

Tosh's Table Top - 19 May 2010

This Table Top Rally is deliberately straightforward (and hopefully not too difficult) to give you a feel for what you might expect in a Navigational Rally.

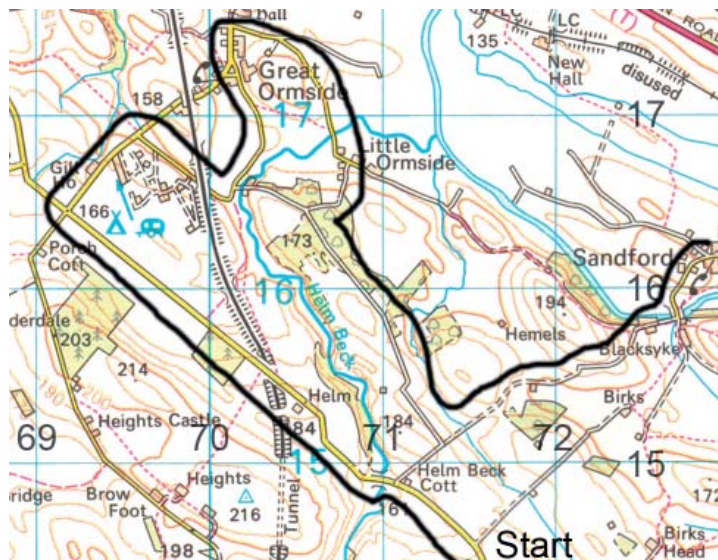
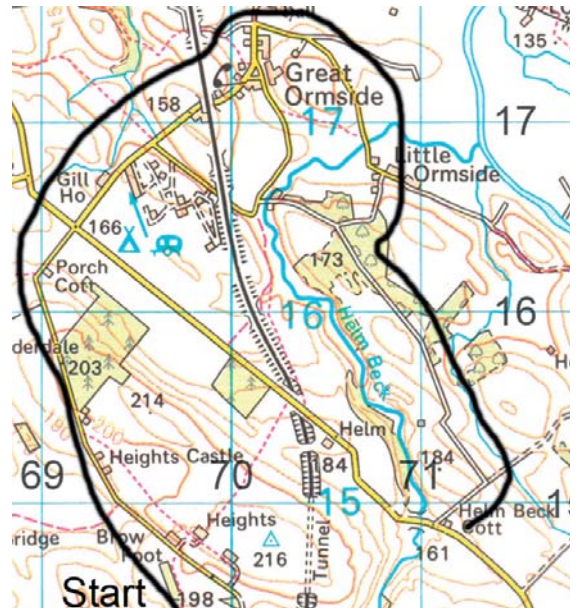
The aim is to 'plot' the route onto the map that I've given you by drawing a pen or pencil line alongside the road that you think is the right route. Sometimes the roads are very close together so try to make sure the line you've drawn is clear to the organisers. The clues can be given in many different ways, and are often deliberately confusing or ambiguous to try to catch you out. Today's Table Top isn't like that, but it's still carefully written to make you think about whether you are on the right road or not. The route will not go on footpaths or bridleways, only on roads, and a road is generally classed as one that 'goes' if it is clear between each end. If there is even a little break in the road, it's classed as a 'non-goer' and you will have to find another way. Non-goers are often missed off the instructions completely, as you cannot use them anyway. You must never go over the same piece of road more than once, and you cannot cross your route at all.

To get you started, here's a couple of examples to give you an idea of the sort of clues you can expect.

For example: the map on the right shows a line drawn alongside the road, and the clues could be given as follows:

198, 203, a, 166, 158, at, id, H, 161.

These are the things you would pass right through in order to take the correct route - they are a mixture of spot heights and bits of words that are directly on the road you are travelling. And as you can see, some are close together, while others are quite far apart.



This second route shown on the left uses a different set of instructions, and could be described the following way:

71, 15, 70, 16, 70, 17, 17, 16, 71, 72, 16.

That's because it's using only the grid lines that the route crosses. You must cross only the grid lines listed in order, any other way would give the wrong route.

The route could also be described like this:
KL TR SO TR SO SO SO KR TL TL
That means: Keep Left, Turn Right, Straight On, Turn Right, Straight On, Straight On, Straight On, Straight On, Keep Right, Turn Left, Turn Left. In this instance we've ignored all the 'non-goers'.

So, there are a huge number of different ways to describe the route, and organisers will often mix up the clues, so that you might be using a mixture of all sorts of things to confuse you into drawing the wrong route on the map. Remember every route deviation is a 'Fail'.

That's why you have to be careful how you interpret the clues, and hopefully, with a little luck, you'll understand what the organisers mean and get it right first time.

Good Luck!

Name: _____

Selective 1.

Start at the top of the map at the point marked with the black dot.

Follow the instructions as shown, then bring your map back to me for a time.

14 13 74 75 13 76 13 76 12 75 11 75 75 10 09 75 09 76
09 76 08 75 08 09 10 74 10 73 10 11 73 12 73 13 14 72

then finish at the next junction.

Go back to Tosh for Finish Time 1

Selective 2.

Start at the top of the map at the point marked with the black dot.

Follow the instructions as shown, then bring your map back to me for a time.

14 179 13 73 12 73 74 158 11 169 74 74 10 V 205 09 Tel
75 08 75 237 08 76 09 77 09 09 77 176 76 10 75 75 11
12 76 13 13 13 14 76 then finish at the edge of the map.

Go back to Tosh for Finish Time 2

Selective 3.

Start at the left hand side of the map at the point marked with the black dot.

Follow the instructions as shown, then bring your map back to me for a time.

Ignore all roads that do not 'GO' or lead you off the map.

TR SO TR TL TR SO SO SO TL TL TR SO SO TR TL TL TR TR
TL TL TR SO SO TR TL TR TR SO TR TR

then finish at the next spot height.

Go back to Tosh for Finish Time 3

1

13

12

11

10

09

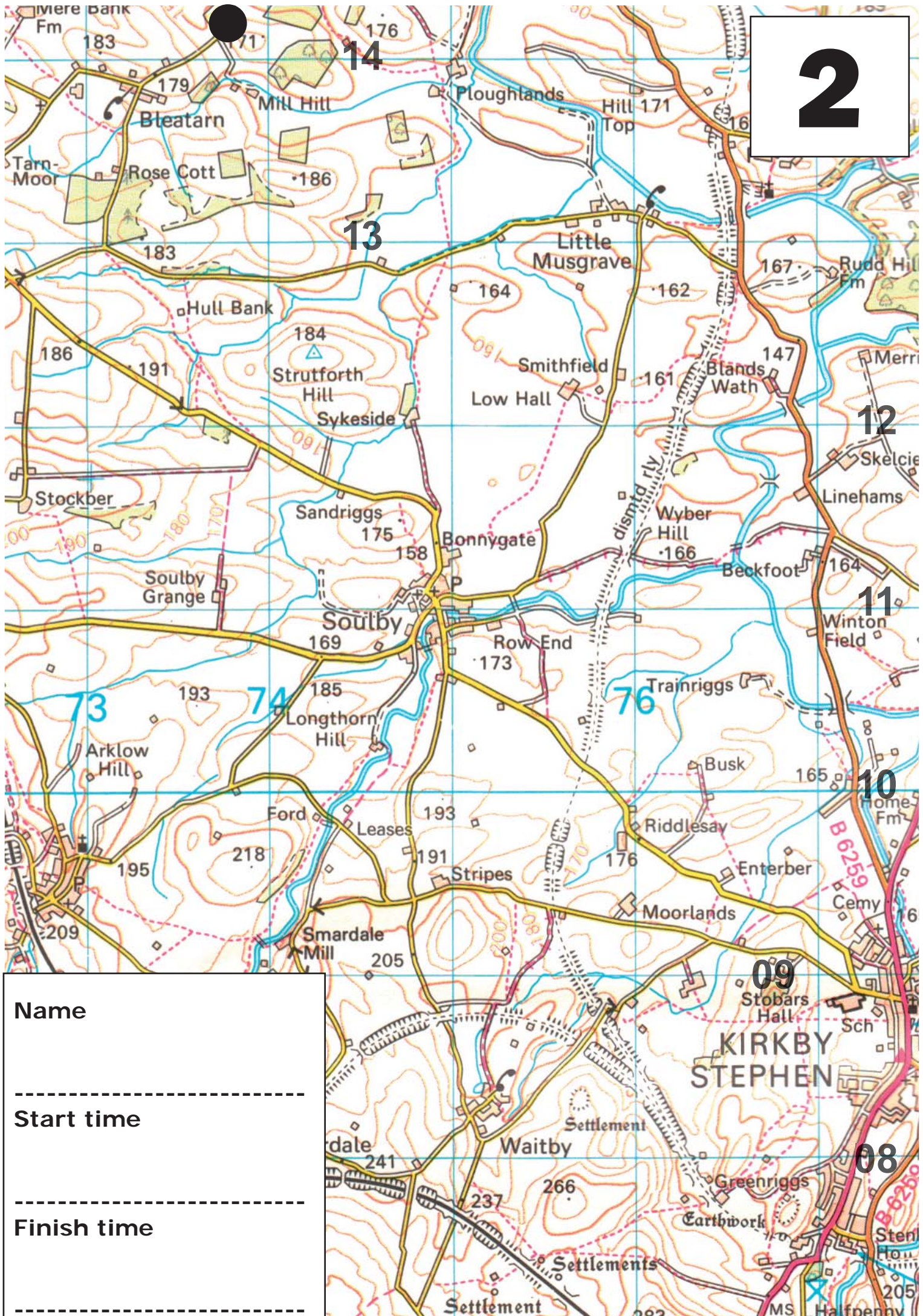
08

Name

Start time

Finish time

2



Name

Start time

Finish time

3

