

Gilgai 340 Tour – Supplementary Regulations

General

1. The Gilgai 340 Tour will be a Navigation Assembly conducted entirely online, generally in accordance with the National Touring Code (2020) Standing Regulations (NTC).
2. It will be conducted between 6.00 pm Thursday 18th June, 2020, at which time the route instructions will be issued using the Historic Rally Club of NSW & ACT Website (<http://hrcnsw.org.au/future-events/gilgai-340-tour/>) and 6.00 pm on Thursday 25th June, 2020, by which time all entries must be submitted.
3. Director: Arthur Evans, arthurevans@exemail.com.au
Course Checker: Mike Batten
4. The event is intended to give entrants a taste of the style of a NSW navigational rally common during the 1970s, requiring plotting on various maps of different scales, determining the correct route and then following the route on the ground, including locating the appropriate roads.

Event details

5. The event will start and finish from the gate at front entrance to Narromine Showground, Dappo St opposite A'Beckett St, Narromine, approx. 600m East of RJ @ GR 6315 0101 on the Narromine 1:250,000 maps mentioned below.
6. The event will have one division comprising a number of separate sections covering approximately 340 Miles. (There is no refuel provided so you may need to carry extra fuel – red wine is recommended).
7. The official maps for the event are 3 x A4 PDF maps which should print to scale. When printing set your printer to 'Actual size' & 'Orientation' to 'Auto'.
These are based on a Narromine 1:250,000 map
Additionally an Overview Map (A1) & a Legend will also be available. + (a Rally Roamer)
<http://hrcnsw.org.au/future-events/gilgai-340-tour/>
It is best to view these maps in Adobe Reader at 100% or more zoom.
NOTE: Downloaded map images are sometimes not at the correct scale when viewed on the screen, and sometimes not even when printed. When scaling distances, remember that the grid lines are 9.144 km apart.

Navigation

8. The event's route instructions will mostly utilise grid references, 8 figures on the 1:250,000 map, and MAPPED features to specify control, VIA and OOB locations. Route charts may also be used (in km). Unmapped roads, if used will be explicitly identified.
9. The event will use Shortest **MAPPED** Route as defined in NTC 2.19 (a) & (b) and will be specified. No roads may be used in opposing direction within a Division, unless otherwise specified. Entrants should familiarise themselves with the definition and the implications thereof for determining the correct route.
10. NTC 3.1 (f) specifies that entry to Controls or VIA points shall be along MAPPED roads unless otherwise specified. This applies to specified directions of exit also.
11. Given that entrants may enlarge the maps arbitrarily, Section NTC 3.5 (f), the "2mm rule", shall not apply.
12. Given the ability to measure distances electronically, NTC 3.6 (d) is modified by the removal of the reference to "1 km", i.e. the lengths of alternative courses must differ by 5% or more.
13. NTC 3.6 (e), Intermediate instructions.
14. A requirement to 'Pass' a MAPPED or specified feature shall mean that you should use the closest mapped road to the feature that is within 1.00 kms thereof, measured to the centre of the symbol. NTC 2.17 (a) (vii)
15. Unimproved earth roads & superior as per Legend may only be used.

Controls

16. Virtual Passage Controls will be used to check that the correct route is followed. The location of these will not be disclosed until after the event.

NOTE: When the route is specified using Shortest MAPPED Route there is only one correct route and therefore Passage Controls may be placed at any location on the correct route, not necessarily at designated VIAs.

Submission and scoring

17. Entrants must submit, by email to arthurevans@exemail.com.au, a KML or KMZ file which captures a markup of Google Maps satellite view using Placemarks for the following:
 - a. The location of Major Controls as a Markers, appropriately labelled, e.g. "Control 1".
 - b. The route to be followed for each Section, preferably as a SINGLE Line between two Major Controls, appropriately labelled, e.g. "Section 1". If multiple lines are used, they must be labelled to ensure the sequence is clear, e.g. "Section 1 Part 1".
 - c. The location of any alignment on Google Maps which is different to the Official Map is to be identified with a 'P' Marker midway along the alignment. 'P' Markers are **ONLY** required where a distinct variation exists between the maps. Minor deviations are not being sought & will not be penalised. These locations will be treated the same as a 'Virtual Passage Control'. Refer to Appendix 8. d for instructions.
18. NOTE: A sample map can be viewed at:
19. https://www.google.com/maps/d/drive?state=%7B%22ids%22%3A%5B%221MdwfWWeGySUfm9n-30pa_OV610hzfvL%22%5D%2C%22action%22%3A%22open%22%2C%22userId%22%3A%22105910907533408639819%22%7D&usp=sharing
20. When plotting the route on Google Maps, it is recommended to zoom in to an appropriate level of detail on the aerial/satellite imagery. For twisty roads or on bends, it is recommended to zoom in to the limit of resolution of the imagery. The majority of the roads used in the event are clearly visible on Google Maps imagery, even if a few are a bit obscured by trees in some places. Plot only along roads shown on Google Maps corresponding to roads on Official maps but mark any alignments with a 'P' Marker
21. In lieu of NTC 6.2, penalties will be applied as follows:
 - a. Mis-locating a Major Control: 60 points
 - b. Failure to visit a virtual Passage Control: 30 points
 - c. Incorrect direction of entry to or exit from any Control: 15 points (so that an incorrect direction of entry AND exit is equivalent to Failure to visit)
 - d. Deviating by greater than 25 metres from an identifiable road or track as per Google Maps aerial/satellite imagery: 1 point per road segment (a road segment is between two MAPPED or identified unmapped junctions or between instructions on a route chart). Notwithstanding this, where two or more roads are close together it is important that your trace correctly shows which one you are using.

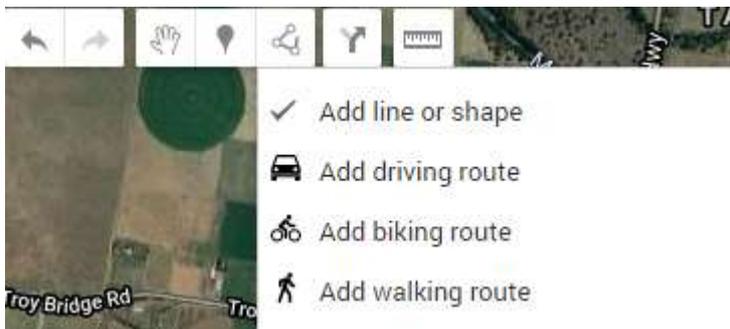
NOTE: On the sample map mentioned above, there are three alternate plots shown along the road labelled as "Burroway Road". The red line is perfect, the orange line is acceptable but the purple line violates the 25 metre rule

Appendix – Use of Google Maps

The easiest way to plot the route and create a KML (Keyhole Markup Language) file is using Google Maps. It is also possible to do this with other tools, including Google Earth, but these instructions apply only to Google Maps using Google Chrome on a PC (other browsers may or may not work). Doing this on a phone may be possible but is not recommended.

It is **STRONGLY RECOMMENDED** that you familiarise yourself with these tools prior to the event.

1. You will need a Google Account (you will certainly have one if you have an Android phone, but otherwise it is easy to create one for free). Ensure you have logged into your Google account.
2. Go to Google Maps, i.e. <https://www.google.com.au/maps>
3. Use the top left menu (the three horizontal bars to the left of the map search field) to select “Your Places” then click on the “Maps” tab. If you have any other maps, they should be visible here.
4. At the bottom, select “CREATE MAP”. A new tab or window should open.
5. In the box at top left you should see “Untitled map”. Click on this and give your map a name, e.g. “Gilgai Tour – Fred Bloggs” then Save. You should note that everything you do is being automatically saved to your Google Drive.
6. You probably have a “map” view at present so you can zoom in to Narromine (or use the search box, but best to then delete the light green search result before proceeding).
7. Now at the bottom of the box at top left select “Base map” and choose “Satellite”.
HINT: It seems impossible in this view (known as “My Maps”) to switch off the labels, including overlays of what Google thinks are roads. Therefore, it may be useful to use a separate Google Maps window with labels turned off in order to see the actual roads more clearly on the satellite/aerial photography. To Turn off Labels; Top left Menu (3 Horizontal bars) – Satellite Labels on Click to turn off.
8. You can now proceed to mark up the map with your control locations and route for each section. Items you create will go into the “Untitled layer” (no need to use layers unless you really want to!). Use the toolbar buttons as follows from left to right:



- a. The undo button – useful if you make a mistake. This is especially useful if you accidentally pick up an entire section and move it!
- b. The redo button – useful if you didn’t mean to undo!
- c. Hand – so you can move the map around and select items. Note that you can use the mouse wheel (if you have one) or the +/- buttons at bottom right to zoom in/out.
- d. Add a point – use this to mark control locations (and perhaps VIAs and OOBs). Click on the map where you want it to go (you can pick it up and drag it around or zoom in and do fine adjustments). You can then give it a name, e.g. “Control 1”. No need for a description. After you Save you can also set the colour or choose a different icon if you wish (symmetrical icons look better on the map). Later you can click to select the point, then choose the edit button change the name or icon. The ‘P’ symbol is found by following: ‘Add Marker’, ‘Save’, ‘Style’, ‘More Icons’, ‘Transportation’. It should be used to mark the locations of variations in Alignments.
- e. Add lines, ONLY use the “Add a line or shape” – use this to plot your route. Click at the start then move along the road clicking at each bend or junction. Double click to end. You can then give it a name, e.g. “Section 2”. After you Save you can also change the colour and line width (I suggest you widen the line a bit so it can be more easily seen, and use different colours for consecutive sections).
NOTE: You do NOT have to do a whole section at once. You can go back and change or do fine adjustments on individual points or you can insert intermediate points. Right click on a point to choose to delete it. Right click on the start or end point to choose to extend the line. Don’t forget the Undo button if you make a big error!
- f. Add directions – don’t use this!

- g. Ruler – this is useful for measuring on the map!
9. You can re-order items in the layer by picking them up and dragging them to a new location in the list of items.
 10. You can get out of all this and come back later. Re-enter Google Maps, select “Your places” and the “Maps” tab and you should see your map. Click on “Open in My Maps” to continue editing or to do the export below.
 11. Once your map is complete you can export it to a KML or KMZ file. Click on the three vertical dots to the right of your map name and then choose “Export to KML/KMZ” from the menu. The KML or KMZ file will then be downloaded, probably into your Downloads folder. You might want to move it from there.
 12. If you want to check that the KML/KMZ file is complete you can create a new map and import it to see what it looks like. Of course it should look exactly the same as the map you had before!