



ROUTE EXPLANATION

LEG 4

TC31 to TC32

Novice

TC 31 (261519→SW) to TC 32 (26004795)

AR

99 99 128 145 141 158 in order, and 250515

Expert

TC 31 (261519→SW) to TC 32

AR

Start in *GS uodr*

yy yy rue rad rar rde in 61581, 475 udDDdrdD

Explanation

Spotheights and an avoid (underlined) MR for the Novices. Finding the spotheights and plotting a route through them should not cause too much trouble. There is a shortest route option around GS 2451, and a measure will confirm that the northerly option via Black Bog is marginally shorter.

But that is only the case until you plot the avoid MR, which is near the start of that northerly option. There is a white triangle which you can use to get around the avoid MR, but you do then have to measure again. And if you do, you will find that the southerly option, turning left before the avoid MR, is now the shorter route.

The Experts have the same information, but in code. That is fairly obvious (especially if you notice the italics) though the *yy yy* start is a bit of a distraction given the yellow crossroads immediately after TC31.

The key to letter/number codes like this is usually a 10-letter place name (with 10 different letters) on the map, with a grid square or similar location given to help find that key.

In this case the only information is "Start in *GS uodr*". The section starts in GS 2651 so that might give you 4 of the letter keys, but apparently not the others.

You also need to start your search for the key in that GS. Do that and you will see (at least the start of) a 10 letter place name – Drumadoney. Two "d's" but conveniently one is capitalised. That is your key with D = 0, r = 1, u = 2, m = 3 etc.

Applying that key gives you the same instruction as the Novices, as long as you have also applied the code in reverse to change the numbers into letters.

Work all of that out and there is only the shortest route issue to address.

