

**BRODIE BASH TABLE TOP
FINAL INSTRUCTIONS**

TIMETABLE

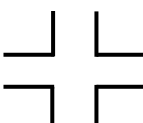
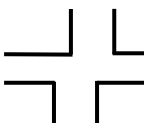
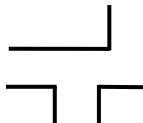
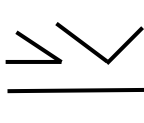
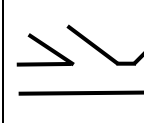
- To be included in the event results, your completed route check sheet must be emailed to davidmlaw89@gmail.com by 23.59 on Sunday 7th November 2021. Ideally complete the excel spreadsheet but a scan or list of answers will be accepted.
- That is also the time limit for completion of the timed tie-break section - see below.

EVENT

- There will be 8 sections (including the tie-break section) totalling approximately 54 miles.
- Questions will be used to check you have followed the correct route.




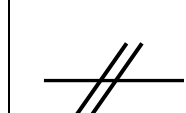


ROUTE

- The correct route is the shortest route that complies with the navigation instructions provided for that section.
- All roads may be considered including white and gated roads (but no paths). No road may be used where a building appears to block that road.
- No road may be used more than once. The only exception is that a crossroads may be used twice – but only by turning left twice.
- A crossroads is a single junction of two or more roads from which, in addition to the direction of approach, there are three options for departure. A junction is a single junction if the roads join it at a single point. For example:-

				
CROSSROADS	CROSSROADS	NOT A CROSSROADS	CROSSROADS	NOT A CROSSROADS

- Any feature of the map may be used to define the route to be followed.
- If a route instruction includes a spot height, grid line or other map feature the correct route passes, touches or crosses that map feature. As an exception to that rule, underlining in a route instruction means that whatever is underlined should be avoided, and the correct route does not pass, touch or cross that map feature.
- Where a route instruction includes an instruction to pass, touch or cross one or more map features (such as a spot height, grid line, letter on road etc.) those map features are the only ones of that type which should be passed, touched or crossed, and all others of that type should be avoided.
- Where a route instruction includes an instruction to do something a certain number of times, the correct route is one which does so that exact (and not a greater) number of times.
- A road passes a map feature only if that map feature touches the road. A map feature is deemed to touch a road if it is located on the road or touches or breaks at least one edge line of the road.

- A road crosses a grid line (or other map feature) if **both** edge lines of the road touch or cross the line of the map feature. If only one edge line of the road touches or crosses the line of a map feature, the road is deemed to have touched that map feature but **not** crossed it. For example:

					
Not touching and not crossing	Touching but not crossing	Touching but not crossing	Crossing once	Crossing twice	Crossing twice

- A spot height, triangulation pillar, milestone or milepost is located at the dot relating to it. A telephone or other map feature is located at the end of any line or arrow showing its exact location.
- A road number is relevant to all parts of that road, and not only to the location where the road is numbered.

ROUTE CHECK QUESTIONS (START TO CONTROL 7)

- Each section has one or more route check questions to be answered.
- Each question has up to four answer options. Only one answer option is correct. Choose the option which best answers the question.
- The penalty for not answering a question correctly will be 10 minutes for each question.

TIMED TIE-BREAK SECTION (CONTROL 7 TO CONTROL 8)

- The final section will be timed using online forms AND WILL BE USED ONLY AS A TIE-BREAKER.
- The tie-break section has two forms. The first is an introduction and includes a link to the second form which contains a route instruction and three questions.
- A competitor's penalty for the tie-break section will be the aggregate of:-
 - (a) the time taken (in completed minutes and seconds) to complete and submit the second form; and
 - (b) 5 minutes for each question not answered correctly.
- The maximum penalty for the tie-break section will be 15 minutes.
- The penalty for not attempting the tie break section will be 15 minutes.

RESULTS

- Competitors will be ranked according to class, with the class winner having the fewest penalties.
- Competitors will initially be ranked on the basis of penalties accrued from the Start to Control 7.
- Competitors who are tied on that basis will then be ranked on the basis of furthest cleanest.
- Competitors who are still tied on that basis will then be ranked in accordance with the penalties accrued on the timed tie-break section.
- Provisional results will be declared as soon as possible after the time limit for submission of route check sheets. A reasonable time period will be specified for any queries and the results will be declared final after that period has expired and any queries raised during that period have been decided.
- The organiser's decision on any results query is final.

ABBREVIATIONS

- The following abbreviations may be used in the navigation instructions or the route check questions:

CRO	Coloured Roads Only – You may only use (and should only consider) coloured roads in this section (but not a white road)		AR	All Roads – you may use and consider all roads in this section (including white roads)
TC	Time Control		N	North
CB	Code Board		S	South
MR	Map Reference		E	East
GS	Grid Square		W	West
GL	Grid Line		XR	Cross Roads
W	White		TJ	T Junction
Y	Yellow		SR	Side Road
B	Brown		YJ	Y Junction
R	Red		TL	Turn Left
G	Green		TR	Turn Right
SH	Spot Height		SO	Straight On
ETL	Electricity Transmission Line		RL	Railway Line
BBY (etc.)	A junction of brown and yellow roads which you enter by a brown road and depart by a yellow road (etc.)		RRBY (etc.)	A junction of red, yellow and brown roads which you enter by a red road and depart by a yellow road (etc.)

Link to Ordnance Survey Landranger legend

<https://www.ordnancesurvey.co.uk/documents/resources/50k-raster-legend.pdf>

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Any questions contact David Law

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