



Trinitē Road Rally Rulebook

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Welcome & Event Overview

1.0 Welcome

Welcome to the **Trinitē Road Rally**. Created by the team behind the world-class Rebelle Rally, Trinitē is an adventure motorsport event celebrating the love of driving, navigation, and the vehicle in your driveway.

This event is designed to be competitive but friendly, combining precision driving challenges with observation and knowledge-based tasks. While scoring and rankings are an integral part of the rally; the emphasis is on sportsmanship, shared experience, and enjoyment of the route.

Safety is paramount. The rally takes place on open public roads and requires full compliance with all traffic laws at all times. Success in this event comes from preparation, teamwork, and precision—never from risk-taking.

1.1 Event Format

The event presents several stages each day in which teams of two, traveling in street-legal vehicles, will use roadbooks and other event-supplied materials to precisely navigate the course and complete challenges.

The materials provided for each stage clearly define the challenge at hand, which may include:

- Traditional **Time–Speed–Distance (TSD)** precision challenges
- **Observation and knowledge-based** challenges
- Hybrid challenges combining navigation, timing, and observation

Teams are permitted to use their mobile phones solely for approved purposes such as timing reference, navigation verification, or the event-specified rally application. Any additional phone usage must comply with all applicable laws and safety requirements.

The rally includes at least one special stage or challenge conducted on a closed course, under separate instructions and rules specific to that venue.

1.2 Structure

- **Pre-Event.** Registration, Test Course and Welcome Reception on preceding day
- **Competition Days.** 3 days of driving, with multiple stages per day
- **Distance.** Approximately 500 miles total
- **Schedule.** Driving from approximately 8am to 5pm with a scheduled lunch break
- **Route.** From the Golden Gate Bridge along California's coast and inland to Sonoma Raceway
- **Road Type.** 2 days on paved, scenic open roads + 1 day on track; well-maintained dirt or chipseal roads may be experienced along the route

1.3 Vehicle Classes

- **Car.** Modern production vehicles
- **Classic.** Vehicles registered as 1986 or older
- **X-Cross®.** SUVs and CUVs

Electric vehicles (EVs) are welcome in all classes.

1.4 Official Communication

Pre-Event Communication

Prior to the event, competitors may contact the rally through the following channels:

- **Registration and General Inquires:** info@TriniteRally.com
- **Technical Questions:** tech@TriniteRally.com

Official pre-event documents will be distributed via the **Sportity** app, including:

- Registration lists
- Event schedules
- Official rulebook
- Supplemental regulations and informational bulletins

During the Event

During the event, **Sportity serves as the Official Notice Board.**

All official communications are posted in the app, including:

- Scores and leaderboard
- Official bulletins
- Schedule updates
- Rule clarifications
- Safety notices

All information posted on the Official Notice Board will be **deemed received by all participants**, whether or not a competitor has viewed the notice.

App Access

Competitors must download the **Sportity** app and enter the event password.

Password: 2026-Trinite

It is **strongly recommended** that competitors enable app notifications to avoid missing important updates or official notices.

Note: **Richta** app access and information will be given during registration.

Safety & Conduct

2.0 Safety First

The event is held on **open public roads**.

All participants must obey traffic laws at all times, including but not limited to:

- Posted speed limits, which always override Rally instructions
- All signage and traffic control devices

Competitors must:

- Never block or impede traffic.
- Maintain awareness of surrounding vehicles, pedestrians, and cyclists!
- Avoid unsafe or aggressive driving maneuvers.

Unsafe or illegal driving behavior is grounds for **immediate removal from the event** at the sole discretion of the Competition Director.

No refunds will be issued in the event of removal. Removed teams must surrender all rally materials and may not rejoin the event.

2.1 Code of Conduct

By participating in the Trinité Road Rally, all participants agree to conduct themselves in a **sportsmanlike, respectful, and courteous manner** toward:

- Fellow competitors
- Rally officials and volunteers
- Members of the public
- Host communities and venues

Unsportsmanlike conduct, harassment, or disregard for the spirit of the event may result in penalties or removal from the rally at the discretion of Rally Officials.

2.2 Breakdowns, Accidents, and Delays

Breakdowns & Accidents

In the event of a mechanical breakdown or accident:

- Safely pull off the roadway as soon as possible
- Activate hazard lights
- Ensure personal safety first

The team must contact the organizer or Competition Director as soon as practicable.

Teams may be permitted to continue, rejoin later, or withdraw entirely at the discretion of the Competition Director.

Falling Behind or Getting Lost

If a team becomes lost or falls significantly behind:

- Proceed safely and legally
- Rejoin the route at the next feasible waypoint or instruction
- Do **not** reverse on public roads or make unsafe maneuvers to rejoin
- Contact the organizer if needed

Even though getting lost or falling behind will likely incur a penalty, teams must continue to prioritize safety in their attempts to rejoin the route. See section [5.3 Off-Route Procedure](#).

Eligibility & Equipment

3.0 Participant Requirements & Eligibility

Participants

- Valid driver's license
- Minimum driver age: 18 years
- Minimum navigator age: 16 years
- Physical and cognitive ability to safely operate a motor vehicle and perform navigation duties

Team Composition

- Teams consist of **two members only**
- A designated **Driver** and **Navigator**
- The Driver must not actively navigate while driving
- Team members may switch roles during the rally when safely stopped
- No "riders" are allowed unless specifically approved in advance by the Rally, or are media assigned during the rally

3.1 Vehicle & Equipment

Vehicle Requirements

- Street-legal vehicle
- Valid registration
- Proof of vehicle insurance (must comply with California state law)
- Official rally decals (provided at Technical Inspection)
- Electric vehicles welcome

Required Equipment

- Cell phone with GPS capability
- Downloaded and installed **Richta Rally App** and **Sportity App**
- Snell SA2020 or SA2025 helmet

Note: The helmet is only required during the closed-course portion of the event. Participants must bring their own or borrowed helmet. Open-face helmets are recommended; intercoms are not required.

Prohibited Equipment

- External odometers or rally computers (including Terratrip, Coralba, Monit, etc.)

Suggested Equipment

- Stopwatch
- Calculator
- Pens or pencils
- Clipboard

Definitions & Terminology

4.0 Terminology

For the purposes of this rally, the following terms have the meanings described below. All competitors are responsible for understanding these definitions.

Stage. A major division of the rally consisting of one or more competitive sections, typically separated by breaks or days.

Competitive Section. A portion of the rally during which timing, scoring, or point accumulation is in effect.

TSD (Time–Speed–Distance) Challenge. Part or all of a competitive section where teams use the instructions in the roadbook to calculate the time they must be at given locations using PAS (Prescribed Average Speed) or Key Time (see PAS and Key Time definitions below).

Observation Challenge. Part of a competitive section where teams are required to follow roadbook instructions to observe and record an object, feature, sign, landmark, etc., that is specifically identified in the instructions and used for point scoring or route following.

Transit Zone. A portion of the rally course during which no prescribed average speeds are given. A Start and/or Finish time may still be prescribed and deviations from those will acquire penalty points.

Roadbook / Routebook. A series of written instructions, prepared in a standard format, that gives information to the competitors about what they should do and where they should go to complete the tasks laid out in the competition.

Waypoint (WP) / Route Instruction. A line in the roadbook that includes a written or diagrammed directive describing how competitors are to navigate the course. Instructions may include mileage, direction, signs, landmarks, or diagrams.

Tulip Diagram. A simplified diagram that may be supplied at a route instruction in the roadbook representing an intersection or maneuver, indicating the correct route to be followed.

PAS (Prescribed Average Speed). A speed indicated in waypoint instructions by a circled number. The number represents the average speed in **kph (kilometers per hour)** that a team must travel to be on time to a subsequent waypoint. A PAS continues to apply for the following waypoints until a new PAS is indicated or until the end of the section. If a team travels at exactly the given PAS, they will pass waypoints at the correct time. PAS is the average speed; road conditions may require slower speeds along some portions of the

route, so teams will need to drive faster than the PAS in other portions of the route to maintain the correct overall timing.

Key Time. The duration or elapsed time between the Start Time and any given waypoint along the route. Key Time (measured in hours, minutes, and seconds, T00:00:00) may be given directly or may need to be calculated using the PAS in the roadbook instructions (see [Appendix B: Sample TSD Calculations](#)).

Pause. A period of time (measured in hours, minutes, and seconds, P00:00:00) as prescribed in the roadbook to provide a break in timing for teams to manage vehicle or personal needs.

Restart Point. A designated location in the scoring application where timing calculations resume after a pause, or break in scoring. In the **Richta App**, a Restart Point establishes a new reference for Target Time calculation without penalizing competitors for the paused interval.

Official Mileage. The distance determined by the Rally and used for all official time calculations. Competitor odometer readings are for reference only.

ODO (Odometer). The vehicle's odometer or any auxiliary distance-measuring device used by the competitor. ODO readings do not supersede official mileage.

Official Time. The time kept by Rally Officials and used for all scoring. Competitor timekeeping devices are unofficial.

Checkpoint (CP). A designated location identified in the roadbook or scoring system that serves a rally function, which may include timing, scoring, observation, route confirmation, or control of competition flow. Not all Checkpoints are Timing Controls (see next definition).

Timing Control (TC). A type of Checkpoint at which a competitor's Official Time is recorded for scoring purposes. Timing Controls may be **Open** (known to competitors) or **Secret** (unannounced). Early or late arrival at a Timing Control relative to the Target Time (see definition below) result in penalty points as defined in section [7.0 Scoring](#). All Timing Controls are subject to Control Zone rules.

Control Zone. The Control Zone consists of the 100 meters immediately preceding, and 50 meters immediately following, a Timing Control. See section [5.6 Control Zone](#) for specific rules and penalties.

Target Time. The ideal calculated time at which a competitor should arrive at a Checkpoint based on Prescribed Average Speed(s) or Key Time, and official mileage.

Early / Late. Arrival at a Checkpoint before (early) or after (late) the competitor's Target Time. Measured in whole seconds.

Time Allowance. A fixed amount of time, expressed in seconds, that shifts the Target Time against which a competitor's arrival time is compared for scoring purposes. Penalty points for early or late arrival are calculated relative to the adjusted Target Time.

Penalty Points. Points assessed for early or late arrival, missed controls, incorrect challenge answers, or rule violations.

Bonus. A reduction in penalty points awarded for exceptional performance, correct answers, or completion of special challenges as defined in the roadbook or scoring section. Bonuses are administered manually by Rally Officials.

Maximum Penalty. The highest number of penalty points that may be assessed to a competitor for a single Timing Control, section, leg, or scoring element, regardless of the actual deviation from ideal time or number of errors. Once the maximum penalty has been reached, no additional penalty points are accrued for that scoring element.

Out-of-Bounds. Any road, area, or maneuver specifically prohibited by the route instructions or this rulebook. Use of out-of-bounds areas may result in penalties or disqualification.

Competition Director. The individual responsible for the design, operation, and scoring of the rally. The Competition Director's decisions are final.

4.1 Interpretation

Any situation not explicitly covered by these definitions shall be interpreted by the Competition Director. In the event of ambiguity, **safety, sportsmanship, and the intent of the event take precedence.** The Competition Director's interpretation is final.

This event is intended to balance precision and enjoyment. Competitors are expected to compete fairly, avoid exploiting loopholes, and respect the spirit of the rally.

TSD Challenges

5.0 Overview

TSD (Time–Speed–Distance) challenges require teams to follow the roadbook precisely and arrive at specified locations at their **Target Time**, calculated using PAS, Key Time, and official mileage. All TSD scoring is based on the competitor's *actual* arrival time ("In Time" on the Richta app) relative to the *ideal* time for each timing control, as calculated by the scoring system ("Difference" on Richta).

Accuracy, consistency, and interpretation of instructions are critical. Deviations from Target timing result in penalty points.

5.1 Roadbook Format

Roadbooks follow the **Rally Navigator FIA format** and include:

- Mileage-based instructions
- Tulip diagrams where applicable
- Standard abbreviations (see [Appendix D: Roadbook Glossary & Symbols](#))

If a noted sign or landmark is missing or unreadable, teams must continue according to the **most logical and safest interpretation** of the instructions.

5.2 Timing Controls

- When a team passes a Timing Control (TC), Official Time is recorded by Rally Officials or approved systems
- Early and late penalties are assessed per whole second
- Maximum penalties apply per TC as defined in [Section 5.4](#)
- Missed Timing Controls incur the maximum penalty for that control

5.3 Off-Route Procedure

If a team goes off-route:

- Stop when safe
- Reorient using the roadbook
- Rejoin at the next identifiable waypoint
- Timing penalties may apply; unsafe maneuvers will not be excused
- Use a Time Allowance if needed

5.4 TSD Maximum Penalty

Maximum penalties are applied during TSD Challenges in order to:

- Limit the impact of significant errors
- Maintain competitive balance
- Prevent a single mistake from disproportionately affecting overall results

Arrival earlier or later than the time corresponding to the maximum penalty results in the assessment of the maximum penalty. The applicable maximum penalty for each scoring element is specified in [Appendix A](#).

5.5 Time Allowance

The Richta app allows competitors to enter a fixed amount of time, expressed in seconds, to adjust their Target Time for scoring purposes. Use of a Time Allowance is optional and at the discretion of the team. A Time Allowance may be used to account for unforeseen delays such as **traffic interruptions, off-route excursions, or brief vehicle-related issues**.

When applied, a Time Allowance shifts the Target Time against which a competitor's arrival time is compared. Penalty points for early or late arrival are calculated relative to the adjusted Target Time.

Time Allowances do **not** cancel penalties, eliminate the effects of significant errors, or excuse unsafe or illegal driving. The application of a Time Allowance does not prevent the assessment of maximum penalty or other penalties.

Competitors are responsible for the accurate and appropriate entry of any Time Allowance. Incorrect or excessive use of Time Allowance may result in no competitive advantage or may worsen a team's score.

Rally Officials reserve the right to review Time Allowance usage and may adjust or disregard a Time Allowance if it is determined to have been used in a manner inconsistent with the intent of the event.

5.6 Control Zone

Control Zone Rules

Within a Control Zone (100m before or 50m after a Timing Control):

- **Stopping, slowing excessively ("creeping"), reversing, or waiting** is prohibited unless explicitly directed by the roadbook or by a Rally Official.
- Competitors must remain in their vehicles at all times within a Control Zone.
- **No vehicle maintenance, adjustments, or inspections** may be performed in a Control Zone.
- Competitors may not block, impede, or interfere with the movement of another competitor within a Control Zone.

Control Zone Violations

Penalties for Control Zone violations may be assessed at the discretion of Rally Officials and are independent of timing penalties (i.e., not subject to the TSD Maximum Penalty). Control Zone violations may not be automatically detected by the scoring system, but rather added manually by Rally Officials based on observed team movements.

Beware: The Richta app may record and display an arrival time at a Timing Control that is different from a team's actual arrival time due to disallowed Control Zone behavior. Scoring inquiries based on times displayed in the Richta app will not be accepted unless the competitor can prove that the difference is not due to a Control Zone violation.

Observation Challenges

6.0 Overview

Observation challenges test a team's ability to follow instructions, observe surroundings, and correctly identify specified items such as:

- Signs
- Landmarks
- Objects
- Route details

6.1 What Counts

Unless otherwise specified:

- Items must be visible from the traveled roadway
- Items must be permanent or semi-permanent
- Teams must not leave the vehicle to observe items

6.2 Observation Challenge Scoring

Observation Challenges are identified in the Roadbook by the absence of a defined overall mileage at a Waypoint. When a Waypoint does not include an assigned mileage, competitors are expected to determine and record the correct mileage associated with that instruction as the answer to the challenge.

Observation Challenges are generally located between TSD sections and are not typically scored concurrently with active TSD timing. Observation Challenge scoring is based solely on the submitted answer and the official rally mileage.

Unless otherwise specified:

- Answers must be provided as a mileage to the hundredth of a kilometer (0.01 km)
- Mileage should reflect the competitor's best determination based on the Roadbook
- Incorrect, incomplete, or missing answers will result in penalty points as defined for each challenge
- Correct answers do not add to or subtract from the team's score
- Bonus opportunities may reduce penalty points when specifically indicated

Scoring

7.0 Scoring: The Big Picture

The team with the **lowest total score wins!** A perfect rally score is **0 points**, indicating flawless execution of all instructions.

$$\begin{array}{l} \text{TSD Challenge penalties} \\ + \text{ Observation Challenge penalties} \\ + \text{ Penalty points for other disallowed actions} \\ - \text{ Bonus reduction} \\ \hline = \text{ Total Score} \end{array}$$

7.1 Penalties

Penalty points may be applied for:

- Timing deviations
- Incorrect observation answers
- Rule violations
- Unsafe or prohibited behavior

Maximum penalties for TSD Challenges are applied automatically by the scoring system once the defined threshold is exceeded, and are individually verified by Rally Officials. See section [5.4 Maximum Penalty](#).

Penalties for observation answers and disallowed actions are entered manually into the scoring system by Rally Officials and are not shown automatically by the Richta app.

Ties are broken by scoring tied teams to the tenth-of-a-second at each Timing Control.

7.2 Ranking

- Overall ranking
- Class ranking

7.3 Posting of Scores

Unofficial TSD Challenge results may be viewable by competitors through the Richta app as scoring data becomes available.

Official scores and the official leaderboard are posted on **Sportity** after review and confirmation by Rally Officials.

Scores are posted and the leaderboard updated as soon as practicable after all competitors have completed a stage and scoring data have been reviewed. Posting times may vary based on scoring complexity, connectivity, and review requirements.

Only scores posted on Sportity are considered official.

Questions, Inquires & Authority

8.0 Questions

Pre-Event. Questions must be submitted via official event communication channels. See section [1.4 Official Communication](#).

During the Event. Only Rally Officials may provide official answers.

8.1 Scoring Inquires

If a team believes an incorrect score has been issued, they must:

- Submit an inquiry within the published time limit (see below)
- Clearly identify the specific scoring element in question
- State the requested correction to the score

General dissatisfaction or unsupported claims do not constitute a valid scoring inquiry and will not be answered by Rally Officials.

Teams are encouraged to wait until official scores are posted on Sportity before submitting an inquiry. Scores displayed in the Richta app are provisional and subject to change.

Teams have **one (1) hour** measured from the first official posting of that stage's scores on Sportity to submit a scoring inquiry. No inquiries will be accepted after that time.

Rally Officials may correct clerical or scoring errors after the initial posting. However, the one-hour inquiry period is measured from the first official posting of that stage's scores and will not be extended due to subsequent adjustments.

All scores remain provisional until completion of the final stage. Final scores and official rankings are posted on Sportity as soon as practicable following the conclusion of competition.

8.2 Authority

Only Rally Officials may issue official rulings.

The Competition Director's decisions about scoring Inquiries are **final and not subject to appeal**.

Appendix A: Penalty Summary Table

A.1 TSD Challenges

Timing Control - 1 point for each second early or late at a timing control checkpoint

Maximum Penalty per Timing Control - 30 points

Maximum Penalty for missing a Checkpoint - 30 points

Penalty for misuse of Time Allowance - Allowance removed, scores recalculated

Control Zone Violation - Possible miscalculation of time at the control by the Richta App (Officials will not change your score)

A.2 Observation Challenges

Incorrect Mileage at an Observation Waypoint - 1 point per 100 meters away from the correct mileage (0.1 km).

Maximum Observation Challenge Penalty - 5 points

Bonus Challenge - Defined for each challenge

Appendix B: Sample TSD Calculations

As described in section [5 TSD Challenges](#), competitors pass Timing Control locations at specific times, according to instructions provided in their roadbook. The roadbook provides directions for driving through a series of waypoints, along with Prescribed Average Speed (PAS) and/or a specific time to arrive at a waypoint (Key Time).

TSD Equation	The relationship between time (T), speed (S), and distance (D). The equation is used by teams as needed to calculate their Key Time, Average Speed, or Mileage, depending on what information and instructions are supplied.	
	Distance = Speed x Time	$D = S * T$
	Time = Distance ÷ Speed	$T = D / S$ (use if given PAS)
	Speed = Distance ÷ Time	$S = D / T$ (use if given Key Time)

Any distance from the start may be used in the calculation. Teams must decide which mileages to use and may prefer to add some mileages together for a section of waypoints that have the same PAS; conversely, teams may prefer to divide mileages between waypoints into sections that allow them to monitor their timing more accurately, as Timing Controls may be located anywhere along the route.

An important step in these calculations is converting from hours (kilometers per hour) into the minutes and seconds needed for precise driving.

$$(\text{incremental distance} \times 60 \text{ min/hr}) \div \text{PAS} = \text{Time (in minutes)}$$

Example: $(3.5 \text{ km} \times 60 \text{ min/hr}) \div 30 \text{ kph} = 7 \text{ minutes}$

Consider a route that assigns a starting PAS of **30** km/hr for 2.5 km, followed by a PAS of **45** km/hr from 2.5 to 5.6 km, then **100** km/hr until 10 km.

Total distance	Incremental distance	PAS	Math	=	Incr. time (min)	Incr. time (MM:SS)	Key Time
0.00 km	[Start]	30					00:00:00
2.50	2.5 km	45	$(2.5 \times 60) \div 30 =$		5.00	05:00	00:05:00
5.60	3.1	100	$(3.1 \times 60) \div 45 =$		4.13	04:08	00:09:08
10.00	4.4		$(4.4 \times 60) \div 100 =$		2.64	02:38.4	00:11:46.4

In this simplified example, the Key Time to the 10km waypoint would be 11 minutes and 46 seconds; the 4 tenths-of-a-second can be truncated for arrival at this point since you are timed to each full second, but over the course of several instructions, those fractions-of-a-second will add up, so it doesn't hurt to **keep track of a couple of extra decimal points** in the total. To calculate the actual time to the 10km point the team would add T00:11:46 to their Start Time.

Appendix C: Richta App Instructions

C.1 Download & Register

Download: Richta GPS Checkpoints Competitor app (or **update**, if you already have it)

Allow & Accept: Location and Privacy Policy

Register: Open the app, choose the event name, and enter the password that has been given to you at Registration. Enter your car number and create your password. If you have used the app previously, you must first unregister from the previous event.

C.2 Using the App

You cannot run any other apps on the phone while using the Richta app to ensure that it works properly. It is recommended that competitors disable notifications for other apps on their phones to prevent interruption of the Richta app. Navigators must keep an eye on their smartphones to make sure that the Richta app is still running and is showing on the screen. **If the device reverts to its home screen, then the Richta app will not register the team's arrival at a Checkpoint or Restart Point.**

Connectivity

Your phone does NOT need to have cell service during the entire rally in order for this app to work; upon registering for the Trinité Rally in Richta, the app will download Checkpoint locations and leg times; this data is not visible to you. The app uses GPS location information during the rally and updates scores and other information when it has cell signal. **It is important that the device be mounted in a secure location in the vehicle where it can see the sky and get a good GPS signal.**

If the app should happen to crash during the rally, the team should pull off the road in a safe location, reopen the app, and then continue on their way. Take a Time Allowance if necessary (see below). The app will remember all of the team's arrival time and score information and will pick up where it left off.

In the Vehicle

Once Richta is set up, teams do not interact with it much. When a team passes a Checkpoint, the app will display their arrival time and leg score. Teams only need to touch the device to enter a Time Allowance (see below) or read a Checkpoint Slip (see below).

The Richta app runs continuously during the rally and uses a lot of power. Teams should have their smartphones connected to a power supply in the vehicle during rally stages. As with notifications from other apps, battery level alerts or low power management settings may interfere with the Richta app working properly.

C.3 Time Allowance

If you are delayed due to road blockage, slow traffic, getting lost, nature call, or any other reason, do not speed to try to make up the lost time: instead, submit a Time Allowance.

Time Allowances are available in 15-second increments, up to 19.5 minutes. Because competitors are started on the rally route in whole-minute increments, Time Allowances can only be taken in *not*-whole-minute increments to avoid overlapping another car's time slot (e.g., you may take 1:45 or 2:15 Time Allowance, but not a 2-minute Time Allowance).

Submit a Time Allowance directly in the Richta app by pressing the TA+ button. Each press of the TA+ button adds another 15 seconds. Similarly, each press of the TA- button subtracts 15 seconds from the Time Allowance on the screen. The Time Allowance will persist until it resets to zero at the next Restart Point.

Time Allowances must be submitted in the Richta app before reaching the next Checkpoint. Once you have arrived at a Checkpoint, it is too late to submit a Time Allowance for that leg.

C.4 Checkpoint Slip

After passing a Checkpoint or other route control, teams can access additional information if the Competition Director has chosen to provide any. Simply tap any Checkpoint in the "completed" list to read the associated Checkpoint/Timing Control Slip.

C.5 Broadcast Message

If the Competition Director needs to send competitors information while they are on a rally stage, a Broadcast Message will appear on your device. To return to the main Competitor display, press Dismiss. You can recall the message later if needed.

C.6 Additional Information

Settings. You can customize some features of the Richta app. On Android, press the three dots at the top right corner. On Apple, press Settings at bottom left.

Sound Check. Once in your vehicle, take a moment and run the "sound check." If your device is linked to your car's audio system, you may need to adjust something in the car.

Restart. Unlike a Checkpoint, which is announced after you pass it, a Restart Point shows in the app shortly before you arrive at its location. Pull off the road and wait until your new "out time." If you are late and need more time at the Restart, begin a new Time Allowance.

Appendix D: Roadbook Instructions & Glossary

Roadbook Instructions:

DISTANCE		DIRECTION	INFORMATION	DISTANCE REGRESS
TOTAL	PARTIAL			
0,00	0,00	 1	 START Zero ODO	38,13
1,27	1,27	 2	 Left onto 'Main' St	36,86
2,03	0,76	 3		36,10

Distance from Odo reset → (points to 0,00 in TOTAL column)
 Distance from last Waypoint → (points to 1,27 in TOTAL column)
 Waypoint Number → (points to 1, 2, 3 in DIRECTION column)
 Tulip Diagram Start at bottom, End at Arrow → (points to the blue arrows in the diagrams)
 PAS → (points to the 40 speed limit sign)
 Distance to the end of the section → (points to 38,13 in DISTANCE REGRESS column)
 Additional Info → (points to the red exclamation mark)

Roadbook Glossary:

ODO. Competitor's odometer reading. Used for reference only; does not supersede Official Mileage.

KM / MI. Kilometer or Mile — unit of distance. (Official Mileage in kilometers unless stated otherwise.)

WP. Waypoint — a route instruction or control location in the roadbook.

TC. Timing Control — a waypoint where time is officially recorded for scoring.

CP. Checkpoint — a route reference point that may be tied to timing, observation, or navigational instructions.

PAS / Prescribed Average Speed. An average speed (in kph) that teams must follow between waypoints to arrive at the correct time. A PAS continues until modified by a new PAS or the end of the section.