

Sudok-O

This is actually a lot less complicated than it sounds, and it's a great way of getting people to talk to each other. Probably best to give participants sight of map (with controls marked) beforehand, to allow for discussion.

Plan 27 control sites, numbered 111-119, 121-129 and 131-139 (or similar – the important thing is to have 3 sets ending in 1 through to 9). It's probably possible to do it with pin-punches, carefully selected, but it would be a pain to check, so use electronic punching if at all possible.

Each team is required to visit all the controls between them, but also each person must visit 9 controls, one each with a number ending 1 through to 9 – but they can take them in any order. Each team can decide their own groupings of controls.

Timing is easy if you do a mass start and the team's time is that of their last finisher. Finishers tend to race anyone they can see, as they don't know who's already back.

SI allows simple mechanism for mass start; get participants to download promptly, do 2 printouts and keep one, identifying it with team name/number; check visually for correct completion.

It's probably best to place and number controls in zones – the schematic below shows option of 3 comparable segments or 3 loops, a long, medium and a short. For start/finish at side of area, instead of concentric circles you might have elongated ellipses. Close controls – see numbers ending 2 and 7 below – could allow team members to help each other. (The black lines and circles don't get printed on the maps, of course!)

This format works well on an open area.

