

Introduction to TSD RoadRallying

Celebrating our Legacy, Building our Future

By Peter Schneider







Presenter



Peter Schneider

1st RoadRally 1974 / SCCA Member since 1988 National RoadRally Board Member NeDiv RoadRally Steward RoadRally Chair – Northern New Jersey Region

2016 Regional RoadRally Achievement Award – 180% growth in one year 2017 2nd most active RoadRally Program in SCCA

Assistant Regional Executive – Northern New Jersey Region

Other Activities

SCCA Pro-Rally Navigator - 1988 – 1990

Metro Series Equipped Class Champion – 1988 - 1995

SCCA NeDIV Equipped Class Champion – 1990 & 1991

RoadRally Chariman/Rallymaster - National Tour Series - 1990

Initial Recipient of the Divisional Achievement Award - 1992

RoadRally Chairman/Rallymaster - National Course Series -1992

Event Staff - Alcan5000 - 1998, 2000, 2002

Event Staff – Targa Newfoundland – 2015

BMW CCA - Equipped Class National Champion - 2015

Porsche Club of America - Equipped Class National Champion - 2016

RallyMaster – SCCA Targa Southland - 2016 & 2017

First Overall – Alcan5000 – 2018, 2014 & 2004

Contact Information - NJRALLYE@AOL.COM - 908-938-8750

Glossary



<u>RoadRally</u> is a scenic drive with a purpose, a chance to enjoy a day with a friend, the least expensive form of motorsport and as one participant said: "The most intense thing I have ever done."

Types of RoadRallies

Trek - An organized drive using a common set of route instructions to a pre-determined location – ie: destination restaurant. **Considered by SCCA as a GTA event.**

GTA - Game, Tour and Adventure / Gimmick rallies that do not have a TSD element associated with the event (average speeds / checkpoint timing). Scoring is typically based on your ability to correctly answer questions about things that you see along the rally route and stay on course.

Touring - TSD (Time-Speed Distance) events that emphasis staying on-time and arriving at each checkpoint at precisely the correct time. They use easy to follow route instructions to guide contestants along roads that are fun to drive. In addition to instructions which include average speeds, sometimes the mileage is given for each route instruction which makes the course even easier to follow.

TSD events that offer the additional challenge of specific rules for following the course. The General Instructions (GIs) for a Course Rally describe the rules. Contestants are tested on their ability to follow those rules, observe signs and landmarks, follow specific directions and arrive at each checkpoint at precisely the correct time.

Sanction Application



Each RoadRally conducted by a SCCA Region must have a Sanction Number and event insurance. Sanction Types: GTA, Touring, Course.

Event Types:

The event must be calendared with the National SCCA Rally Department. A \$10.00

Per car sanction fee plus a \$4.00 per car insurance fee submitted with the event audit form. Length at least 180 Miles and minimum of 18 TSD Checkpoints. National Championship points are awarded. GTA National events requirements vary.

The event must be calendared with the National SCCA Rally Department. A \$4.00

Per car sanction fee plus a \$4.00 per car insurance fee submitted with the audit form. Length at least 90 Miles and minimum of 9 TSD Checkpoints. National Championship Points are awarded. GTA Divisional events requirements vary.

A \$2.00 per car sanction fee plus a \$4.00 per car insurance fee submitted with the audit form. No National Championship points are awarded, but Championship points may be included in Regional or Divisional series or a Regional "Driver/Member of the Year Award".

Charity - Each Region may calendar one (1) Charity RoadRally event per calendar year for an **insurance fee of \$80.00.** Proof of the charitable nature of the event must accompany the audit form, along with the payment.

Social - A \$4.00 per car sanction, max of \$40.00 per event. Event must use a defined course and cannot count toward any championship. Must be 75 miles or less.

Special - The USRRC (United State Road Rally Challenge) is a max fee of \$500.00.

^{*} Based on 2019 fees - new form in 2019

General Instruction (Example)



COURSE FOLLOWING

Execute each route instruction in numerical order...

When a route instruction cannot be executed, continue as straight as possible through the intersection. Helper route instructions should always be executed.

Material enclosed in parenthesis is helpful information only. It is only intended to keep you on course or to convey useful and interesting information.

Any paved road, street, etc. may be used. **Dead Ends, No Outlets, Unpaved roads, Illegal Turns or Private Roads do not exist for any purpose unless noted otherwise.** Do NOT use a GPS to determine if a road is a No Outlet or Dead End, **but use of a GPS is allowed**.

ROUTE INSTRUCTIONS & QUESTIONS

Information in quotations is taken from signs. All quoted signs are visible from the rally route without looking backward to read them. Material taken from signs may be quoted in part or in full but always in a sequential manner as intended to be read. Parts of words or numbers will not be used.

Time Speed Distance RoadRallies



Touring TSD RoadRallies emphasis arriving at each checkpoint at precisely the correct time. They use easy to follow route instructions to guide contestants along roads that are fun to drive. In addition to instructions which include average speeds, add times for Stop signs and Traffic Lights, mileage can be given for each instruction to make the course easier to follow. Depending on the length of the event, they can be sanctioned as a Social RoadRally or Regional. **A Social Rally cannot count toward any championship and must use a defined course and can not exceed 75 miles in length.** Initially Touring RoadRallies was SCCA's primary social activity, but as time went on competitors and Rallymasters slowly built more complex rallies with tougher competition.

Requirements

Rallymaster: Must be a SCCA member in good standing.

Safety Steward: Must be a SCCA member in good standing and licensed by the National RoadRally Board.

Can not be the same individual as the *Rallymaster*.

<u>Defined Course:</u> Traditionally written route instructions or a traced route on a map.

Suggest Options

General Instructions: These instructions establish the method for following the route. Definition of valid roads (ie: no

unpaved roads or dead ends), what constitutes a sign vs the actual object, location of signs, glossary of any special terms. Competitive Classes. The GIs can be a simple as a single page

or very complex for a Course rally.

Registration Form: Collect Names, Email/Mailing addresses, vehicle information and to convey other

event detail as needed – ie: insurance minimums, consent of vehicle owner, number of people in

the vehicle, emergency contact, contestant day of event contact number (cell phone).

Route Overview



Odometer Leg

The initial portion of the rally during which you can determine the difference between your vehicles odometer and the official mileage used on the rally. If you want to be competitive on the event you will need to adjust your speed to take the difference into account.

Regularity / Time Speed Distance Leg

The competitive portions of the TSD rallying. You will be given an official out-time (Key Time <u>PLUS</u> your vehicle number in minutes) and specific speeds to maintain.

- > Very important leave on your assigned out-time, to avoid running in someone else minute.
- > **Understand the math** in order to stay on time, <u>**Or**</u> just drive about 10% above the provided speeds to stay close to the perfect time, to adjust for slowing down for the curves and Stop/Yield signs.

Transits / Scenic Touring

Portion of the event between Timed Legs and from the prior Checkpoint to the break / end, Please make sure you know how long these sections are (miles/time). You need to use these sections to get lunch, gas and any vehicle maintenance. **Do not dawdle,** you need to get to the start of the next section/restart on-time to remain competitive.

Odometer Leg



The initial portion of the rally during which you can determine the difference between your vehicles odometer and the official mileage used on the rally. If you want to be competitive on the event you will need to adjust your speed to take the difference into account.

SECOND	LIAND	DOADO

	SEGOID HAID ROADS							
RI	MILES	DELTA	CAS	PAUSE	KE	Y TIME	INST	VOLID TIME
	MILLO	DELIA	U/IU	I ACCE	1	MM.HH	INST	YOUR TIME
1	0.000	0.000					RIGHT AT "STOP" ON ROUTE 46 WEST, REZERO YOUR ODOMETER AND BEGIN THE ODOMETER CORRECTION LEG AT 12:00 PM PLUS YOUR CAR NUMBER IN MINUTES. BFZ	(PLEASE USE THIS AREA TO ADD YOUR CAR NUMBER TO THE KEY TIME)
	×		2				YOU HAVE 30 MINUTES TO COMPLETE THE ODOMETER LEG. THERE ARE NO TIMED CONTROLS IN THE ODOMETER LEG.	
2	0.597	0.597					LEFT AT TRAFFIC LIGHT ON NAUGHTRIGHT RD.	
3	3.328	2.731					RIGHT ON FLOCKTOWN RD.	
4	5.135	1.807					LEFT AT STOP ON SCHOOLEYS MOUNTAIN ROAD.	
5	5.355	0.220					RIGHT ON PLEASANTGROVE ROAD	
6	7.068	1.713					"KING'S HIGHWAY" (MILEAGE REFERENCE)	
7	8.649	1.581					"NOBLE CT" (MILEAGE REFERENCE)	
8	10.705	2.056					"PENWELL MILLS" (MILEAGE REFERENCE).	
9	11.150	0.445					RIGHT AT STOP ON ROUTE 57 EAST	
10	13.295	2.145					LEFT AFTER "WILLY'S WIENERS" ON HEISER RD. (CAUTION)	
11	13.556 / 0.00	00.262 / 00.0	28		12:	30.00	END ODOMETER CORRECTION LEG AT THE 2ND "SPEED LIMIT 30". REZERO AND RESTART. (NOTE: FIRST SIGN WAS IMMEDIATELY AFTER THE TURN ON HEISER RD AND EASY TO MISS) PLEASE PULL AHEAD TO WAIT YOUR OUT TIME. WHICH IS THE KEYTIME PLUS YOUR CAR NUMBER IN MINUTES	

This portion of the rally is used to understand how your odometer's mileage differs from the Official Mileage.

Most vehicles with stock tires are about 2-3% higher then Statute Miles.

So if you have a 3% difference:

30 MPH is really 29.10 (3.7 seconds/mile) 45 MPH is really 43.65 (2.5 seconds/mile)

Over a 20+ mile section this could add up to over a minute late at the next Control.

It will also impact your distance traveled vs the Official Mileage – might be important if you are looking for the next Gas Station

Regularity / Time Speed Distance



The competitive portions of the Alcan, you will be given an official out-time (Key Time *PLUS* your vehicle number in minutes) and specific speeds to maintain.

	SECOND HAND ROADS								
RI	MILES	DELTA	CAS	PAUSE	KE	Y TIME	INST	YOUR TIME	
					HR:	мм.нн		no esta de la España	
11	13.556 / 0.00	00.262	28		12:	30.00	END ODOMETER CORRECTION LEG AT THE 2ND "SPEED LIMIT 30". REZERO AND RESTART. (NOTE: FIRST SIGN WAS IMMEDIATELY AFTER THE TURN ON HEISER RD AND EASY TO MISS) PLEASE PULL AHEAD TO WAIT YOUR OUT TIME. WHICH IS THE KEYTIME PLUS YOUR CAR NUMBER IN MINUTES		
12	0.477	0.477	30		40.	24.02	RIGHT. EFZ		
12	0.477	0.477	30		12.	31.02	RIGHT. EFZ		
13	1.863	1.386	27	17	12:	33.96	LEFT AT STOP ON HAZEN ROAD. (HELPER: PAUSE APPROX. 10 SECONDS FOR THE STOP, THIS ALSO TAKES INTO ACCOUNT THE TIME IT TAKES TO SLOW DOWN FOR THE SIGN AND GET BACK UP TO THE CAS AFTER MAKING THE LEFT)		
14	2.261	0.398	27		12:	34.85	"HIGHLAND AV" (MILEAGE REFERENCE). THE FIRST CHECKPOINT IS JUST AHEAD OVER THE CREST. REMEMBER ALL TIMING CONTROLS ON TODAY EVENT ARE CLOSED, SO PLEASE DO NOT STOP. JUST WAVE AS YOU GO BY.		
							CHECKPOINT #1 AT THE FAR SIDE OF		
15	3.005	1.142	27		12:	36.50	THE PHEASANT FARM GATE DRIVEWAY		
16	3.092	0.087	27		-		CAUTION RAILROAD CROSSING.		
	0.002	0.001					STOTION TO ILLICOAD CITOGOING:		
17	3.310 / 0.00	00.281 / 00.00	40		12:	42.00	LEFT AT STOP ON ROCKPORT ROAD. REZERO AND RESTART AT THE STATED KEYTIME PLUS YOUR CAR NUMBER IN MINUTES. IF YOU ARE RUNNING 'ON TIME' YOU HAVE A LITTLE UNDER FIVE EXTRA MINUTES BUILT INTO THIS RESTART. BFZ		
		,					EXPERIENCED TEAMS WILL DRIVE TO THE END OF THE FREE ZONE AND RESTART AT THEIR KEYTIME AT THAT LOCATION		
18	0.981	0.081	33		12.	13 17	RIGHT ON SNYDER RD		
10	0.501	0.501	33		12.	43.47	NIGHT ON SNITDER RD		

Key-Time for car #0 is supplied at the start and finish of each section.

Remember to add your 'car' number to get your individual Key-Time

Speeds are provided in MPH and are in effect until the next speed change.

Pauses are in seconds or hundredths/minute

Section miles are provided so you can zero-out your trip odometer for easy reference

Computing the 'delta' mileage between each Instruction may be useful (if not provided)

If you do the math, write it down in the margin. Calculations to quoted signs can help you 'stay on-time'

1 OE 2

MPH Factors

SCCA NATIONAL CONVENTION January 17-19, 2019

- Minutes per Mile - in 1/100th of a minute

MPH	Factor
1	60.0000
2	30.0000
3	20.0000
4	15.0000
5	12.0000
6	10.0000
7	8.5714
8	7.5000
9	6.6667
10	6.0000
11	5.4545
12	5.0000
13	4.6154
14	4.2857
15	4.0000
16	3.7500
17	3.5294
18	3.3333
19	3.1579
20	3.0000

MPH	Factor
21	2.8571
22	2.7273
23	2.6087
24	2.5000
25	2.4000
26	2.3077
27	2.2222
28	2.1429
29	2.0690
30	2.0000
31	1.9355
32	1.8750
33	1.8182
34	1.7647
35	1.7143
36	1.6667
37	1.6216
38	1.5789
39	1.5385
40	1.5000

MPH	Factor
41	1.4634
42	1.4286
43	1.3953
44	1.3636
45	1.3333
46	1.3043
47	1.2766
48	1.2500
49	1.2245
50	1.2000
51	1.1765
52	1.1538
53	1.1321
54	1.1111
55	1.0909
56	1.0714
57	1.0526
58	1.0345
59	1.0169
60	1.0000

By dividing the MPH into 60

You get the minutes it takes to travel one mile

Multiply the 'Factor' by distance traveled you get 'Elapse Time'

By adding 'Elapse Times' + 'Key-Time' you obtain 'Perfect Time' for you vehicle.

Note: If you do not have a hundredths reading Clock, you need to convert hundredths to seconds

To convert hundredths to seconds just multiply by 60.

.50 hundreds x 60 = 30 seconds

.25 hundreds \times 60 = 15 seconds

.10 hundreds x 60 = 6 seconds

Time Speed Distance Calculations *



	SECOND HAND ROADS								
RI	MILES	DELTA	CAS	PAUSE		Y TIME	INST	YOUR TIME	
11	13.556	00.262	28		,12:	30.00	END ODOMETER CORRECTION LEG AT THE 2ND "SPEED LIMIT 30". REZERO AND RESTART. (NOTE: FIRST SIGN WAS IMMEDIATELY AFTER THE TURN ON HEISER RD AND EASY TO MISS) PLEASE PULL AHEAD TO WAIT YOUR OUT TIME. WHICH IS THE KEYTIME PLUS YOUR CAR NUMBER IN MINUTES		
12	0.477	0.477	30		12.	31.02	RIGHT. EFZ		
	0.177	0.177				01.02	TOOM: EFE		
13	1.863	1.386	27	17	12:	33.96	LEFT AT STOP ON HAZEN ROAD. (HELPER: PAUSE APPROX. 10 SECONDS FOR THE STOP, THIS ALSO TAKES INTO ACCOUNT THE TIME IT TAKES TO SLOW DOWN FOR THE SIGN AND GET BACK UP TO THE CAS AFTER MAKING THE LEFT)		
14	2.261	0.398	27		12:	34.85	"HIGHLAND AV" (MILEAGE REFERENCE). THE FIRST CHECKPOINT IS JUST AHEAD OVER THE CREST. REMEMBER ALL TIMING CONTROLS ON TODAY EVENT ARE CLOSED, SO PLEASE DO NOT STOP. JUST WAVE AS YOU GO BY.		
15	3.005	1.142	27		12:	36.50	CHECKPOINT #1 AT THE FAR SIDE OF THE PHEASANT FARM GATE DRIVEWAY		
16	3.092	0.087	27				CAUTION RAILROAD CROSSING.		
17	3.310 / 0.00	00.281 / 00.00	40		12:	42.00	LEFT AT STOP ON ROCKPORT ROAD. REZERO AND RESTART AT THE STATED KEYTIME PLUS YOUR CAR NUMBER IN MINUTES. IF YOU ARE RUNNING 'ON TIME' YOU HAVE A LITTLE UNDER FIVE EXTRA MINUTES BUILT INTO THIS RESTART. BFZ		
							EXPERIENCED TEAMS WILL DRIVE TO THE END OF THE FREE ZONE AND RESTART AT THEIR KEYTIME AT THAT LOCATION		
18	0.981	0.981	33		12.	43 47	RIGHT ON SNYDER RD		
	0.001	3.001	00		14.	10.77	MOIT OR ONIDER NO		

SECOND HAND ROADS								
Overall Mileage	Delta Mileage	Factor	Pause	Delta Time	Time of Day			
0.000	0.000	2.1429	0.0000		30			
0.477	0.477	2.0000	0.0000	1.0221	31.0221			
1.863	1.386	2.2222	0.1700	2.9420	33.9641			
2.261	0.398	2.2222	0.0000	0.8844	34.8486			
3.005	0.744	2.2222	0.0000	1.6533	36.5019	,		
3.092	0.087	2.2222	0.0000	0.1933	36.6953			
3.310	0.218	1.5000	0.0000	0.4844	42.0000	37.17970	4.82030	Pause at Restart
0.981	0.981	1.8182	0.0000	1.4715	43.4715			

^{*} Depending on your Generals some classes can utilize Laptop/Spreadsheets to do calculation, some classes prohibit them

Time Allowances



- > All TSD events are required to permit Time Allowances (TAs)
- > TAs can taken by contestants for any reason, to avoid speeding
 - An Off-course excersion
 - Delays by local traffic
 - Car sickness, Unexpected Comfort Break, Flat Tire, ect.
- > TAs normally are taken in ½ minute increments, and can be limited in duration to avoid delaying movement of Control Teams or announcement of event results.
 - Example: The minimum TA you can take is 1½ minutes and the maximum is 9½ minutes in any section [between time of day starts]. At a time of day start you should return to your original car number position, if possible. There is NO penalty associated with the use of a Time Allowance.

Your First TSD Rally



- Keep it simple
 - > A 60 mile rally should have 4 5 Timing Controls
 - > For a rally designed to introduce individuals to the sport
 - Think about providing several 'Key Times' between Controls
 - One option for an event is:
 - > Provide mileage and Key Time to the 1st two Controls
 - > Provide mileage to the 3nd Control, let them do the math
 - > 'Hide' the last Control along the route
 - On-Time All The Time
 - > If you have a mid-point break, you can use that extra time to move Control staff around so you do not need 4 Control Teams

How to build a RoadRally Program



- 1) Identify an individual to be the **spark plug / change agent** Region Rally Chair Feel free to reach out to the RRB for assistance / mentoring
- 2) Obtain Region Board Support (logistical and financial)
- 3) Identify / train an individual as a RoadRally Safety Seward (RRSS)
 - Or get assistance from an existing RRSS, speak to your DRRS or a RRB member for assistance, limited funds are available
- 4) Identify and speak to other local car clubs (MG, Porsche, BMW, Subaru, etc.)

 Attend meetings, other club events join their Facebook Pages to be aware of their activities
- 5) Identify a Rallymaster
- 6) Identify a **checkout crew in addition to** the Rallymaster & RRSS
- 7) Create and learn how to use Social Media Facebook \$30 FB Ad
- 8) Schedule a date and start location for your first rally at least 3 month in advance
 - Determine which event type you want to conduct (Trek, GTA, TSD Touring, TSD Course)
 - Complete and submit Sanction Application to the National Office
- 9) Start Advertizing the event using Social Media Ads, Region Website, Flyers, E-Mails
- 10) Do not reinvent the wheel utilize existing event paperwork
 - General Instructions, Registration Paperwork, Score Sheets, Checkpoint Logs, Etc.
- 11) Determine road selections and ending location
- 12) Initial layout of the Route at least 5 weeks prior to the event
- 13) Pre-check by RRSS at least 3 weeks prior to the event
- 14) Make sure that you conduct the last check from a clean copy of the final instructions

Day of Event



- 1) Before leaving the house, make sure you have:
 - Route Instructions, General Instructions
 - Adult and Minor Release Forms (Printed in Color Insurance Requirement)
 - Cash for change, and any other items you need for the event.
- 2) Arrive at the Rally Start at least 15 minutes early to set up
- 3) Staffing (These individuals can also compete on the event)
 - At least one person to sign people in and assign car numbers
 - At least one person to make sure Release Forms are signed.
 - Hint prenumber the forms by Car #, Drive (D) and Navigator (N)
 - At least one person to start cars 1 minute apart
- 4) It might be helpful to give out the Rally Instructions when teams sign-in
 - It gives the contestants time to read it in advance and ask rallymaster questions
- 5) For 'Closed' Controls (cars do not stop), you should have two people to write down Car Numbers and note the time. Car Numbers should be on the navigator door and large enough to be able to read from a distance (8 /12 x 11 inch piece of paper)
- 6) At the end, post Control Key Times and Leg Scores, prior to award announcements, Awards can be as simple as a printed certificate in a Dollar Store Frame

Closing – Remember Keep it Fun



- Keep speeds reasonable and safe for the roads / area
- Stay away from congested areas and housing developments
- Emphasize Time Allowance Process safety first
- Find a mid-point location for a 15 20 minute break
 - > Contestants can socialize
 - > Control Teams can move to new locations or you can loop the route back without running in the higher car number's 'minute'
- Remember this is a rally not a race

Additional Information



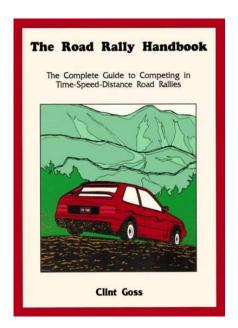
https://www.scca.com/pages/roadrally-rules

GTA Handbook

Regional RoadRally Handbook

Publicizing A RoadRally

The Road Rally Handbook – By Clint Goss - Ebay - \$19.95 plus \$5.00 Shipping



Divisional RoadRally Seward or RoadRally Board Member

What's Next?



Looking to develop / expand your social activities with a RoadRally?

Limited funds are available to bring in a RoadRally Safety Steward from a neighboring region to:

- Advise/Assist with Sanction / Insurance Application
- Advise on route setup
- Assist with establishing General & Route Instructions
- Conduct Route Safety Steward Pre-check

To obtain support please contact Peter Schneider

- NJRALLYE@AOL.com or 908-938-8750

Useful Smart Phone Application



(Subject to Event Class Equipment Limitations)

GPS Odometer (simple on / off option – no cost)

Android Version – 100th of a mile Apple Version – 1,000th of a mile

NASA Clock (simple control clock – with log – no cost)
Timing in seconds only – not hundredths of a minute

More Complex Applications include:

Richta Rally Checkpoint Clock by Rich Bireta - \$1 (hundredths or seconds)
Richta Rally Odometer by Rich Bireta - \$5
Richta Simple Rally Computer by Rich Bireta - \$6
GPS Rally Computer by Michael Young – Apple only - \$12.99
GPS Rally Odo by Michael Young – Apple only \$7.99
Rabbit Rally app (free on iOS and Android) - rabbitrally.com/en/

Divisional RoadRally Sewards



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Questions?







Closing



My contact information: Email – NJRALLYE@AOL.COM

Please evaluate this session on the SCCA Convention App

Acknowledgments

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Richard Bireta

Clyde Heckler

Texas Region

Arctic Alaska Region

Northern New Jersey Region

Detroit Region

Kansas Region

New England Region