



## THE GUNDOWDER PLOT Scatter





## Example Navigation and Questions





## Example Plotting Information

All plotting will be simple in nature and will **only define a single point where the clue is located** i.e. competitors should not try to follow the route defined by a tulip, herringbone, grid line or spot height sequence. Plotting on the event will be of the nature shown in these examples which are all on Map 162.

In all cases, remember to write the clue number on the map when the clue location has been plotted in order to know which question to answer! A grid reference only help sheet will be issued to any crew that has not finished plotting within 30 minutes (with no penalty).

1. 565 179

Solution:- Clue number 1 is at the grid reference

2. Start 522 195 (CRO)



Clue is where the road crosses the next gridline

Solution:- Clue number 2 is located at 500 212

3. Start 638 230 (CRO)

ベイマイ トイイ

Clue is at the last junction

Solution:- Clue number 3 is at 623.5 238

4. Start 730 241

33 13 37 43 59 52

Clue is at the footpaths 200m after 52

Solution:- Clue number 4 is at 720.25 205

- 5. Start 742.5 187.5
  - 19 75 19 76 19 76 20

Clue is at the junction crossed by 20

Solution:- Clue number 5 is at 757 200

## Example Clues

The clue sheet will be issued as a competitor's road time is started. It will consist of a list of questions with space for answers to be written. The following could be typical questions.

1.	On telegraph post number 7, what are the letters on the white label?
2.	How many diagonals on the gate?
3.	How far to Ross on Wye?
4.	Where do the paths lead?
5.	What does it say on the rear of the "Unsuitable for Motor Vehicles sign?

Up to 15 of the 20 questions should be answered. The clues have been chosen so that they should be obvious at the correct locations, but many will require you to get out of the car to collect the answer – a good torch is recommended.