

Geargrinders News



Rally Program Future

Cascade Sports Car Club began life in 1953 as the 4 Cylinder Sports Car Club. The club name was changed to Cascade in May of 1956. From the beginning, the club's two main activities were racing and rallying.

Last month's *Auspuff* asked, "Is automobile racing a dying sport?" You could ask the same question of road rally. The years of 40, 60, even 80 cars running a Cascade road rally are long in the past. In 2019, we averaged 14 cars per rally - better than 2018's average of 11 cars per rally. But even that improvement is a stretch from the 20 to 25 cars needed to sustain a healthy road rally program.

The low number of contestants is not the only challenge. When we were asked to chair Geargrinders two years ago, volunteers were burned out and few. While we've seen some improvement in entries, more changes are needed to carry Cascade's road rally program into the future.

Based on our experience over the last two years, we propose these changes for the 2020 road rally season: offer rallies that are simpler and more fun, replace manned checkpoints with automated GPS app timing, and offer optional online registration and entry fee payment. The proposed program adds two events to the season: a rally school practice rally, and a "game" or gimmick rally. Mountains to the Sea would move from August to May.

Simpler, More Fun

We've noticed that many of the newer contestants are not well skilled in the style of trick-and-trap time-speed-distance road rally traditionally offered in Cascade's rally series.

To attract and retain more contestants, the rallies should be simpler and more fun to run. Contestants who have fun are more likely to come to the next rally. Ways to make rallies less difficult and more enjoyable are described in the proposed Rallymaster Guide.

www.cascadegeargrinders.org/resources.cfm



The Stevens rally wheel is a circular slide rule that was commonly used in rallies in the 1960s and 70s.

<https://stevemckelvie.wordpress.com/2018/03/20/stevens-rally-indicator-a-useful-circular-slide-rule-for-rallying/>

GPS Timing and Scoring

We propose using the Richta Rallymaster GPS Checkpoints app for event timing and scoring. We successfully used this app for the 2019 Mountains to the Sea Rally. Contestants will use the Richta Competitor app to get timed and scored, so the app is required to run the rally. The Competitor app is free.

With the GPS timing and scoring app, manned checkpoints will be replaced with unmanned passage controls. That means no checkpoint signs, timing lines, clocks, workers, logs, and scorecards. Event scoring will be automated and accurate, with results ready to announce as soon as the last car finishes.

GPS timing and scoring reduces the administrative burden, and it's also a plus to contestants. A moment after the contestant passes a control, their app

displays their arrival time, their leg score, and whether they were early or late. Near immediate feedback.

We hope use of this app will improve contestants' experience (accurate scoring feedback, less frustration with the complexities of scorecard entries and calculations, and less time waiting for rally results at the end). And folks who would otherwise be working a manned checkpoint can instead participate as contestants. Hoped for outcome: more cars at each rally.

Geargrinders News continued...

Online Registration

We plan to offer optional online road rally registration (including online payment) using MotorsportReg.com (MSR). Online registration will allow us to assign a car number to the contestant and confirm that they have the Richta Competitor app set up for their car number.

Day-of-event check-in for contestants that registered online will be simple and much quicker. We'll still take walk-up registration (cash or check only) – if setup of the Richta Competitor app can be confirmed.

Rally Program

Nine road rallies are proposed for the 2020 season, two more than in 2019.

The Saturday Rally Series will include five events and will retain the basic format we've used for the last couple of seasons. We'll keep the 10am Saturday morning start time and three- to four-hour event length, including a scenic or interesting break location mid-event (with restrooms).

A short practice rally will be added to the Rally School, tentatively scheduled for Feb. 15. A new game/gimmick rally will be added to the season, tentatively on Sept. 19. (More on this fun, new event later.)

The 2020 Mountains to the Sea Rally will keep an easy tour format. It will be a one-day rally, starting in Portland and ending in Long Beach, Washington. The tentative date is May 16.

Since Halloween is on a Saturday, the date for the Ghouls Gambol Halloween rally is TBD. What do you think? Should it be on Halloween or the Saturday before? rally@cascadeSPORTscarclub.org

Come drive with us!

Proposed Road Rally Rules have been drafted to reflect these proposed changes while remaining consistent with Cascade's trick-and-trap time-speed-distance road rally style. www.cascadegeargrinders.org/resources.cfm

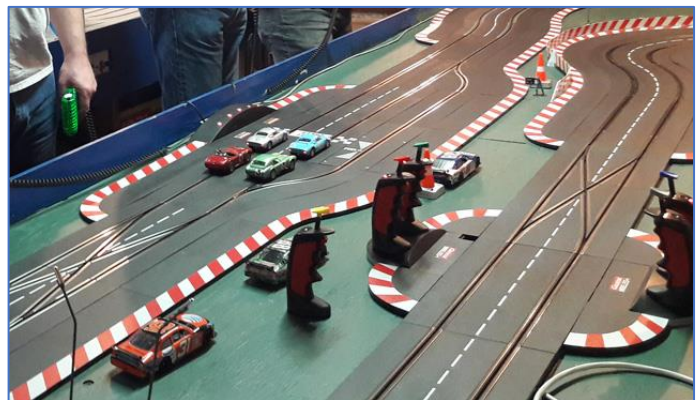
We hope that the 2020 Geargrinders road rally season will attract and retain more contestants (and volunteers). Anyone can run a road rally. It's an inexpensive way to enjoy a drive in the country, with some driving skill and competition thrown in. All you need is a street-legal vehicle, a driver, a navigator, and a smart phone to run the GPS timing app.

Slot Car Racing Fun at the Banquet

This year's Cascade banquet includes slot car racing. Four drivers at a time will race on a two-lane digital track. Drivers will control not only the speed of their car, but also lane changes at track crossovers to pass slower drivers. Just like real racing, but with smaller cars.

After some practice time on the track, the driving competition will begin. Each driver will complete a two- or three-minute heat with each of four cars. After each heat, one driver rotates out, remaining drivers move to a new car, and a new driver comes in. When all drivers have raced all four cars, the race is over. The driver who completes the most laps is the winner.

May the best driver win!





53rd Anniversary of Cascade Sports Car Club's Resurrected Halloween Tradition

GHOULS GAMBOL

Road Rally Results
Saturday, Oct. 26, 2019
Rallymaster: Paul Eklund

Car #	Driver / Navigator	Class	Leg 1	Leg 2	Leg 3	Leg 4	Leg 5	Total
9	Sean Andersen / Tonia Andersen	SOP	14	150	20	24	2	210
7	Dave Wilson / Sherry Wilson	NOV	22	150	12	94	30	308
2	Torm Kelsey-Green / Kasey Klaus	SOP	96	300	300	150	15	861
4	Dave Sacry / Kathy Sacry	SOP	300	150	79	153	300	982
10	Jim Pott / Bill Cohnstaedt	NOV	300	300	74	30	300	1004
11	Larry McCartin / Christy Temple	SOP	300	300	300	92	150	1142
8	Charles Wilson / Carol Wilson	NOV	235	300	300	300	150	1285
5	Merrilee Gilley / Kiersten Adels	SOP	114	300	150	300	300	1164
3	Matt Weaver / Denae Murphy	SOP	300	150	300	139	300	1189
1	Robin Turner / Tracy Schwent	SOP	208	150	300	300	300	1258
6	Madelaine Olbricht / Bruce Stanton	NOV	150	300	300	300	300	1350



Geargrinders News continued...

Ghouls Gambol

For over 50 years ghosts, goblins, spooks, spirits, the dead, the undead, and even the mostly dead have returned to haunt the Cascade Sports Car Club's Halloween road rally. In years past rally teams have had to navigate through cemeteries to find hidden clues, reach into a screaming victim's chest, or worse.

This year rallymaster Paul Eklund explored Clackamas County's farmland brightly lit with full autumn colors. Add to that some great driving roads, wonderful scenery and a hatful of tricks and traps and you've got the 2019 Ghouls Gambol. May justice be served.

It all started innocently enough at the end of the odometer check when teams were told they should go to the church door and ask the Lord's help in surviving the event. Those that followed up on this timely advice were met by our benevolent sister of the twisted route, CSCC's own Marty Lawrence decked out in full nun regalia. She dutifully blessed each team with a coupon for 50% off one of their leg scores. It would prove most useful as legs were long and scores would prove to be, well, large.



Two notes were floated in and out as contestants followed the route instructions. Note Trickery required a gain of 6 seconds at each sign reading "WITCH". Note Treat required a pause of 6 seconds at each sign reading "CEMETERY". Both were in effect upon arrival at the first checkpoint. Interestingly the Checkpoint 1 instructions cancelled Note Witch - which of course wasn't the name of the note, so contestants should

have continued looking for witch signs all the way to the last checkpoint where Note Trickery was finally cancelled. Alas, it mattered not as there were no witch signs. Note Treat was used a couple of times by teams that executed the correct half of an OR instruction. Off course cars never saw the cemetery signs.



The legs were long with lots of main road following and uninstructed forced turns. A hard-to-see sidfacing no outlet sign and a recurring ONTO sent a few cars into off course route controls. Some of the many max leg scores benefited from the Lord's help. With help from lots of off course markers and phone calls to the rallymaster, all contestants found their way to the ending location.

Sean and Tonia Andersen finished first SOP and first overall. First Novice and second overall were Dave and Sherry Wilson. Congratulations, winners!

Costume winners were King Neptune and the Mermaid, Mario and Luigi, and Alice in Wonderland with the Mad Catter. Best decorated vehicles were the Wonderland Teapot, Under the Sea, and the Incredibles.



www.cascadegeargrinders.org
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#CSCC Road Rally

