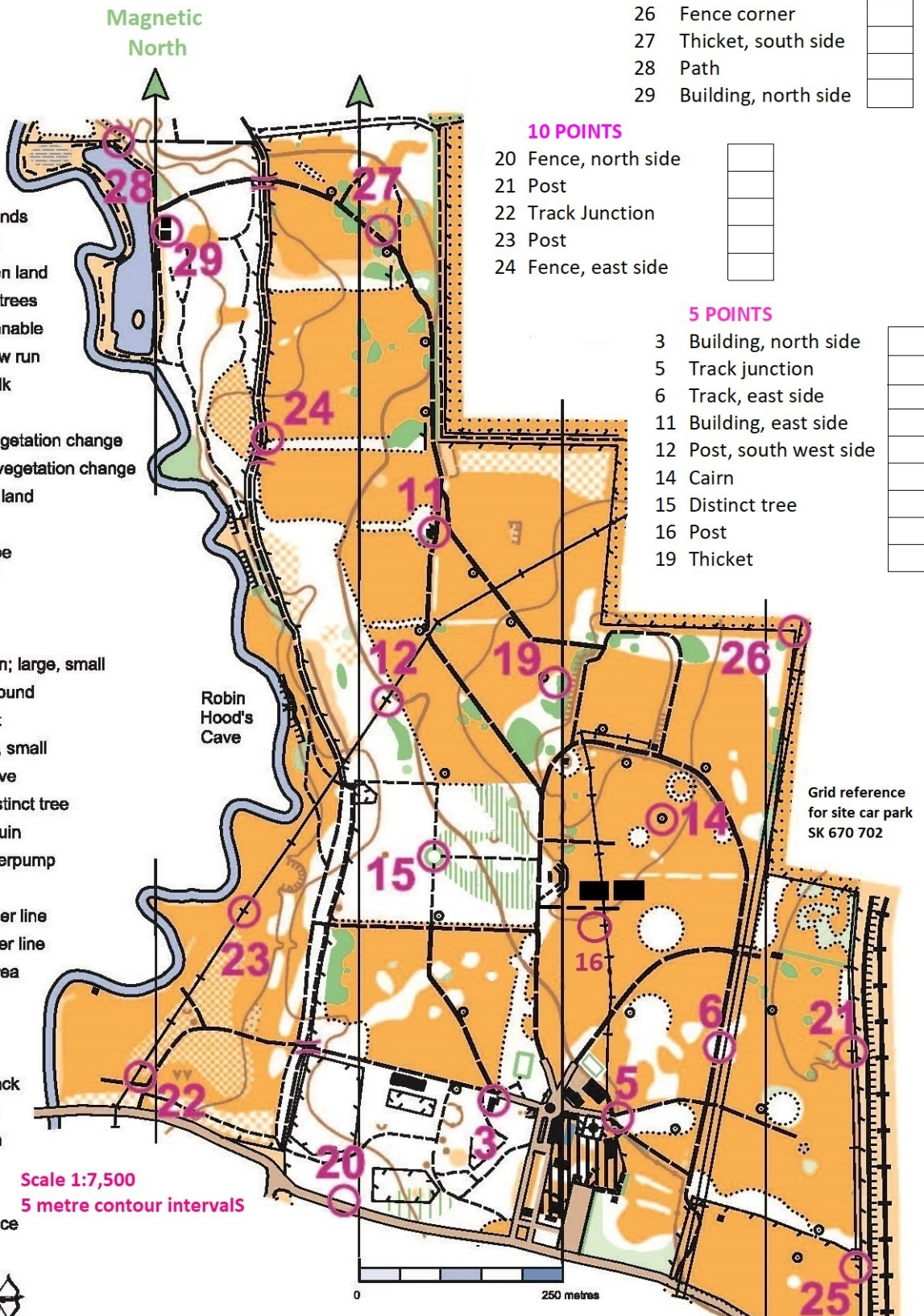


One Hour Team Score

Each team has 1 hour to locate as many markers as possible.
Points can be deducted for late return.

KEY

- out of bounds
- open land
- rough open land
- scattered trees
- forest: runnable
- forest: slow run
- forest: walk
- thicket
- distinct vegetation change
- indistinct vegetation change
- cultivated land
- contours
- steep slope
- earth wall
- gully
- knoll
- depression; large, small
- broken ground
- pit, wet pit
- cliff; large, small
- statue, cave
- hedge, distinct tree
- building, ruin
- cairn, waterpump
- tower
- small power line
- large power line
- parking area
- pond
- river
- road
- vehicle track
- large path
- small path
- railway
- fence
- ruined fence



15 POINTS

- 25 Post
- 26 Fence corner
- 27 Thicket, south side
- 28 Path
- 29 Building, north side

10 POINTS

- 20 Fence, north side
- 21 Post
- 22 Track Junction
- 23 Post
- 24 Fence, east side

5 POINTS

- 3 Building, north side
- 5 Track junction
- 6 Track, east side
- 11 Building, east side
- 12 Post, south west side
- 14 Cairn
- 15 Distinct tree
- 16 Post
- 19 Thicket

Grid reference for site car park SK 670 702

Scale 1:7,500
5 metre contour intervals