



## ROUTE EXPLANATION

### LEG 5

TC38 to TC39

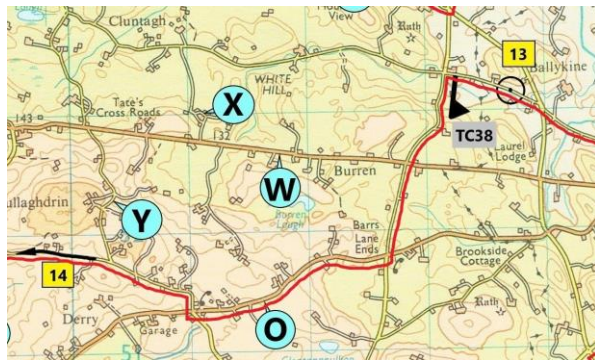
TC38 to TC39

AR

Points and Arrows (14, 15, 16, 17, 18 & 19)  
 Points – Second Shortest Route  
 Arrows – Shortest Route

SOLUTION BOARDS:

O	C	C	G	E	E	H	H
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#### TC38 to Arrow 14

So you've got to keep your wits about you now, as sometimes you will be looking for the shortest route, and at others it will be the second shortest route. First we are going to an arrow, therefore the shortest route is the correct route.

The W, X and Y codeboards all turn out to be decoys, as the shortest route is via codeboard O. For 'Obvious' you are probably saying.



#### Arrow 14 to Arrow 15

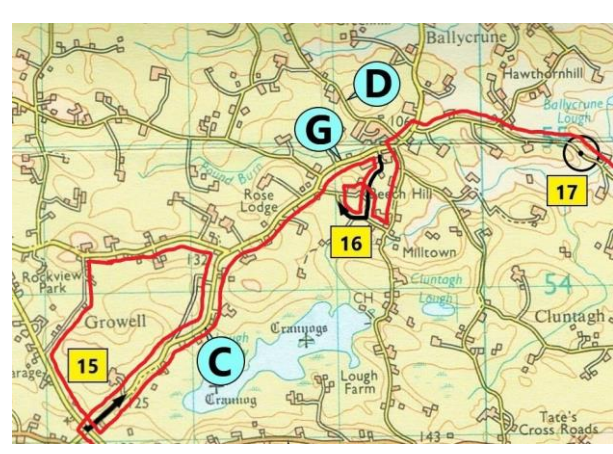
A few things to look out for on this part of the route. Objective 15 is an arrow, so again it is the shortest route you are looking for.

The immediate options appear to be either via Z or A, and Z measures shorter, but it's close, and probably too close. The search for a still shorter route should expose the obscured roads through Winter Hill, so that is the first pick.

The second thing to spot is that the tail of Arrow 15 extends north-west at the crossroads, so your route has to approach the arrow from that direction. So you are looking

for a loop, not to add mileage for a second shortest route, but to approach the arrow from the correct direction. This brings board B into play if you loop around to the west and north.

But there is another less obvious and shorter route by continuing through the arrow to the north-east (picking up the C) and then looping back west and then south to drive the arrow again, this time for its full length. So C is the only board on the correct route.



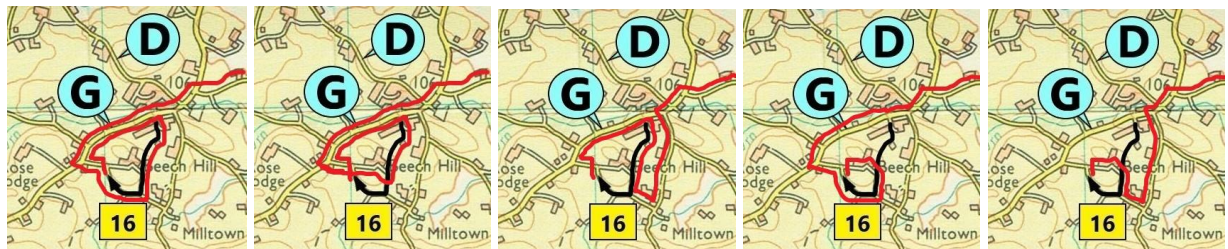
**Arrow 15 to Arrow 16 to Point 17**

So first it is shortest route to 16, and then second shortest to 17. And, as always, you construct your shortest route to 16 without regard to where you may need to go for 17.

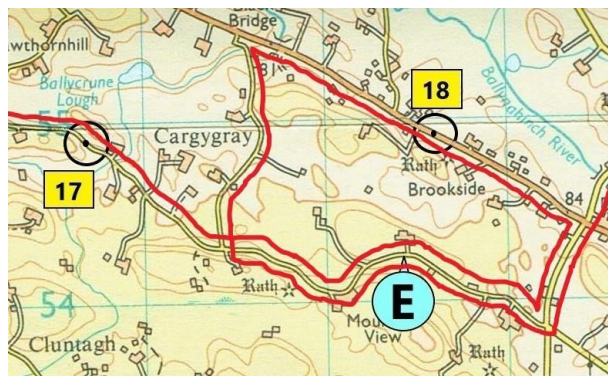
Arrow 15 to Arrow 16 is straightforward. The shortest route to the tail of 16 is simply via codeboards C (again) and G.

The fun starts finding the second shortest route from the head of Arrow 16 to Point 17. The shortest route would be to TL after the

arrow, then TR at the yellow and continue along that road to Point 17, via codeboard G. So the obvious second shortest route would be the loop round to the north of board G, picking up board D. But you know by now that the obvious route is unlikely to be the correct one! These are (at least some of) the other options, all shorter than the loop via board D:



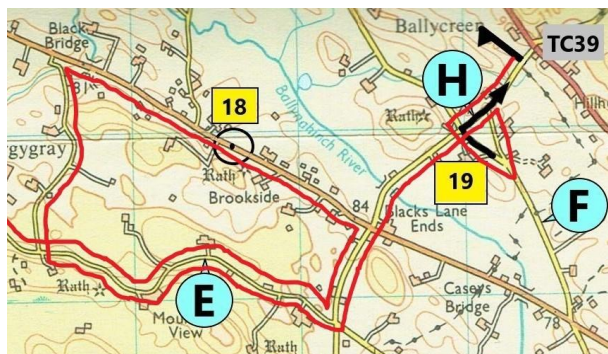
These are all possible because you can use all or part of Arrow 16 again as long as you do so in the correct direction. The last of these, passing no boards, is the shortest of these options.



**Point 17 to Point 18**

Objective 18 is also a Point so this is another second shortest route search.

The shortest route is obviously TL up to the brown road, and TR to 18. You could continue on a clockwise lap via E to get back to Point 18 as your second shortest route, but the shorter option is to go straight to 18 via E, so that you approach 18 from the south-east.



**Point 18 to Arrow 19 to TC39**

Shortest route to Arrow 19 means continuing north-west and going round by board E again, then XL up to the brown/yellow crossroads.

The obvious route from there is to turn right and approach 19 via codeboard F. But the shortest route is XSO, join the arrow, pick up board H, then TR towards board F, but before getting there turn hairpin right to join the tail of Arrow 19. Then follow the whole arrow through board H again, and on to TC39 (for that Guinness you promised yourself back at Arrow 4).