

SOA Puzzle 53 - Solution

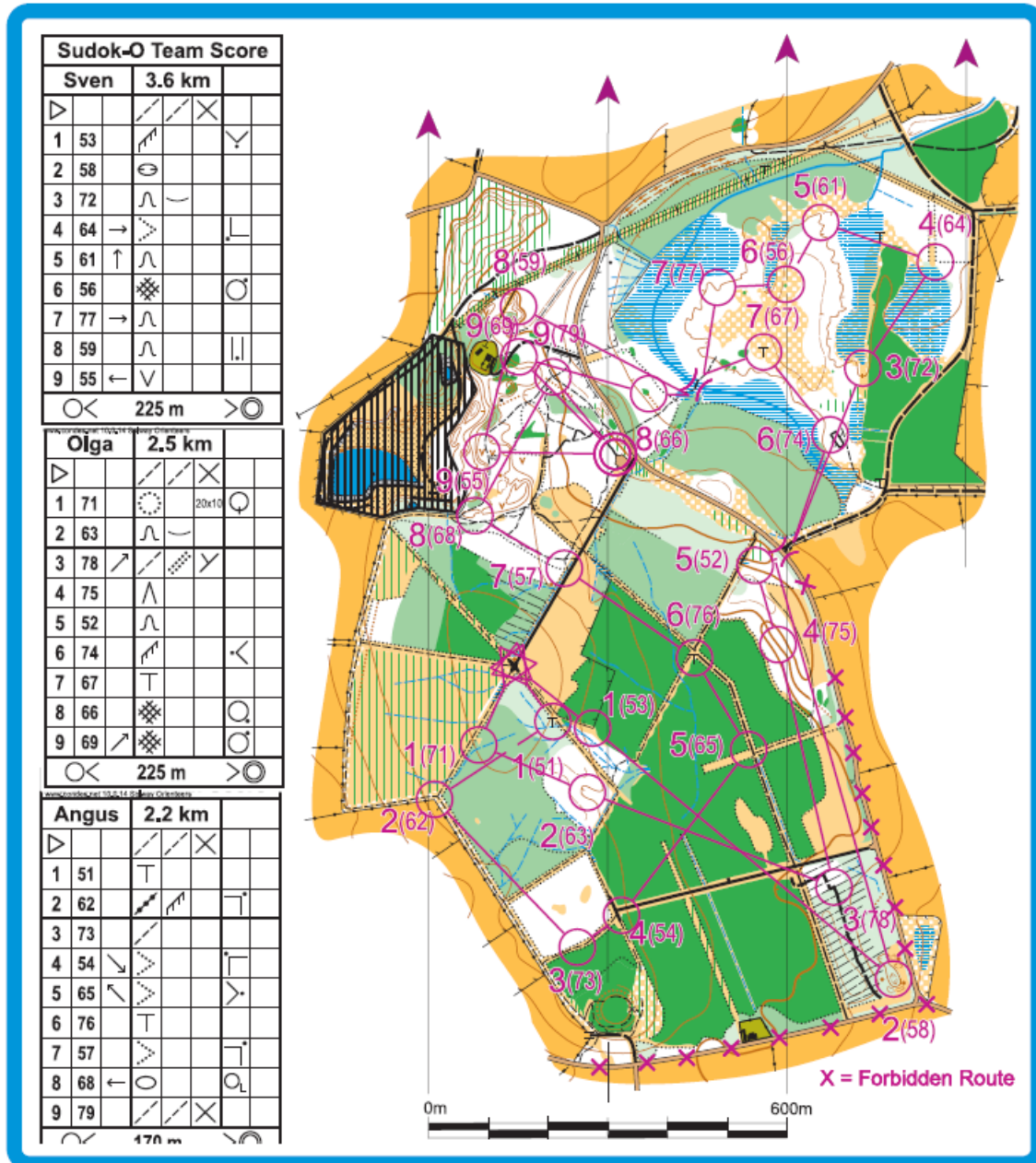
Tour of Scotland - Corncockle Plantation & Spedlin's Flow

Sudok-O Team Score

Logic:

- 1) **Angus** would be on a course suitable for a competent M10, following paths and line features. His cumulative points tell us that he visited controls ending 1, 2, 3, 4, 5, 6, 7, 8 and 9 in order.
- 2) Angus did not cross the road, so his two controls on towers were **51** and **76**.
- 3) Angus' second control is likely to be the 2-point easy control nearest the start, that is **62**.
- 4) From 62, Angus' route following paths would be **73, 54, 65, 76, 57, 68, 79**.
- 5) **Sven** had the most easterly controls **58** and **64**.
- 6) **Olga** therefore had **78** and **74**.
- 7) Olga had the gully **75**, so Sven must have had **55**, which was his final control to give him his total of 45.
- 8) Olga had the only 3-point re-entrant **63**. So Sven must have got **53**, which with 58, gave him the 11 points before he crossed the road and he did not visit 52. Olga must have had **52**, so Sven had **72**. The leg 58 to 72 is >1km.
- 9) There are three thickets, 56, 66 and 69, so the two that Olga visited must have been **69** and one of the other two. Sven therefore had **59**.
- 10) Olga must have visited **71**, which with 63 and 78 gave her the 17 points at 75. Sven must therefore have had **61**.
- 11) Sven had 72, 64 and 61, which makes it likely that they planned for him to do **56** and **77**. That would mean that Olga had **67** and a route between the crossing points about 650m shorter than Sven's.
- 12) Sven's thicket 56 meant that Olga's 6-point thicket was **66**.

Control No.	1	2	3	4	5	6	7	8	9
Sven	53	58	72	64	61	56	77	59	55
Olga	71	63	78	75	52	74	67	66	69
Angus	51	62	73	54	65	76	57	68	79



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.

