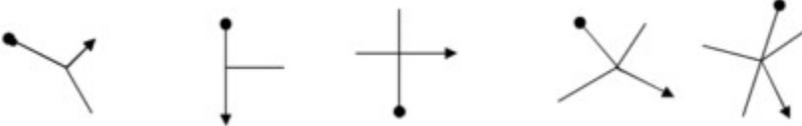


A Guide to Navigation on Runs – Hamilton Vintage & Classic Car Club

Tulips and Their Origins

There are several ways to provide instructions for a run. Our Club is quite relaxed compared to many and most of the time our run instructions are reasonably clear. Many of the ideas we and many other clubs still use today stem from the *Tulip Rally* [en.wikipedia.org/wiki/Tulip_Rally], a Dutch rally which started in 1949. This first *Tulpenrallye* being won by NZ-born Ken Wharton (UK) in a Ford Anglia.

Such a real and formal rally is orders of magnitude more competitive than our Club's casual strolls and meanderings through the Waikato countryside! What emerged through the 1950's and 1960's were instructions that consisted of a table of time and distance goals, along with *tulip* diagrams and a short comment. Tulip diagrams are a basic stick drawing of the upcoming intersection, with a round dot or *bulb* marking where you are coming from, and an arrow or 'tulip' on the road you are leaving on.



Intermediate Distance	Total Distance	Tulip	Comment	Distance to Go
0.00	0.00	TC3	Time Control	3.97
0.52	0.52		Swan Lane	3.45
0.36	0.88		Newtown 3	3.09

Later on this developed and spread across club rallies and runs. Many organisers simplified the system down to just giving expanded 'comments' as the only instructions and left off the tulip diagrams. The majority of the run instructions in our Club use such a format.

There are of course *many* creative ways to navigate and provide run instructions. We will avoid the pain and not explore them in depth here!

However, on occasion (such as the Birthday Run), we do get a bit more "competitive" and have a "Straight Line" section. Straight Line is in a round about fashion a derivative of the Tulip diagrams... all connected together, ironed out along a single line (hence the name) and (optionally) keeping the *dot* (start) and *arrow* (endpoint).

Herringbones - aka Straight Lines



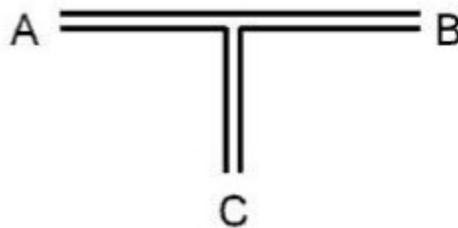
Herringbones, or Straight Lines as they are sometimes called, are a very simple method of defining the route, once you understand how they work.

Imagine the route drawn with a little bit of road leading away from each junction, then pulled tight like a piece of string. The route that you take is then a straight line, missing roads on the left and right accordingly. The way to convert the Straight Line to a route on your map or on the ground is to consider 3-way junctions as "leave a road on the left" or "leave a road on the right."

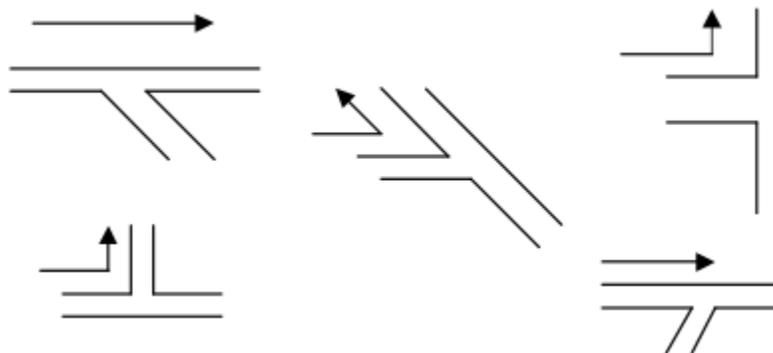
Conventionally, you would look at a Straight Line from left to right, unless you have the start and end marked, in which case it becomes obvious.

Two "hot tips":

1. At the first intersection, if the road-count looks wrong, try reading the Straight Line instructions from the other end.
2. Turn your instructions sideways 90° so that you are working UP with the start at the bottom and the end at the top. This way "leave two roads to the left" becomes easy!



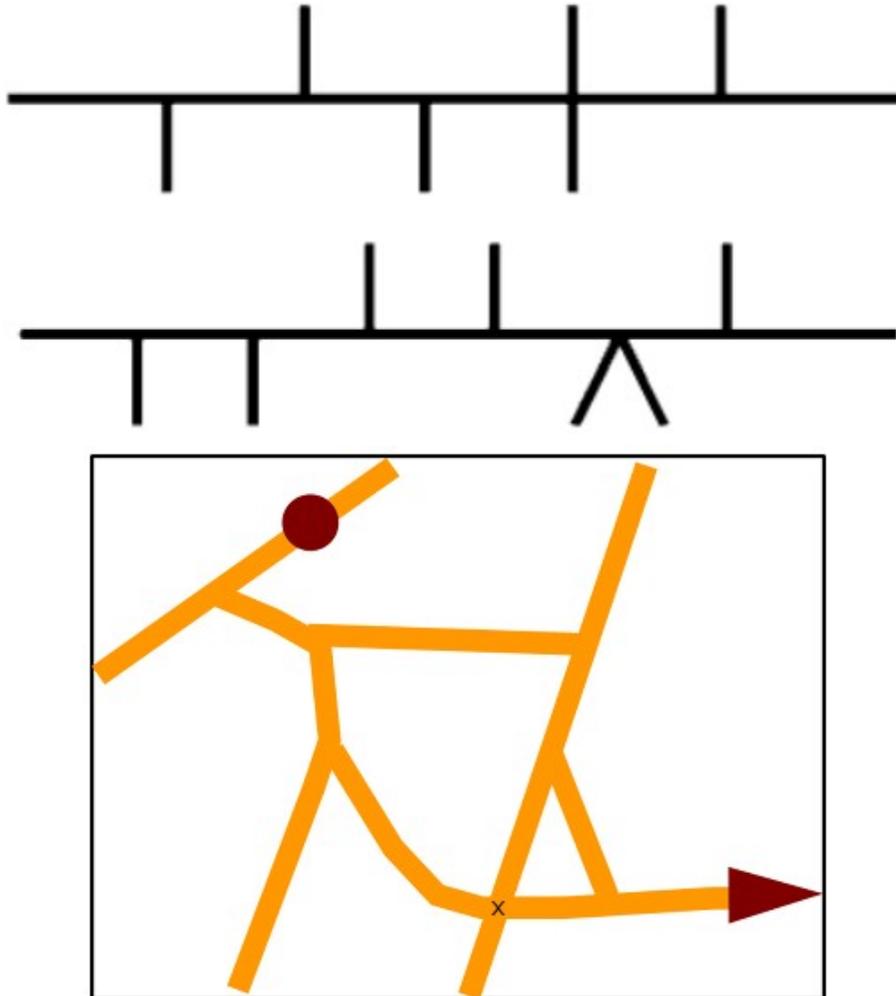
If the junction on the map is shaped like this, going straight on from **A** to **B** you would "leave a road on the right." However also turning from **C** to **A** or from **B** to **C** you would (also) "leave a road on the right." For each of these three cases the junction on the Straight Line will look the same. All the options shown below illustrate the same Straight Line instruction (leave a road on the right):



Similarly, to "leave a road on the left" you could be going straight on from **B** to **A**, taking a right from **A** to **C**, or turning right at the T-junction from **C** to **B**.

Practical Test, er “Example”

Time to test out your newly acquired knowledge. Just keep trying until you "get it" and you will be an unstoppable Straight Line Expert at the next run! Below are two Straight Lines and a Map with the *start* (red dot) and *end* (arrow) marked.



The two example Straight Lines shown above will take you from the start to finish on the map via different routes. Notice how the crossroads “X” appears when you are turning left, rather than going straight across.

Give it a few tries until you can figure out that both routes work.

It is usually expected that Straight Lines will start from the left, but run organisers may turn them around, maybe giving you a clue in the instructions, like "the following diagram describes the route from D to E". Always read all instructions carefully. When you come to a crossroads on your map and it fits with a crossroads on the Straight Line, it's a good indication that you're on the right route. If not, then try starting at the other end (of the diagram)!