



LONGEST NIGHT RALLY

Saturday 19th June 1999



ROUTE INSTRUCTIONS



A BIT OF OLD STYLE NAVIGATION,
SPONSORED BY
THE OLD STYLE PAINT PEOPLE

PORTER'S PAINTS LONGEST NIGHT RALLY

ROUTE INSTRUCTIONS

Welcome to the event. The purpose of this event is for you to travel along a course, at normal driving speeds, using roads not normally available for timed rallies, in areas that were once freely used for rally events. This event is not a race!

To enable you to achieve this we advise that you read ALL the following information CAREFULLY. This information forms an integral part of the route instructions.

The event is approximately 450 kilometres long (if you stay on the right roads). All directions of entry and places are taken to be 'as mapped' unless otherwise specified. Not all unmapped roads are specified in the route instructions.

Please put your names & car number on all pages of the Road Card.

Official time for the event is Eastern Standard Time.

All gates/gateways that you need to go through are marked with a 'Trial/Rally' Entry Board (they 'should' be open). There is no need to go onto ANY private property.

When you see any houses along the route, especially in built up areas and along dirt roads, please drive with due consideration for the people who are trying to sleep. If you need to do a U-turn etc please do not shine driving lights up someone's driveway.

Not all the Police along the route have been informed of the event and we have only advised some of the locals that we will be passing. We do not want to have any incidents that warrant the attention of the Police.

The starting order will be the order that you line up and will not be in number order, nor in the order that you arrive at any control. You may not line your vehicle up at the start until 10 minutes before the start time for that section.

Fuel and food is available at both control 1 & 2 (pizza at control 2).

Although it is permissible to carry a mobile phone in this event, please do not use it to cheat.

When entering or leaving a major road to a minor road, please use caution as there are several gutters along the course. NONE of these have caution boards!

If you get into trouble (or totally lost) try ringing these numbers -
Phil Nicholas - 0413 735 935, Peter Fraser - 0411 573 173, Sue Nicholas - 018 390 992

The event will be scored as follows-

The crew with the highest score wins!

Every correct information 2 points.

Every wrong information 0 points.

Manned Passage, correct entry 5 points.

Manned Passage, wrong direction of entry (WD) 1 point.

Major control on time 20 points.

Major control missed 0 points.

Carrying extra maps Minus 50 points.

Failing to obey a specific road traffic sign Minus 3 points.

NOTE: Extra maps (including Melway) MUST not be carried and may be left at the start.

The following types of board will be used in the event and there will be samples on display at the start-

'M' - Denotes Major control. (Do not write down).

'P' - Denotes Manned Passage Control (Do not write down) (may be visible from wrong direction of entry as well).

'Q' - Travel quietly past the houses (40kph, no driving lights) in this area until you reach the next bitumen road.

'Caution' - Hazard ahead, drive carefully.

'Arrow' - Follow the direction it points.

'Z' - Do not proceed directly past this board. Travel round the obstruction and rejoin the route as soon as practicable.
Don't forget to write the board details down as it is an information!

'Information' - Samples of these are on display at the start. These will include various letters and numbers. When you see these, write them down in the CORRECT place on your Road Card (ie Via 16 info goes in the spot for Via 16 on your road card). Information written in the wrong spot will score ZERO. There are NO 'dummy' boards.

'Via Closed' - If it is very wet, you may see one of these. Write down the 'Z' board that is attached to it, as applicable to the Via you are attempting to get to, then proceed to the next Via.

The director did not travel down any road marked as 'No Through Road' (or similar) unless the road is specifically mentioned in the route instructions.

At Via points in this event you will find any or some of the following-

1. Nothing.
2. Information board(s).
3. Manned passage.

At a manned passage (preceded by a 'P' board - sample on display at start) you will need to **STOP** and the official will make a notation on your card, regardless of whether you came in the right way or the wrong way. The closest you may approach a manned passage from the Wrong Direction (WD) is 50 metres from the actual road junction. Once you are closer than 50 metres - you will be deemed to have entered the Passage Control. Walking into a manned passage from the wrong direction will also count as a WD.

NOTE: All passage control officials have been given a time at which they will close.

It is up to you to arrive there prior to this time.

There is adequate time available, as long as you do not waste it!

It will be possible to drive your car to every Via point (with the exception of Shortest Mapped Route, where Z boards may be used). The information boards will be placed such that if you follow the Route Instructions, the board will be visible. There are no hidden boards!

All distances quoted in these instructions are printed on the map, unless they are referred to as 'Actual' or 'Scaled'.

The 2 millimetre rule (if you know what that is!) will not apply during this event.

Abbreviations which may be used in the event are -

KM	- Kilometre		
KL/KR	- Keep Left/Keep Right	BL/BR	- Bear Left/Bear Right
TL/TR	- Turn Left/Turn Right	SO	- Straight On
S.P	- Signposted (if in brackets means the road you do NOT take)		

The number/name in brackets after the Via number refers to the map that the Via is to be plotted on.

Information boards may be placed on the 'intended' route to prove (or otherwise) that you did not go through an 'Out of Bounds' area.

If you retire from the event **PLEASE** let either Phil or Peter know so we don't spend time looking for you.

The directing team and the Historic Rally Association (Inc) would like to thank PORTER'S PAINTS for their involvement and generous sponsorship of the event.

Have an enjoyable night and we look forward to seeing you at breakfast.

Phil, Peter & Sue.

PORTERS PAINTS' LONGEST NIGHT RALLY

ROUTE INSTRUCTIONS

SECTION 1

The roads in this section are generally very good, with one or two short pieces of 'grot', but you may encounter a lot of traffic on some of them. Please give due consideration to other road users.

Watch your speeds on some of the more open stretches, this is not a race!

The first cars will start this section at 6.00PM.

The start is located just North of the junction of Mickleham Rd & Raleigh St.

- ✓ — Via 1. (182)
Exit the start to the North. J9
- ✓ — Via 2. (182)
Junction of black & white roads immediately South of the second E in Greenvale.
Enter from the South. Exit to the East.
A4
- ✓ — Via 3. (182)
Mapped crossroad immediately South of the '12 road miles from Melbourne' marker on the Hume Hwy.
Exit to the East.
A8
- ✓ — Via 4. (182)
End of mapped white road 1 1/8 scaled miles East of Via 3.
Enter from the West. Exit to the East along an unmapped road.
NEWMAP U
- ✓ — Via 5. (301)
Junction of red & white roads just North of Epping.
Enter from the East along the white road.
N4
- Via 6. (301)
Junction of red & white roads 1.5km North of Wollert.
Enter from the South-South-East. Exit to the West-North-West.
WIL?

✓ - Via 7. (301)
Mickleham.

NOTE: The mapped railway crossing between Via 6 & 7 is very rough! !!

A9

✓ - Via 8. (301)
Darraweit Guim.

Enter from the East-South-East.

NOTE: The white road is good fun, but watch out for local traffic!

Back off when you get to the bitumen!!!

Please travel QUIETLY through Darraweit Guim!

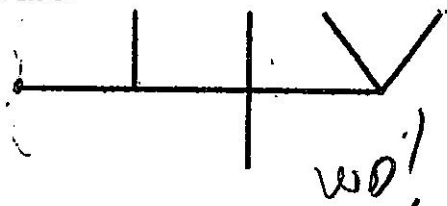
V1

WD

✓ - Via 9. (301)

The following stick chart (which relates to mapped roads only) starting at Via 8.

Via 8.



Z E8

N5 Z3

T6

~~W1~~

✓ - Via 10. (301)

Exit the end of Via 9 to the North.

NOTE 1: Please drive carefully after the CAUTION board (which is on an unmapped road). This road has only recently been re-built. PLEASE do not chew it up (you may get a phone call to come and help put the gravel back!). The gates will be open, but watch out for any dogs that may be there to keep any sheep in!

N6

NOTE 2: If it has been/is very wet there will be a 'Via Closed' board at the start of this road. If you see this, exit the end of Via 9 to the West then travel through Monegeeta to Via 11. The 3.3km of bitumen road that runs North-East from Monegeeta will have 2 way traffic!!

- Via 11. (301)

Chintin.

Enter from the South-West. Exit to the North-West.

B3

Z8

✓ * MAP B7 N9 2 WD! Z
Via 12. (Lancefield) *
Shortest mapped route from point A to point B.
Exit point B to the South.

NOTE 1: Caution, 2 way traffic for 3.3km before Monegeeta!!

NOTE 2: If you are running short of time, do not do Via's 13-16 as they are quite time consuming due to the twisty nature of the roads.

✓ * MAP
Via 13. (301)
Junction of red & white roads 1.5km North-East of Riddell.
Enter from the North-East. Exit to the South-West.
(No information required).
NOTE: Please travel ~~EXTREMELY QUIETLY~~ through Riddells Creek! N/C?

✓ Via 14. (301) SHANNONS RD
Junction of white roads that is partly obscured under the o in Baringo Picnic Ground.
Enter from the South-East.
Q INFORMATION REQUIRED: What is the name of the road on the signpost that points generally South-West at this point?
NOTE: Drive sensibly up the Gap Rd (NOT at 6,000RPM) and watch out for locals as there are a LOT of houses up here, all the way to Via 16.

✓ * MAP
Via 15. (233)
Cherokee.
Q Enter from generally the South.
INFORMATION REQUIRED: What is written on the building to the West of the Via?
ADVICE: Just follow the main road from Via 14.
Do not attempt to bear left at this Via, it does not go through.

✓ Via 16. (233) CFA
Junction of white roads immediately North of the N in Mt. MACEDON.
Enter from the South-West. Exit to the North-West.
PASS ADVICE: Turn right at Shannons Lane.
Save some brakes for the descent into the Via.

✓ NEW MAP
Via 17. (301)
Junction of red & white roads 2.7km generally East of Newham.
Enter from generally the South.
T4

✓ — Via 18. (301)

Hanging Rock.

Enter from the North.

Z1

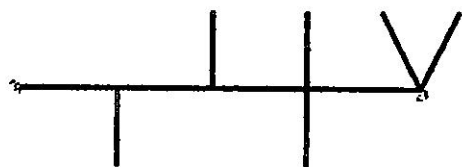
~~R7~~

NEW

— Via 19. (233)

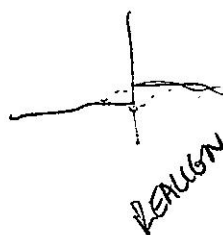
The following stick chart (which relates to mapped roads only) starting at Via 18 and ending at Woodend North.

Via 18



E R7

Z



REASON

FL

Control 1 is located at the Shell Karlsruhe Roadhouse, on the Calder Highway, 4km North-West of the finish of Via 19,

Please hand your road card for section 1 to the official at the Control.

This control will close at 10.30PM.

Section length 140KM approx.

A.5 HAS

163KL

SECTION 2

Time to head West! Who ate all their carrots at dinner time to spot those elusive info boards? Remember, most sane people are either in bed or sitting on passage controls waiting to catch the unwary!

YOU MUST NOT START THIS SECTION BEFORE 10.30PM

✓ Via 1. (301)

Junction of red & white roads 6.5km generally North-East of Tylden.
Enter from the East.

T2

✓ Via 2. (301)

The following printed distances, along red roads, starting at Via 1. *smr*
1.5, 2.5, 1.5.

R B1 H

NEW MAP

✓ Via 3. (223)

Shortest mapped route from a point immediately South of the 3 1/2 (on the road that runs from the end of Via 2 to Spring Hill) to the mapped cross road approx 1.25 miles generally North-East of Spring Hill. Exit the mapped cross road to generally the North.

T ES

✓ Via 4. (301)

Junction of red & dotted white roads immediately North-North-West of the junction of red & dotted white roads 1.3km generally East of Drummond. Enter from the South-South-East. Exit to the North-North-West.

Junction of white & dotted white roads 6.5km North-North-East of Spring Hill is Out of Bounds.

PASSAGE

✓ Via 5. (301)

Nth Drummond.
Enter from generally the North.

3

✓ Via 6. (301)

Junction of white roads immediately West of the junction of red, white & dotted white roads 1.3km North-East of Drummond.
Enter from the North.

W7

↖ Via 7. (301)
Junction of red & white roads approx 2 scale kilometres South-West of Drummond.

Enter from generally the West.

PASSAGE

✓ Via 8. (301)

Wheatsheaf. NIL

NEW MAP

→ Via 9. (223)

Junction of Forestry Rd (dotted white) and a black road approx 1.25 scale miles South-West of Daylesford.

Enter from generally the South-East along the black road.

OK

PASS

NOTE: Please travel EXTREMELY QUIETLY through ALL of Daylesford!!!

OLD RD
ACCESS
LAKE

↖ Via 10. (223)

Mapped 90 degree bend on the black road, where a straight line drawn from Hepburn to the junction of white & dotted white roads 4.0 miles generally East of the township of Mt Prospect, crosses it.

WD

PASS

Enter from the South-East along the black road.



↖ Via 11. (223)

Eganstown.

PASS
OK

Enter from the East along 300 metres (actual) of mapped road.



NEW MAP

↖ Via 12. (250)

Junction of closed railway line and white road immediately North of the junction of white roads 0.5 mile South of the junction of white roads 0.75 mile East of Newlyn.

✓

T

Enter from the North-West along the closed railway line.

NOTE: Newlyn is to be treated as a QUIET ZONE!!!!!!

↖ Via 13. (250)

Junction of black & white roads 2.25 miles East-South-East of Springmount.
Enter from the South-East. Exit to the North-North-East.

U

↖ Via 14. (250)

Mapped bend on the black road (that runs between Creswick and Sulky) at the Northern edge of the Golf L.

A

Enter from generally the North.

—Via 15. (250)
Sulky.

E1

—Via 16. (250)

Junction of White and dotted white roads immediately North of the S in Miners Rest.

Enter from the North-East. Exit to the South along Gillies Rd using the following information -

Follow Gillies Rd until you get to the traffic lights. Turn left into Howitt St.
S.O. at traffic lights. (S.P. Forest St) McDonalds on corner.
T.R. at next traffic lights into Dowling St then left into the Ampol Shop Stop.

PASS

Control 2 is located at the Ampol Shop Stop, 921-923 Howitt Street, Wendouree.

This control closes at 2.00AM

Section Length 129km approx.

SECTION 3

This is the business end of the event. The rest has all just been practice.
Now the fatigue starts to set in and the brain goes to sleep, just when you need it most. I hope you all enjoyed your pizza at the re-fuel.

YOU MUST NOT START THIS SECTION PRIOR TO 2.00AM!

— Via 1.

The following route chart which starts from Control 2.

Exit the junction of Howitt St & Dowling St to the East.

S.O at traffic lights ✓	(Burnbank St)
S.O. at traffic lights ✓	(Midland Highway, City A300)
S.O. railway crossing ✓	
S.O. at roundabout ✓	(S.P. Doveton St)
S.O. at roundabout ✓	(S.P. Lydiard St)
S.O. at roundabout ✓	(S.P. Havelock St)
S.O. at roundabout ✓	(S.P. Sherrard St)
S.O. at roundabout ✓	(S.P. Chisholm St/Sim St)
T.L. at roundabout ✓	S.P. Humffray St
T.L. at 'T' junction ✓	S.P. Daylesford Rd and proceed to Via 2

✓ Via 2. (250)

Junction of white roads 1.25 miles North-East of Glen Park.

Enter from the West.

→ Glen Park ~~must not be~~ entered from the South West.

Advice: Use Springs road between Via 1 & 2.

M3

— Via 3. (250)

Junction of black & white roads immediately West of Pootilla.

Enter from the South-South-West. Exit to the North-West.

PASS

— Via 4. (250)

Junction of white roads 0.75 mile generally North-West of Wattle Flat.

Exit to the North along 2 miles (actual) of mapped road.

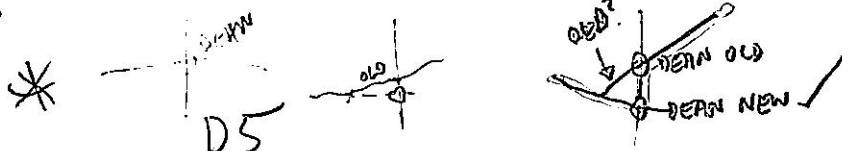
5 ZM ESMR

→ Via 5. (250)

Junction of white roads 2.25 miles South-East of Creswick.
Enter from generally the West.

~~NOTE: You will need to use an unmapped road to do this correctly.~~

NEW MAP
→ Via 6. (301)
Dean.



NEW MAP
→ Via 7. (250)

Mapped cross road 1.25 miles generally West of Mollonghip.
Enter from the North.

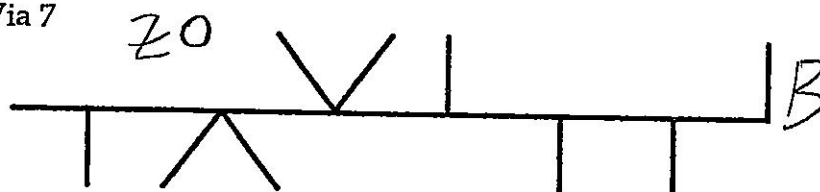
PASS

→ Via 8. (250)

The following stick chart, relating to mapped roads only, starting at Via 7.
Yes, there are roads that run through the words 'Creswick' & 'Wilsons' (no traps at these points, just follow main road).

L2
PASSAGE

Via 7



→ Via 9. (250)

Unmapped road junction 70 metres South-West of the junction of white and dotted white roads, just West of the junction of white roads 1 mile South-East of Claretown.

Enter from the North-West along an unmapped road. Exit to the South-West.

→ Via 10. (250)

Junction of black & white roads immediately East of Bungaree.
Exit to the East.



→ Via 11. (250)

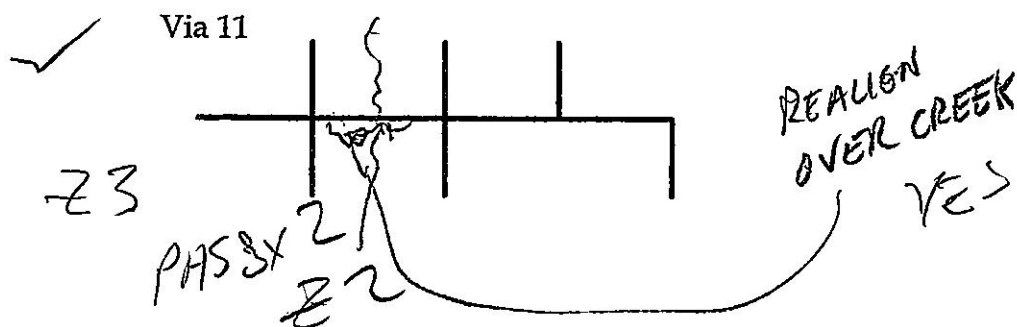
Yendon Blue Bridge.
Enter from the West-South-West.

V Z 3

✓ Via 12. (250)

SMR

The following stick chart, relating to mapped roads only, starting at Via 11.



✓ Via 13. (250)

Junction of black & white roads 1 mile West of Llandeilo.
Enter from the South-West.

P6

— Via 14. (250)

Junction of black & white roads 1 mile West of Ballan
Enter from the West-North-West, Exit to the South-East.

Q7

✓ Via 15. (225)

NENMAP

Junction of white & dotted white roads, approx 2 scale miles South-East of Ballan.

Enter from generally West.

✓ Via 16. (225)

Unmapped road junction on Ironbark Forest rd, immediately North-East of the second R in Ironbark.

Enter from the North along an unmapped road.

NOTE: To the best of our knowledge, there are no houses from 1km past the end of the bitumen on Ironbark Forest Rd, until just past the mapped railway crossing 1.25 miles South-East of Via 18. The drivers should enjoy this stretch.

No ducking home to check your maps Mr & Mrs Knight! Guess where I had been the night you tried to fill me full of port!

— Via 17. (225)

Junction on Dogtrap Gully Rd, 1 mile South-West of the junction of Ironbark Forest Rd & Dogtrap Gully Rd.

Enter from generally the North, Exit to the South-East.

NOTE: Use Caution on the descent from the mapped bend just North of this Via (there should be a caution board).

Have fun from the Via to the mapped railway crossing. Obey the yellow sign at the bridge. The road goes sharp left, downhill!!

NOTE: Quiet past the house 0.75 mile North of Rowsley!

F

— Via 18. (225)

Junction of white & dotted white roads 1 mile generally North-North-East of Rowsley.

B6

Exit to the North-North-East along 1.25 miles of straight road. *SMR!*

STOP CHECK AT RX!

— Via 19. (225)

Junction of white roads immediately North of the k in Timbrock.

Enter from the West.

✓

F1

— Via 20. (225)

Junction of Western Hwy. & Wool Pack Rd.

Enter from generally South.

5

NOTE: Please travel quietly in this area.

Via 21. (225)

Junction of Western Hwy. & Deep or Djerriwarrh Ck.

ADVICE: From this Via, follow the Western Hwy/Freeway until the 2nd exit,

D

B.L. S.P. Melbourne Airport/Melton/Keilor,

S.O. at the first roundabout, then

S.O. (not B.L.) at the 2nd roundabout S.P. Keilor.

NEW MAP
Via 22. (182)

Junction of Arundel Rd & Anandale rd

Enter from the South-West. Exit to the South-East.

NOTE 1: Please drive ~~VERY QUIETLY~~ along Arundel rd!

NOTE 2: Enjoy the drive (fang?) up the hill along Anandale Rd.

B B6

Via 23. (182)

Junction of Conder La & Bulla rd.

Enter from the South-West along an unmapped bitumen road that starts on Anandale Rd.

F

Control 3 is located at the Westmeadows Tavern,
Cnr of Raleigh St & Broadmeadows rd. (This is where you started from).

This control will close at 7.00AM

Section length 177km approx.

This is it! Its all over!

Congratulations (if your sanity gets you this far).

Come in and have a well deserved breakfast. I know you will have earned it!

The bar should be open to loosen your tongue so the lies and 'if onlys' can be told.

If anybody feels enthusiastic enough to collect some boards on the way home, please let me know so I can show you where they really are.



Porter's Paints was founded in Sydney by Peter Lewis after he discovered a number of old diaries after the death of his grandfather, Fred Porter, who was a builder in the early 1900's.

Fred Porter worked on many public buildings throughout Australia, including Sydney's State Theatre. He loved the look of traditional paint finishes used throughout Europe and often used them in his work. His old diaries contained the recipes for these traditional paints. Peter decided to produce improved versions combining traditional methods and modern technology, thus Porter's Paints was born.

At Porter's headquarters in Sydney, the finest raw ingredients are gathered from around the world. Using the original recipes, updated to incorporate more stable binders and modern technical innovations to produce a more durable product, the paints, ranging from limewashes to premium quality acrylic paints, are then handmade and colour-blended in time honoured traditional methods.

Even the colour charts and fandecks prepared for customers are hand-painted using the actual products to give the texture as well as the intensity of colour.

Whether you are renovating a seaside cottage, restoring a stately Victorian home or transforming a tired piece of furniture, Porter's fully trained colour consultants are on hand to make selecting the right colour and finish an enjoyable collaborative process.

Timber floors, walls, architraves and furnishings can be revived and revitalised in a host of ways using your own imagination and Porter's finishes. Porter's WOOD WASH is a superb finish for all raw timber surfaces, highlighting the grain as it adds a soft wash of colour.

When it comes to your home, outside appearances do count - and Porter's have a range of exterior finishes to give your home that extra touch. Porter's LIMEWASH, BONCOTE and LIMECOTE will give your home an appearance from the soft, weathered patina of an old European house, to the texture of finely crushed rock. These finishes are extremely durable and resistant to the effects of sun, rain, wind and salt air.

Porter's FRENCH WASH is rapidly becoming one of the most popular interior finishes for home decorators. First used by fine artists to achieve depth of colour in their paintings, FRENCH WASH achieves a soft, two-toned, marble-like finish.

Feel free to phone or visit Porter's Paints at -
9 Almeida Cres, South Yarra Ph. 9826-3611 or
167 Gertrude St, Fitzroy Ph. 9486-9599.