

The Brecks Table Top Rally

Novice Solutions

- Section 1 map features
- Section 2 grid lines
- Section 3 road junction colours
- Section 4 junction instructions
- Section 5 herringbone
- Section 6 spot heights at map snippets
- Section 7 over and under and across and round
issues with map versions - for all versions
RO = Orange Roundabout
RY = Yellow Roundabout
RG = Green Roundabout
A = Boundary Across
solution for latest digital and latest map
BrO RY BrO LC RO LC BrUU BrO RO
A BrU BrOO BrU A RO RO
solution for older map
BrO BrO LC RO LC BrUU BrO RO
A BrU BrOO BrU A RO RO
- Section 8 coded junction instructions
01=A ... 26=Z
TL TR SO LT RT RT TL TL LT TR RT SO
- Section 9 coded grid square departs
T=Top=N
R=Right=E
B=Bottom=S
L=Left=W
- Section 10 spot height arithmetic – starting from 52 add (black) or subtract
(red) for next spot height
59 46 63 49 35 29 37

- Section 11 grid lines
 N=Northing=horizontal grid lines
 E=Easting=vertical grid lines
 03 04 05 05 92 93 94 05 06 06 95 06
- Section 12 spot height arithmetic – add digits
 49 63 52 55 49 62 55 64
- Section 13 herringbone
- Section 14 road junction colours and spot heights
- Section 15 green circles
 two shortest routes of equal(ish) length
- Section 16 coded spot heights – hexadecimal (base 16)
 $19=16+9=25$ $22=32+2=34$ $1F=16+15=31$
 $F=15$ $17=16+7=23$ $11=16+1=17$ $29=32+9=41$
 $27=32+7=39$ $22=32+2=34$ $2D=32+13=45$
 $29=32+9=41$ $24=32+4=36$
- Section 17 DIY tulips
- Section 18 map features
- Section 19 over and under and across and round
 issues with map versions - for all versions
 RO = Orange Roundabout
 RY = Yellow Roundabout
 RG = Green Roundabout
 A = Boundary Across
 LC RG BrO BrO RG BrO BrO RG BrO BrO
 RG BrU BrO RG BrO RG ETL BrO A BrO
- Section 20 roads
 Yellow A134 Yellow A11 B1106 B1107? A1065 A134