

# SOA Puzzle 53

## Tour of Scotland - Corncockle Plantation & Spedlin's Flow

### Sudok-O Team Score

The event was a mass-start team score event with three runners in each team. The map showed the start and finish and 27 controls numbered 51-59, 61-69 and 71-79. The second digit of the control code was the score value. Each runner had to visit nine controls with numbers ending 1 to 9, so that each team would visit all 27 controls.

The two marked crossing points (X) were compulsory. As teams included young juniors, at least nine controls were on or close to paths or other line features and did not require crossing the road.

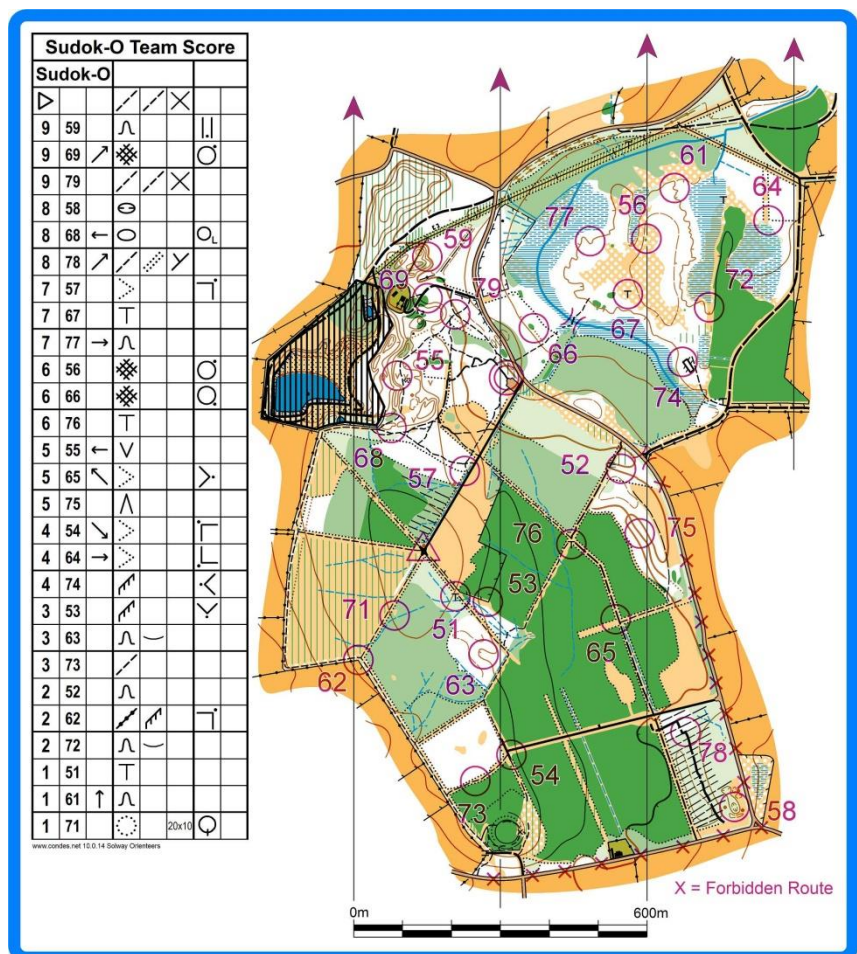
Maps were issued and teams had ten minutes to decide who would visit which controls. Everyone then started together in the mass start.

Team 'SOA' runners were, Sven, an experienced M45, Olga, a W21 improver and Angus, M10, a competent junior. An analysis of their routes showed:

a) Sven started with one of the easy controls. Sven visited the two most easterly controls. He had one leg of over 1 km. Sven had scored 11 points before he crossed the road for the first time. Sven's score was 40 before he got to his final control.

b) Angus's cumulative points in order at the controls he visited were, 1, 3, 6, 10, 15, 21, 28, 36, and 45. Angus visited two controls on towers.

c) Olga's course included a control in an erosion gully, which gave her a total of 17 points at that point. Olga visited a control in a re-entrant worth 3 points and two controls on thickets.



d) Sven's straight-line distance between the crossing points was about 650m longer than Olga's.

Can you list in order the controls that each of them visited?

Control No.	1	2	3	4	5	6	7	8	9
Sven									
Olga									
Angus									



Corncockle Plantation & Spedlin's Flow in Dumfriesshire is a small wooded area belonging to the Crown Estate Scotland. It includes a deep quarry dating back to the early 1800s that supplied red sandstone used in the construction of buildings in Glasgow, Edinburgh and New York.

Thanks to Dave McQuillen from SOLWAY for creating this fiendish puzzle.

