



## Arrow 2 to Point 3

UK navigators will instinctively want to approach Point 3 from the south-east but the shortest route to Point 3 is simply via codeboard E, approaching Point 3 from the NW. The key here is to remember that you are only assessing the shortest route to the next objective (in this case Point 3) and not looking at anything further along the route.

So via E is the correct route. And you are not heading into a dead end on this rally!

## Point 3 to Arrow 4

The ability to use roads more than once means that you can escape the dead end by looping around and passing codeboard E again because that is in the same direction as you used that road previously.

The next challenge is to spot that the tail of Arrow 4 extends slightly to the SE of the junction, so you will not drive the whole arrow as required (see regulations 5, 6 & 7) if you go via codeboard F. So you have to go via the school and telephone (and not via Hamilton's Folly and Guiness Mountain, no matter how much that prospect may appeal).

If you went the wrong way to Point 3, you would have continued NW to Arrow 4, and missed codeboard E twice. On most European events the organisers would have made those two E boards into a "combination" so that you would only have been penalised once for what was a single mistake. Very fair!



altogether but picking up codeboard H again) to avoid going against the previous direction of travel on the road north-west of codeboard I. Then along Arrow 8 to TC37.

As an aside, if the correct route had been to leave Point 6 to the south-east, the correct route would then have been an anti-clockwise loop through Point 7 (shortest route to Point 7, even though that would result in a longer route overall from Point 6 to Arrow 8 – you have to treat 6 to 7, and 7 to 8 separately) therefore 'I ' twice on the way to Arrow 8.