

ROUTE EXPLANATION

LEG 8

TC51 to TC52



TC 51 (222649→W) to TC 52 (205623)

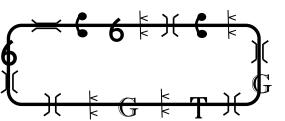
AR

AR



Expert

TC 51 (222649→W) to TC 52



o toil right at the start!

Various map features to pass through to start Leg 8 (but with a sting in the tail right at the start!). The Novices get them in a straight line with an arrow to confirm the order. Experts get them in the style of circular herringbone, requiring the starting point and a direction of travel to be found.

Novices start with an ETL, so it is straight on at the first junction. Next you have to find a bridge to pass under, and it's not an easy spot. The bridge symbol is only on the north side of the railway, and part of it is hidden by whatever is going on between the road and the railway (a building?). If you misread the instruction (or, God forbid, conclude that the Clerk of the Course has got the first two elements of the instruction the wrong way round) you may just turn left at the first junction after the start control and pick up the route from the telephone.

From there, careful plotting should see you to the correct route through the various elements. The final ETL requires use of the white loop – it only clips part of one of the ETL pylons (and not the line of the ETL cable) but that is enough per the Regs (5.6). And the 6's are of course part of the grid line numbers 61 and 62 – always tricky to spot in blue.

For the Experts the tricky first bridge causes even more problems because you are probably looking for a run of Under Bridge, ETL, Telephone (in that order) to try and find the starting point of the instruction, and there is no such combination in either direction. It is probably one of those where it is better to find a string further into the section, and move backwards and forwards from there (and hoping that you are not unlucky enough to have found the end of the section). The G, ETL, T, Under Bridge, G combination could be a good place to start, comprising some obvious elements which (if only from the G's on the map) should be quite close to the start of the section.

That should lead you to a clockwise rotation, starting at the ETL at 12 o'clock (and searching for that elusive bridge).

