....
CP LOCATION	CPs	Location of a CP is rarely a gimmick. However, I've seen CPs on side streets, but not on the route, that were "fake" CPs. You could see the CP, but couldn't validly enter the CP without leaving the route. This was a FISH CP!! Remember, if a CP appears to be off the route, it's probably bad.
THINGS GIVEN TO YOU AT CPs	CPs	Carefully inspect things given to you at CPs, because there may be a gimmick involved. When your scoresheet or other pages are returned to you, instructions that come into effect when received, may come back into effect, because you've just "received" them again.
ASK ANY QUESTIONS YOU MAY HAVE (AGAIN)	CPs	Sometimes questions/answers from the start (see bottom of Page 3) may need to be repeated at each CP. "... answer any questions asked of you at CPs... " may infer that you have to answer them again at ALL subsequent CPs, even if they are not "asked" again.
CP GIMMICKS	CPs	CPs are a great source of crazy and tricky gimmicks. I can't stress enough to check EVERYTHING given to you at a CP. Check for hidden Notes, RIs, etc. Seldom is it just a CP; often there are related gimmicks. This may be redundant, but it is very important. Even EXPERTS miss these gimmicks.

ROUTE		
DESCRIPTION	SECTION	EXPLANATION OF GIMMICKS
TYPE OF ROADS USED	ROUTE	"...all roads will be paved and public...". Now and then a Rallyemaster may try to trick you into using a private street.
DRIVEWAYS AND PARKING LOTS	ROUTE	"...driveways and parking lots exist only at the start and finish...". If the route takes you back by the start, the driveway may exist. Be especially careful if the instruction is a "Chance" or an "Opp", as the driveway may qualify.
SAFE PLACE TO "U"	ROUTE	"U at a safe and legal place, but consider it made where instructed". A divided road or double yellow might prohibit a U at a certain spot, leading to a CM. But this is flirting with a gimmick on "obey the law", so it is rarely used. If you see a CM beyond the place you were instructed to U, it might be a bad CM, as the U is to be considered done at the first CM.
INSTRUCTIONS USING "ONTO"	ROUTE	Be sure to check your GIs if "ONTO" is used on the rallye. There should be explanations regarding <u>being</u> onto a road by name, and <u>no longer</u> being onto a road by name.
ONTO	ROUTE	"...stay ONTO that named road until...". Until when? Read the GIs to find out what to do while "onto".
INSTRUCTED OFF	ROUTE	"... instructed off by a Note or RI...". This means a Bonus, Supp or GI can not validly take you off a named road, only a Note or RI can.
"ONTO" AND A NAME CHANGE	ROUTE	"...even if you must U to do so...". "U" at any name changes to keep yourself onto the named road. Be sure you know which "named road" you are onto. Intersections like Porter Lane and Porter Way may not be a name change if "Lane" and "Way" do not exist.
NLORBN	ROUTE	"...until instructed NLORBN...". Often only "NLORBN" can end an "onto", usually defined as "No Longer Onto the Road By Name". Watch for a "bad" SUPP part using NLOBRN. (No Longer on the Beach with a Registered Nurse).

DESCRIPTION	SECTION	EXPLANATION OF GIMMICKS
ONTO BY PRECEDENCE	ROUTE	"... stay ONTO until you can complete an instruction of higher precedence than the instruction that first put you onto... ". Say originally you are put ONTO by a SUPP, now only an instruction of higher precedence than a SUPP can take you off. Later in the rallye an RI may put you "onto", trying to make you think that a SUPP could take you off, but it can't because of that original SUPP that " <u>first</u> " put you ONTO.
TURN WITH NO DIRECTION INDICATED	ROUTE	"...if instructed to turn and no direction is indicated, turn left...". This can be taken literally as an instruction to turn. Watch for literal uses of "turn", such as "Turn in your scoresheet" or "Turn down your music", these could trigger a turn. If in doubt ask the RM.
TURN IN MORE THAN ONE DIRECTION	ROUTE	"...if it is possible to turn in more than one direction, turn left...". A sentence like this usually follows a bonus sentence such as "Turn at Janice". But this sentence could be a "stand alone" GI, which could apply at any intersection at any time.
FORCED TURN	ROUTE	Check your defined terms and GIs, forced turns may not count as intersections. A "One-Way" sign or divided road could create a forced turn. Sometimes, a "Dead End" sign can be used to create a forced turn.
FORCED TURN NAME CHANGE	ROUTE	Name changes often occur at forced turns, so be careful if you are ONTO. Sometimes there is no street sign at the forced turn, so the name change may be delayed until the next intersection that actually has a street sign.
FORCED TURN (HANGING RI)	ROUTE	A common gimmick is to have an RI that instructs you to turn at a forced turn, but the GIs tell you not to execute instructions at forced turns. The next street will either have a parallel sign or a court with the same name as the main street where you can do the "hanging" RI.
OFF ROUTE NOTES	ROUTE	Sometimes a Rallyemaster will insert a NOTE or reference to a street that is not actually encountered <u>on</u> the rallye route, but is somewhat <u>near</u> the route. If you hunt it down it will be a big fat fish CM. It will just jump up and whack you for using maps (or GPS) to find streets.

DESCRIPTION	SECTION	EXPLANATION OF GIMMICKS
"MUST" AND "SHALL" VS. "CAN" AND "MAY"	ROUTE	"Must" and "shall" are mandatory conditions, but on rallyes they are sometimes used improperly, so it's wise to check the intent with the RM. Here's two examples:
		"...an instruction using T must be executed...". "Must" means a DRI involving an instruction using T is a no-no, because it <u>must</u> be executed, and deleting is not executing. In this case, the meaning of "must" is arbitrarily ignored.
		"...all words following "at" must appear on a sign...". Again, the use of "must" infers that you <u>will</u> find the required sign, with the precedence of a GI to back up the statement. Yet, often, it is perfectly acceptable to DRI from a SUPP.
		Most RMs claim that the above examples are requirements for <u>execution</u> , and do not negate a valid instruction to <u>delete</u> . Even so, the mandatory nature of "must" or "shall" has not been met, and "can" or "may" is the preferred language.
TWO RIs IN THE SAME PLACE	ROUTE	"... do not complete two RIs at the same intersection...". Let's say you were instructed to DRI RI 1 at the intersection of Apple and Banana thus completing it. Later in the rallye this same intersection is used for RI 5 however, you can't complete RI 5 here because you previously completed RI 1 here. SAP past the RI to a CM.



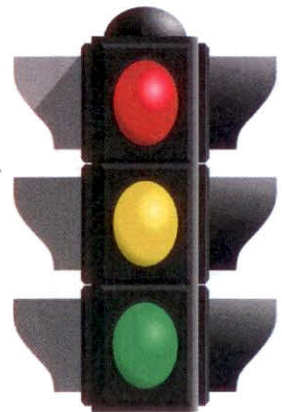
SIGNS		
DESCRIPTION	SECTION	EXPLANATION OF GIMMICKS
GOVERNMENT ERECTED	SIGNS	This includes traffic signs, street names, city limits, city parks, government facilities, no parking, private road, and many more. Railroad and PG & E signs are sometimes included. Check out all the valid signs along the route.
RALLYE ERECTED	SIGNS	CMs, of course, but other "FAKE" signs as well, such as "City of Parenthesis" (nothing exists inside parenthesis) or "Seville for Sale" (an ELVIS anagram). Sometimes a RM will advise you where they are, other times it's up to you to find them.
"ALL WORDS FOLLOWING AT"	SIGNS	The basis of many gimmicks is "All words following 'at' in an instruction must appear on a sign" . However, which instructions? Most rallyemasters <u>mean</u> "except GIs", but they neglect to say that. The GIs state "...the finish is <u>at</u> 9:00 pm..." but there is no "9:00 pm" <u>sign</u> , or "...the CM <u>at</u> the START is valid ..." , but there is no "the START" <u>sign</u> ? Clarify with the RM if he means GIs or not.
"AT"	SIGNS	"...all words following at must appear on a sign..." . In this case, it's words only...punctuation and numbers may not count. A single word instead of "words" is usually OK, especially if "no gimmicks on pluralization" is stated in the GIs.
"AT"	SIGNS	"...everything following at must appear on a sign..." . "Everything" includes symbols, punctuation and numbers.
TURN "AT" OR "ON"	SIGNS	"AT": refers to word(s) on a sign. "ON": refers to the road. It may be OK to turn "L <u>at</u> Old" at an "Old Quarry" sign. However, it's probably not valid to turn "L <u>on</u> Old" because the road is "Old Quarry" not "Old".
OTHER SIGNS	SIGNS	Be observant of all signs along the route. For example: "Not A Through Street", "Stop Ahead", "Signal Ahead", "Yield", "No Outlet", "Dead End", "One Way", "No Parking", etc. These are sources for a variety of gimmicks, especially considering words that do not exist, and the definitions of objects. Be careful ! Watch Closely!

DESCRIPTION	SECTION	EXPLANATION OF GIMMICKS
FREEWAY OR FRONTAGE ROADS	SIGNS	When the route takes you near a freeway or expressway be on the lookout for the use of freeway signs. As long as they are readable, a Rallymaster may test your powers of observation by including a visible, useable freeway sign.
SPLITTING WORDS	SIGNS	You usually cannot split words. For example: An RI that says " R at Cherry " cannot be done at a "Cherrywood" sign. If the sign is "Cherry Wood", the RI might be valid. Be aware that sometimes other sentences in the GIs can affect what you see. In this example, if the syllable "wood" does not exist on signs, then the RI suddenly becomes valid.
WORDS THAT DO NOT EXIST	SIGNS	There is often a list of words that are considered not to exist on signs, such as Road, Street, Way, Drive, Court, Avenue, etc. However, the list on each rallye is usually finite so be careful and watch for odd ones like "Terrace", "Circle", or "Loop". If they are not listed, they may still exist on signs.
ABBREVIATIONS	SIGNS	Abbreviations of some words may not exist on signs for rallye purposes. Watch for the ones that can affect other things. For example, Avenue can be "Ave" or "Av". AV is often a space on your scoresheet, but may not exist on a CM, if CMs count as signs. This is not always a hard and true fact, so be careful, and check your scoresheet for letter combos that might be abbreviations.
NORTH, SOUTH, EAST AND WEST	SIGNS	Compass directions (and abbreviations) often do not exist on signs. N, S, E, W are obvious abbreviations, but North is also "No" and South is "So". It's rarely used, so it's worth asking. N, S, E, W are often used on CMs to make them invalid, since the CM doesn't have a letter.
NUMBERS DO NOT EXIST	SIGNS	"...Numbers do not exist on signs..." . Suppose an RI reads "Left at 41 ST". Well, 41 doesn't exist and neither does ST , because it's the abbreviation for street. Simple but easy to miss! If CMs are signs, numbers won't exist on them too!

STOP - SIGNAL - T GIMMICKS

DESCRIPTION	SECTION	EXPLANATION OF GIMMICKS
"T" or "TEE"	"T"	Sometimes "T" is substituted for "TEE" and vice versa. Check to see which term is valid on a particular rallye. The other one is probably invalid and can't be executed.
APPROACHED UP THE STEM	"T"	Is a "T" an intersection that <u>is</u> approached up the stem, or that <u>has been</u> approached up the stem? If it's "has been", then keep track of all Ts you've travelled on, as they may count as uninstructed Ts if you come to them later on.
L AT INSTRUCTED Ts	"T"	"L at instructed Ts" was found in the GIs of a bygone rallye. GIMMICK: "Instructed" is not "uninstructed". This means if an RI says "R at T", that is an <u>instructed</u> T and you should go L instead. Woot! Good gimmick, or reeker?
EXCEPTIONS TO THE "AT" RULE	T, STOP, AND SIGNAL	Defined objects do not need to be words on a sign if they are stated as exceptions to the "all words following AT" rule. Read the GIs and definitions carefully. If in doubt, ask the RM.
"AT" RULE	"T"	A "T" is often an exception to the "at" rule: You don't need a "T" on a sign, you need the defined object. You'll eventually come to a T intersection as defined, usually an intersection shaped like a capital letter T, approached up the stem. Be sure you know what a "T" is and where they are properly executed.
"AT" RULE	SIGNAL	A SIGNAL is often an exception to the "at" rule. You probably won't find "SIGNAL" on a sign (but be wary if you do!) and you will execute the instruction at a SIGNAL as defined. Read the "SIGNAL" definition carefully, as other objects or signs may meet the rallye definition of a SIGNAL.
TRANSPOSABLE OBJECTS	T, STOP, AND SIGNAL	"...which refer to the defined objects..." or "...which refer to a T, STOP, or SIGNAL...". With this type of wording, under certain conditions, a T can be done at a STOP, a STOP at a SIGNAL, a SIGNAL at a T, etc.
NON-TRANSPOSABLE OBJECTS	T, STOP, AND SIGNAL	"...which refer to a T, STOP or SIGNAL, respectively, as defined...". This use of " respectively " keeps the objects from being interchangeable or transposable.

DESCRIPTION	SECTION	EXPLANATION OF GIMMICKS
INSTRUCTION COMPLETION	ANY OBJECT	"... When T is used in an instruction, that instruction is completed by turning at a T as defined... ". Let's say "R at T" is the 2nd part of a 3 part SUPP. When you turn at the T, the instruction is completed (the whole SUPP) and you would deny part 3. Even trickier, suppose part 1 of the SUPP was L 1st opp, but that opp was done at a T. That might complete the <u>whole</u> SUPP, because you turned at a T.
6 or 8 SIDED	STOP	STOP is often defined as an octagonal sign with the word STOP on it. However, you may see it defined as a <i>hexagonal</i> sign with the word STOP on it. Octagonal is 8 sided and hexagonal is 6 sided. Geometric shapes for the WIN!
STOP AHEAD	STOP	"... a sign with the word STOP on it... ". If properly defined, you might complete this STOP at a "STOP AHEAD" sign.
STOP SHAPE	STOP	"... a red and white shaped sign that controls your progress... ". What is a red and white shape?
STOP SUBSTITUTES	STOP	"... a red and white sign that controls your progress... ", perhaps a "YIELD" sign, or "No Stopping Anytime"?
SIGNAL DEFINITION	SIGNAL	The word "electric" or "electronic" is often included in the definition of Signal, and is rarely a gimmick, even though they do not mean the same thing.
MULTI-COLORED TRAFFIC CONTROL DEVICE	SIGNAL	"... a multi-colored traffic control device... ". "Multi" is more than one color, so a STOP sign could qualify as a "SIGNAL". Other possibilities are "STOP AHEAD", "ONE WAY", "SPEED LIMIT", "NO PARKING", etc., depending on the definition.
RED, GREEN & AMBER COLORED TRAFFIC CONTROL DEVICE	SIGNAL	"... Signal: no more than four red, green and amber colored devices that control the forward progress of traffic at an intersection... ". Zero is less than four - allowing you to turn at the first intersection you come to on the route. You couldn't turn at the SIGNAL if there were more than four SIGNALS devices at the intersection either. You should deny the instruction and continue straight.



RI's (ROUTE INSTRUCTIONS)

DESCRIPTION	SECTION	EXPLANATION OF GIMMICKS
SPELLING	RIs	There's almost always a "misspelled" RI. For example: Smith or Smyth, Park Lane or Parklane, or endless others. Never assume the Rallymaster made a mistake; you must find exactly what the RI says. The misspellings are often very close to "correct", but it must be a perfect match.
ABBREVIATIONS	RIs	RIs often try to trick you into turning at St. Charles or St. Elmo - remember that certain abbreviations do not exist on signs. If you can't see the "St." on a sign, you should not turn there, even though the RI is trying to get you to.
RIs USING "ONTO"	RIs	Watch for RIs using "ONTO" , as they <i>usually</i> put you onto a road by name. If the road name changes, you would then U to stay ONTO . If, for example, you are onto Abe and it changes to Able, you must U to stay ONTO Abe.
QUOTES & PARENTHESIS	RIs	Sometimes you'll see an RI with quoted or parenthetical information, such as (This is a valid RI). This information must still appear <u>on a sign</u> , unless it is clearly stated to somehow be an exception to "words following at".
FORCED TURNS & PARALLEL SIGNS	RIs and other instructions	Forced Turn & Parallel Sign – GIs might tell you not to execute instructions at a forced turn. If an RI is "L at Todd" and you are forced to turn left (at a dogleg, for example) then you might be able to do the RI at a Todd sign at the next intersection, even though that sign may be parallel with your direction of travel.
EXECUTING RI's	RIs	Did you "execute" or "delete" an RI? It is vital that you understand the difference. Keep track of executed RIs and deleted RIs. To "execute", you physically do the RI. Deletion is usually by another instruction (such as DRI or CRI). Both "execute" and "delete" usually count as "complete".
IS RI 1 IN EFFECT?	RIs	"...the lowest numbered uncompleted RI is the RI in effect..." . This gets RI 1 into effect, but be sure RI 1 IS in effect, as it often is <u>not</u> (see next page). Be careful - it could be the start of a stacked gimmick (meaning more gimmicks are played off that CM or RI).

DESCRIPTION	SECTION	EXPLANATION OF GIMMICKS
INTO EFFECT	RIs	"...RIs come into effect upon execution of the preceding RI..." . If an RI is "deleted", instead of executed, the next RI is not in effect, because "execution" is required. Also note that RI 1 has no preceding RI, so it's not in effect.
ASCENDING NUMERICAL ORDER	RIs	"...RIs are to be completed in ascending numerical order..." . You can do 1, 2, 3, 5, 6... but not 1, 2, 3, 6, 5. Watch for missing numbers, Roman numerals, two of the same number, numbers out of order, etc.
ASCENDING CONSECUTIVE NUMERICAL ORDER	RIs	"...RIs are to be completed in ascending consecutive numerical order..." . You do 1, 2, 3, 4, 5, 6, without skipping numbers. If they are listed out of order - you still do them in ascending consecutive numerical order.
DECIMAL INSTRUCTIONS	RIs	RIs are generally done in ascending numerical order. However, watch for RI .25, or RI .2, or other decimals trying to trick you. RI .2 or RI .25 would be done before RI 1, since .2 or .25 are mathematically lower than 1.
HANGING INSTRUCTIONS	ALL TYPES	CMs encountered from a catching gimmicks usually direct you back on the route with everyone else. When executing the CM's Supps, be aware that there might be "hanging" instructions, which are instructions still in effect (of higher precedence) that can now be executed "ahead of" the Supp. Any type of instruction (RIs, Notes, Bonuses, SUPPs, etc.) can be left hanging. Always check the Order of Precedence to know which instruction takes priority. See sample below.

Hanging SUPP example: NOTE B is in effect: "L at Jaclyn". Notes can be done twice and are higher in precedence than Supps. You encounter Jaclyn, go left, and find a CM. The SUPP for that CM has two parts: 1. U and 2. L 1st opp. You execute the U and come back to the same intersection, where you see the Jaclyn sign again. Even though the sign is parallel with your direction of travel, you can use it to do the Note a second time (L at Jaclyn) ahead of Supp part 2 (L 1st opp). If you complete the Supp (L 1st opp) at the next available street, there will be a CM waiting as your reward for executing the Note a second time and then completing the "hanging" Supp part, which remained in effect. Most rallies have at least one gimmick using a parallel sign, a hanging instruction, and/or a precedence gimmick.

SUPP/SI PAGE

DESCRIPTION	SECTION	EXPLANATION OF GIMMICKS
SUPP/SI PAGE	SUPPS	Make sure you have a SUPP/SI Page that's labeled properly. If the label doesn't exactly match the description in the GIs, be sure to ask for a properly labeled page.
SUPP/SI PAGE	SUPPS	Check that SUPPs are properly labeled. Common "mislabels" are SOPP, SOUP, SVPP and PUPS. Be sure mislabeled SUPPS do not become another instruction, such as a Note.
ALPHABETICAL SUPP PARTS	SUPPS	SUPPs sometimes have a, b, c parts. These parts are usually invalid because SUPP parts are generally numerical and not alphabetical. Recording the CM is usually OK, but continue straight (ignoring the lettered parts).
ADVANCED ALPHABETICAL SUPP	SUPPS	<div style="display: flex; justify-content: space-around; margin-bottom: 10px;"> <div>a. b. c.</div> <div>j. k. 1.</div> <div>M. N. 0.</div> </div> <p>a. b. c. is all bad, but notice the "1" in j. k. 1. and the zero in M. N. 0. The numbered parts could be valid. Those SUPP parts may be done in ascending numerical order.</p>
SUPPS FOUND ELSEWHERE	SUPPS	Supps found other than on the SUPP/SI Page may not be valid - or they could become a Note, GI, or Bonus, depending on the description of those items.
DRIs AND CRIs FOUND IN SUPPs	SUPPS	A SUPP containing DRI or CRI may be questionable and should be studied carefully, since many gimmicks are attached to DRI and CRI. If it is an SI – no problem.
DECIMAL	SUPPS	SUPPs are generally done in ascending numerical order. Watch for decimal parts, such as ".2", which is numerically before part 1, even if listed otherwise. Check if "number" is defined, as it might allow you to still do part .2 as part 2.
LOCATION	SUPPS	"...Supp's are found on the SUPP/SI page..." Watch for a "Supp" found elsewhere, even if it's <u>not</u> on the SUPP/SI Page. The GI's may say something such as "...NOTES are labeled instructions found on the RI page." That might make a seemingly "bad" SUPP on the RI page qualify as a valid NOTE.

BONUS AND NOTES

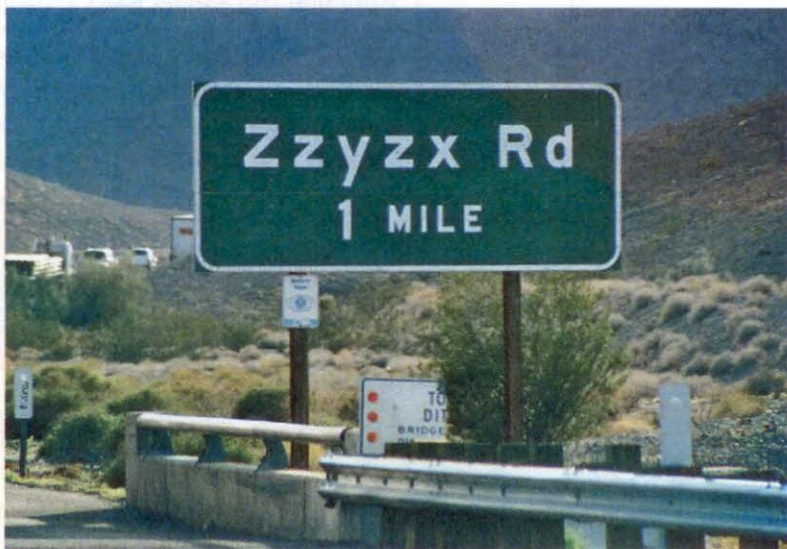
DESCRIPTION	SECTION	EXPLANATION OF GIMMICKS
BONUS & NOTES	BONUS & NOTES	The BONUS and NOTES are often renamed to match a theme. For example, a golf themed rallye may have "Hole-In-One" and "Birdie" instructions. Regardless of theme, they generally function as a Bonus or Note.
BONUS & NOTES	BONUS & NOTES	BONUS and NOTES are floating instructions (see page 7) that keep you on your toes when on the route and to initiate gimmicks. They may be in effect for the whole rallye or come in and out of effect at particular times.
QUESTIONS TO ASK ABOUT BONUSES AND NOTES	BONUS & NOTES	<ol style="list-style-type: none"> 1) Can they be done more than once? 2) Can a SUPP instruct you to delete a BONUS or NOTE? 3) Remember the Order of Precedence. The BONUS is usually higher than GIs. Notes are usually below GIs. 4) Can they come back into effect (via a CRI, or "receiving" them again at CPs)? 5) Can they be executed at parallel signs? <p>Order of Precedence is very important as multiple instructions may have to be executed to reach the "best" CM. Don't get excited when finding a BONUS and forget to execute any other valid instructions before reaching a CM.</p>

Tonight's Bonus :
Turn right at
prime numbers.



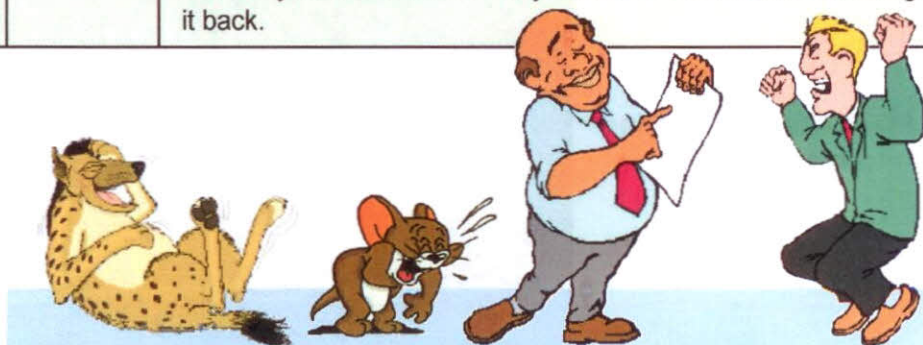
DESCRIPTION	SECTION	EXPLANATION OF GIMMICKS
WHERE NOTES CAN BE FOUND	NOTES	Notes are usually on the RI page, but can often be found on the SUPP/SI page, in GIs, or "anywhere". Look carefully for them in all materials you get at the START and at Checkpoints.
"ANYWHERE" INSTRUCTIONS	NOTES	If there are instructions that can be found "anywhere", be sure to look everywhere . Examine everything , especially at checkpoints, on candy or clipboards, or anything used for tie breakers, such as golf clubs and basketballs. Also check backs of pages, pens or pencils, dash plaques, envelopes, and flyers. They can literally appear "anywhere". Don't stop looking when you find one . . . sometimes there is more than one NOTE on (or in) the same object. Always look carefully for more than one NOTE.
COMPLETED ONLY ONCE	NOTES	"...Notes are only completed once...". You execute a Note and get a CM. The SUPP for that CM tries to get you to delete the Note, but "delete" is also "complete". That would complete the Note twice, so deny the SUPP and SAP to the next CM.
UPON "EXECUTION"	NOTES	"...Notes come into effect upon execution of the preceding RI...". If the RI before the Note was deleted or taken out of effect (but not executed) then the Note does not come into effect. Execute is not the same as delete.

NOTE X : Avoid sleeping chromosomes ?



SCORESHEET

DESCRIPTION	SECTION	EXPLANATION OF GIMMICKS
"YOUR NAME"	SCORE SHEET	Do the GIs tell you to put "your name" on your scoresheet? If so, did you actually write the words "your name" ? Or did you write your own real name? Watch out for quoted actions that should be taken literally. If in doubt ask the Rallyemaster.
KEEP YOUR SCORESHEET UP TO DATE	SCORE SHEET	Passengers (from Story paragraphs) may come and go, you may time travel to another date, or your vehicle may change. Be sure you "update" your scoresheet before entering all CPs.
DUPLICATE SPACES	SCORE SHEET	Check for duplicate spaces to record CMs. Two "AA" spaces is a common gimmick, as is substituting "OO" for "QQ". Don't confine your search to the obvious CM spaces, look in the Tiebreakers and CP spaces for "hidden" lettered spaces.
SWITCHED OR MISSING LETTERS	SCORE SHEET	Be careful of switched letters on the scoresheet. Double V (VV) may be substituted for a W. The "N"s may be backwards. Sometimes a letter may be omitted, so there's no matching space to record the CM.
CP SIGNATURES	SCORE SHEET	Make sure CP personnel did what they were supposed to at the CP. For example, do you need a signature? Did they give you one? Did they draw a star, or use a rubber stamp or sign in a color that you cannot see? Question authority!
CHECK THE SCORESHEET AFTER A CP	SCORE SHEET	CP personnel can be sneaky. They may put an instruction on the back of your scoresheet, or record a number in a CM space (perhaps bringing a SUPP into effect). Be suspicious if they remove your scoresheet from your line of vision before handing it back.



Should you disagree with the logic of a gimmick . . . the protest committee will carefully consider your protest.

REEKERS

Reekers are gimmicks so contrived and convoluted that they make you question the sanity of the Rallymaster. You remember them for many months after the event because they were so painful to experience. Here is a small collection of actual reekers.

DESCRIPTION	EXPLANATION OF GIMMICKS
"ARROWS WILL NOT APPEAR ON SIGNS"	At a CP, your scoresheet was "signed" with an arrow. Since the CP person "signs" your scoresheet, and arrows do not appear on "signs", you needed to ask for another.
"DON'T TURN LEFT WHILE RIs 8 AND 9 ARE IN EFFECT"	RI 8 was L at STOP, so "don't turn left" seemed to apply. But wait . . . it says, "while RIs 8 <u>AND</u> 9 are in effect" and only RI 8 was in effect at the time. Since both RIs would never be in effect together, it was OK to go left.
"PLEASE WRITE LEGIABLY ON YOUR SCORESHEET"	The misspelling of "legibly" was intended. Points were awarded for actually writing "legibly" (or "legiably") on your scoresheet, despite the fact that legibly was unquoted. Literal gimmicks like these really need quotes to work.
"THERE ARE NO CORRECTIONS"	You got a CP slip that read "There are no corrections". But "North" and it's abbreviations did not exist. Subtracting the rarely used "No" abbreviation, the slip read "There are corrections", and you should have asked for them.
"CMs WILL BE LIKE THE ONE AT THE START"	The start CM was a round, blue paper-plate. The CM "like it" was a tan, metal rectangle. To increase the reekiness, CMs were signs, which needed to be government or rallye erected. The tan rectangle was erected by PG&E, which is neither the government or a rallye club.
"A CHANGE IN YOUR DIRECTION OF TRAVEL"	More than once we have seen RMs use going up or down a hill as "a change in your direction of travel". Even when degrees are specified, they use the change in the car's vertical angle to qualify the "change".

DESCRIPTION	EXPLANATION OF GIMMICKS
"ALL ROADS USED ARE PAVED AND PUBLIC"	The NOTE was L at RYDER, but RYDER was a "PRIVATE STREET", so most folks passed it by. But the CM on RYDER was +10. The RM insisted that the statement "all roads used <u>are</u> paved and public" meant they <u>were</u> paved and public, even if they really weren't.
"AT : AS SOON AS POSSIBLE"	Early in the rallye, say on RI 3, you happened to turn at a STOP sign. Later on, the RI in effect was R at STOP. You got 10 points for turning R 1st opp (with no STOP sign) because of the STOP sign you saw back on RI 3. The RM said this was "as soon as possible".
U TURN DEFINITION	"U – reverse your direction of travel; make a 180 degree turn." It looks like the RM was trying to be helpful with two descriptions of a U, but he insisted that the semi-colon served to create two actions: a reversal of 180 degrees, <u>and</u> another 180 degree turn for a combined 360 degrees (so you just continue straight).
PARENTHESIS AND CMs	"...information in parenthesis does not exist...". "...CMs will have a letter(s) and number and reflective tape..." . The (s) was in (), so the sentence reads "... letter and number...". Thus, double/triple letters were no longer valid. CM S did not exist too, just to rub salt in the wound(s).
HIGHEST ON THE PAGE	"...If two instructions of equal precedence are in effect, do the instruction highest on the page..." Recording CM JJ 22, we noticed the SUPP/Sl Page had two SUPPS for 22 at different places on the page, one higher than the other. Doing the higher of the two was only partial credit, as SUPP 1 was the <u>highest</u> instruction on the page.
WHILE ONTO, U IF YOU ENCOUNTER A PLACE WHERE A NAME CHANGE HAS OCCURRED	There was no obvious name change while onto "Gregory". The critique revealed that a U should have been made at St. Paul's Church, because surely a marriage had occurred there, and surely someone had changed their name.

DESCRIPTION	EXPLANATION OF GIMMICKS
RI 1 BACK INTO EFFECT	"...RI 1 comes into effect upon completion of the traverse...". Thus, when you completed the <u>second</u> traverse, RI 1 came back into effect all over again.
INTERSECTION	"INTERSECTION: part of all roads, but not all of any one road, that meet at that intersection...". "...don't travel on Pacific...". Crossing the intersection of Pacific and Main would require you to go on Pacific (at least partially) , which isn't allowed, so you should U. The "reeker" here is that you could just as easily travel on the parts of the intersection that are <u>not</u> Pacific.
IF THE ROAD YOU ARE ON ENDS, EXECUTE A U.	The Rallyemaster said that all roads end <u>somewhere</u> , so as soon as the opening traverse ended you could execute a U.
NO GIMMICKS ON SIs	During a traverse (SI) there was an "on course" CM worth 10 points. The RM said an "on course" CM is <u>not</u> a gimmick, so he awarded points for recording the CM while on the SI.
VALID CM ON A TRAVERSE	The GIs stated "no points will be awarded on a traverse", yet the traverse had an "on course" CM. The CM was valid since the points were awarded <u>at the finish</u> , not on the traverse.



Special Thanks to **Allan Hill** for front and back cover artwork and design.

Visit therallyclub.org and/or webstarts.com/EDTC for calendar updates.

Rallye Schedule 2009-2010

December 5th, 2009

Toy Rallye '09 (AB rallye)

Presented by The Rallye Club and
the Golden Gate Lotus Club

Larry's Auto Works 12pm-2pm, Finish 5pm

January 2nd, 2010

Currently Unnamed

Presented by The Rallye Club

Larry's Auto Works 4pm - 6pm

February 6th, 2010

We're Off to See the Wizard

Presented by The Rallye Club

Larry's Auto Works 4pm - 6pm

February 20th, 2010

George's 278th

an El Dorado Touring Club rallye

Sun Valley, 11am-1pm, Finish 4pm

March 6th, 2010

Lilo & Stitch

Presented by The Rallye Club

Larry's Auto Works 4pm - 6pm

April 3rd, 2010

Currently Unnamed

Presented by The Rallye Club

Larry's Auto Works 4pm - 6pm

May 1st, 2010

The Adventures of Sherlock Holmes The Game is Afoot

The Rallye Club Presents an
El Dorado Touring Club rallye

Larry's Auto Works 4pm - 6pm

June 5th, 2010

Currently Unnamed

Presented by The Rallye Club

Larry's Auto Works 4pm - 6pm

July 3rd, 2010

The Amazing Rallye V

Presented by The Rallye Club

Larry's Auto Works 4pm - 6pm

July 17th, 2010

Gold Rush

an El Dorado Touring Club rallye

Sun Valley, 11am-1pm, Finish 4pm

August 7th, September 4th
& October 2nd, 2010

Currently Unnamed

Presented by The Rallye Club

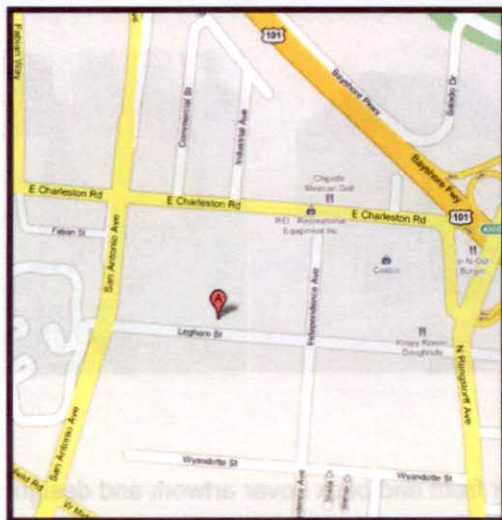
Larry's Auto Works 4pm - 6pm

November 6th, 2010

The Amazing Spiderman

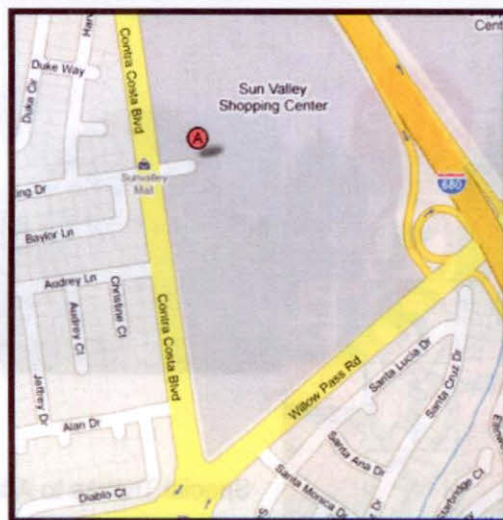
The Rallye Club presents an
El Dorado Touring Club rallye

Larry's Auto Works 4pm - 6pm



Larry's Auto Works

2526 Leghorn Street, Mountain View, CA
(Near Costco)



Sun Valley Shopping Center

1 Sun Valley Mall, Concord, CA
(South of Sears)