

A Starburst for both classes, and both classes also have the MR for TC24.

The Novices have all the exit directions numbered, and are told that they relate to the number of the junction, in order. So it is a matter of following the route through from CRO junction to junction (making sure that you don't miss the one under the letters in GS1846), and taking the relevant exit direction at each one. It is worth numbering the junctions on your map as you do this, and crossing off the numbered exits on the instruction, just to make sure that everything is accounted for when you have completed your route construction.

For the Experts only three of the arrows are numbered, so the correct arrow to use at each junction has to be worked out as you go along. For the first junction, the exit options are at either 2 o'clock or 4 o'clock. There are available arrows for both of these, so you have to look on to the next junction on each of these routes to see if there is one which matches the exit route for junction 2, which is given at 4 o'clock (ish).

It is only straight on at the first junction which works, so that is your start, and your exit at the second junction is given.

Now that you have an idea where you are going, you can also count the number of arrows (always spotting that one of them has a double arrow head, indicating that there are two separate junctions which have the same exit direction) to see how many CRO junctions you have to fit in to your route. You can also see if you can identify junctions which would match the other numbered arrows, with exits at 11 and 12 o'clock. You can also work back from TC24 to identify and eliminate another of the arrows.

All of this will quickly enable you to identify the correct route, as long as you spot the obscured junction in GS1846.

