



## ROUTE EXPLANATION

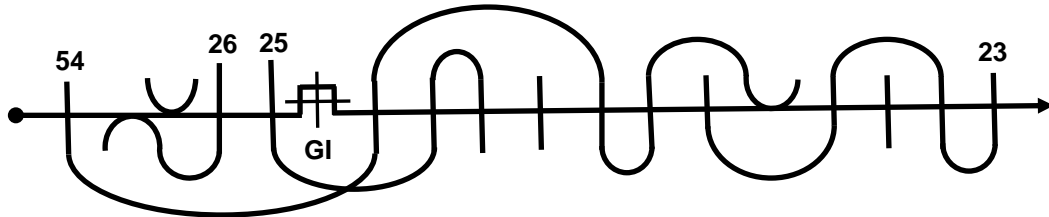
### LEG 7

TC46 to TC47

#### Novice

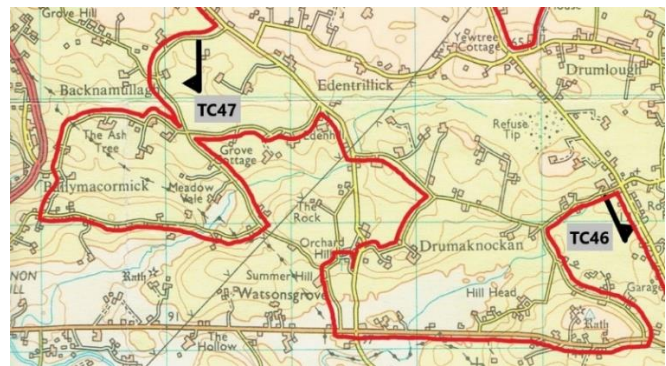
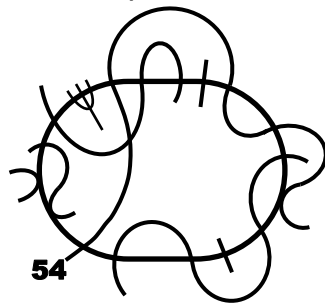
TC 46 (265542→WSW) to TC 47 (233555)

AR



#### Expert

TC 46 (265542→WSW) to TC 47 AR



Spaghetti for both classes here. The Novices can number 14 of the GL crossings/touches from the numbers which are given, so are well on the way to making this a simple GL crossing exercise. There is also something going on around a GI (graticule intersection – a blue cross on the map) but you can find the GI and deal with that most easily after you have identified its rough location on the route from the grid lines either side.

There are three locations where the road touches but does not cross the GL. Check the Regulations to see exactly when this arises. It is the second “touch” which requires the loop around by SH144 – the brown road touches but does not cross GL53 (the only time that GL53 is “in play”). The GI comes up between GL’s 25 and 54, and 3 of the 4 “legs” of the GI cross symbol need to be crossed, by picking the correct route through Orchard Hill.

The Experts get a Spaghetti Hoop, with only one numbered GL. But that gives 4 of the crossings, and one “touch”. And you know that 54 will be the first GL after TC46 to be crossed (and not just touched) so that gives you a good lead where to start on the hoop. If it is drawn correctly, the spaghetti should be orientated so that it touches and crosses the route from the “correct” side. And that should enable you to get the clockwise rotation quite quickly.

So you are starting from 7 o’clock, and going clockwise, to cross the 54 first. From there it is a bit of trial and error to get the correct route but there are enough clues to keep you on the right track. And once you have isolated the “fork” you at least know which grid square you are looking in, though not for anything resembling a fork (obviously!). Just like straight grid lines which can be bent into curly spaghetti, the straight lines of a cross marking a Graticule Intersection can be bent into a fork. And your route needs to cross 3 of the 4 legs of that cross.