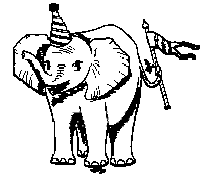


**Wessex Motor Club**  
**Funky Elephant Rally**  
24<sup>th</sup> & 25<sup>th</sup> April 2004



**Expert Navigation Explanations**

For all navigation Byways and 'Other route with public access' are treated the same as white roads.

- MTC1: Simply take the shortest route to TC2.
- TC2: Take the shortest route that has a number '5' and letter 'o' touching it. The '5' is the '5' of the grid line number 54. The 'o' is the 'o' of word 'Down'.
- TC3: Schematic tulips in order, without arrows and using all roads. Each tulip is a junction. Take each tulip one by one making sure you enter each junction on the ball. You have to use the approach to the next tulip to work out which arm to depart the current junction on.
- TC4: Cross grid lines in order. So, using all roads including whites, cross grid line 61, 26, 61, 62, then only using coloured roads cross 26, 26, & 63. To get the correct route you must take the longest route consistent with crossing only those grid lines in the order given. You have to turn left at the last cross roads because you have not been told to cross another 26 and by turning left you can do a longer route.
- TC5: Depart each junction in the direction shown.
- TC6: Self explanatory. Take the shortest route that uses 60m of the A272.
- TC7: On and off herringbone. You have to enter the junctions of the herringbone on the balls, and depart them on the arrows. The easiest method to plotting these is treat it as a normal herringbone and then mark on all of the balls and arrows, then plot the only route that allows you to enter all the junctions on the balls and exit on the arrows. The extra trick to this one is working out which ball to start on. Only one will make the herringbone fit to the junctions on the map. In this case, the correct one is on the far right (Try to imagine the far right part turned through 90 degrees...this would then give you a ball on the end, followed by a road to the right then a road to the left with an arrow on it).
- TC9: Using the definitions given in the Pre-Start instructions, 'y' stands for narrow yellow, 'Y' stands for wide yellow and B stands for Brown. Each group of letters defines a junction. So the first instruction is a junction with three legs, the first being a narrow yellow and the other two being wide yellows. You approach each junction with the first letter shown and depart on last. To get the correct route you have make sure you take the longest route possible.
- TTC11: M stands for Miss. T turn for Turn. SO stands for Straight On. X stands for Cross roads. L stands for Left. R stands for Right. You have to follow the ML, MR etc. trail in order, however, because it's circular you do not know where to start or which direction to go. The route also uses whites so you have to include every road. The easiest way to solve this is to find two crossroads and then try each possibility one by one until you get the correct one. In this case you start with the TR after the SOX and go clockwise round, ending with the SOX.

- TC12: The numbers stand for the tenths along the grid lines where the route crosses them. Simply go via them in order, remembering to use whites.
- TC13: Take a route that passes over 6 spot heights whose values add up to 524.
- TC15: Use the lookup table to find what to do at each junction. The columns and rows have the same identifier so you have to try both possibilities to find the only one that works. The clue is WUW so you have to make sure you include every road.
- TC16b: Spot heights with approach/depart direction. You cannot depart the 208 ESE so the ESE must refer to the approach of the spot 84. Again you cannot depart the 84 S so the S must be the approach to the 51. Turn left at the last junction because TC17 is due west of the spot 51.
- TC17: Cross grid lines in the order given (where each grid line's digits are summed so  $79 \rightarrow 7 + 9 = 16$ ). The clue starts with a 17 and ends in an 18. These don't work as Grid Line crossings so must be the TC numbers. i.e. start at TC17 end at TC18. The route is WUW which takes you into the lay by at the end.
- TTC19: The numbers represent the straight line distance in metres to each junction. Use your romer to measure the distance and then go via each junction in order.
- TC 20: The directions represent the direction the route is heading when crossing Grid Lines. The spaces have been removed, so you have to work out where to split the instructions to make them match the roads on the map. With the spaces added in it would read NNW N NE N.
- TC21: H stands for Horizontal. V stands for Vertical. So, cross a Horizontal grid line, then 3 Vertical grid lines, then a horizontal grid line and finally another Vertical grid line. It is a WUW section, remembering that you can use Byways as well. The correct route goes via a single spot height and passes under a single Electricity Transmission Line. The route turns right on the first byway after the TC21.
- TC22: The shapes are the wooded areas on the map that touch the correct route. Go via each woodland in the order shown. Again, it uses whites, which means you can use Byways.
- TC23: Plot each grid reference and label them with their correct identifier. Then go via the points that match the sequence of 1s and 2s. Only 1 route is possible.
- TC24: Tracings. Match the tracings to the map and then go via the route, remembering to go LWR where indicated. You need to match them accurately to find the LWR at the entrance to a byway.
- TC25: R stands for Right. L stands for Left. Cross the vertical grid lines in order shown.
- MTC27: The numbers start with 27 and end with 28. These are the two TC numbers. The number in the middle is 126, which is a spot height. So, take a route that goes via a single spot 126.
- TC28: Self explanatory, remembering you can use whites. Use the map's key to look up the symbols.
- TC29: Plot the Grid References and find the spots heights. Then pick a route that avoids them and only goes via a single crossroads.

- TC30: Find the lookup table given out in the TC15 clue and use it to work out what to do at each junction. The rows and columns are reversed compared to the TC15 clue.
- TC31: Clock faces. Approach junctions on the hour hand and depart on the minute hand. You have to adjust the times depending on which clock is used. You can work out which clock was used by looking at the next junction(s) and comparing the positions of the arms of the junction with the times shown. Once you have worked out the difference of the first two times you know the rest, as the clue tells you that each clock is read out in turn.
- TTC33: Self explanatory. Find a route that complies with the instructions.
- TC34: Self explanatory. Work out the distances that the next TC is away and then plot the shortest route to it.
- TC35: You just have to read it carefully and do what it tells you to do.
- TC36b: Each number is in between 0 and 360. This should give you the hint that they are bearings. So, depart each junction in order on the bearing given. The GW shown gives an approach that is not the normal direction of the road being used. Therefore you have to use a NAM feature at this location in order to approach the GW from the correct direction.
- TC37: The box represents a Grid Square. The numbers tell you which side to depart each Grid Square, starting with 1 and finishing with 10.
- TC38: The 8 Grid Squares immediately surrounding 6113 represent the 8 points on the compass. You therefore go via the three squares representing the Southern point, followed by the South Eastern point, and finally the Eastern point.
- TC39: Reading the numbers from top to bottom and then left to right gives you: 14 62 15 62 15 63 15 16 63 81 65 64 17. These numbers then represent the order in which to cross the gridlines. An extra twist to this is the three numbers 63 81 65. After you cross the previous grid line 16 you are in square 6316 and cannot cross another 63, nor is there an 81 in that square, and neither can you cross a 65. So, these three numbers represent the grid reference of 638 165. Go via this grid reference and then continue crossing the grid lines shown.
- TC40: The two boxes represent two grid squares. The lines represent where to enter and leave these two grid squares. Going via no spot heights forces you the LWR in square 6318 to avoid spot 144.
- TC41: The letters represent the writing on the map that the route crosses. The letters can be found in grid square 5819.
- TC42: Same as TC9, but without spaces. The next junction is a 3 yellow, which means that the next junction must be with a B road. Using this logic you can work out the route.
- NTC44: As described by the 'Nellie The Elephant' song given out at the start go from Bombay to the Jungle via Hindustan and the road to Mandalay.