



Sporting Car Club of Norfolk

Percy Pig June Table Top Rally

June 2020

Novice Route Card



Section 1 More Sums		
1S GS3227	CRO	1F GL

Via SW n NE and then

2 10 18 23 26 28 31 40 43 45 53 54

1S @ 32500 27775 – Village Hall car park exit – depart SE
1F @ GL after last instruction

For this avoid GS3825

One hint available for this section

Via SH start at 2 then 10-2=>8 18-10=>8 23-18=>5 etc etc

17 Miles



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Novice Route Card



Section 1 Route Checks		
1	<i>Phone within 50m</i>	4
2	<i>LETTER</i>	P
3	<i>Windmill within 0m</i>	1
4	<i>PoW with Tower within 0m</i>	1
5	<i>Red Diamond</i>	4
6	<i>Highest SH</i>	9
7	<i>Lowest SH</i>	1
8	<i>Green Circle</i>	5
9	<i>PoW without Tower or Spire within 100m</i>	5
10	<i>GL at 1F</i>	20



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Section 2 Blue Peter		
2S GS3817	CRO	2F

Via – in order

a g g c i b e h a b d

a i g h b b a h b f h

Key

2S @ 38100 17425 – depart W

2F @ o

No hints available for this section

11¾ Miles



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Section 2 Route Checks		
1	<i>Phone within 100m</i>	2
2	<i>2nd SH</i>	5
3	<i>Bridge</i>	1
4	<i>PoW with Tower within 100m</i>	0
5	<i>PoW without Tower or Spire within 100m</i>	2
6	<i>Highest SH</i>	12
7	<i>Lowest SH</i>	1
8	<i>Windmill within 500m</i>	2
9	<i>Does the route pass the entrance to Hill Fm?</i>	Y
10	<i>GS containing 2F</i>	3520



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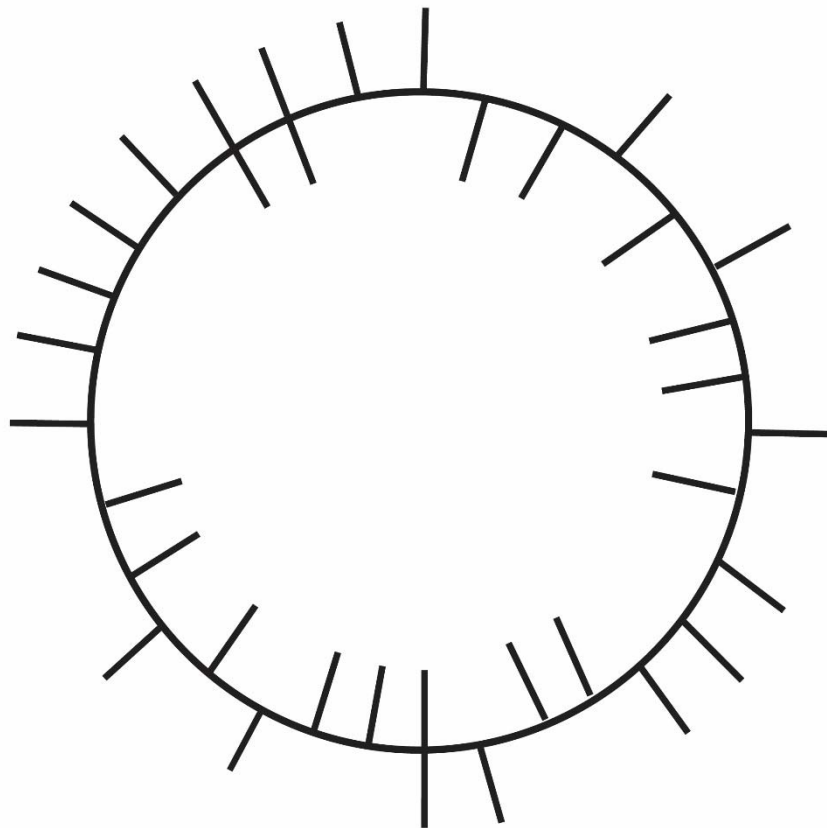
June 2020

Novice Route Card



Section 3 Fishy		
3S GS3420	CRO	3F

Via



3S @ 34025 20975 – depart NNE
3F @ GL after last instruction

No hints available for this section

11¾ Miles



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Section 3 Route Checks		
1	Phone within 50m	2
2	Highest SH	14
3	Lowest SH	2
4	Does the route pass the entrance to Berry Hall?	Y
5	PoW without Tower or Spire within 50m	0
6	PoW with Tower within 0m	1
7	Does the route pass Old Fm?	Y
8	Moat within 100m	1
9	MS	1
10	GL at 3F	31



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Section 4 Eddie Waring ii		
4S GS3019	CRO	4F GS2623

Via

U	A	O	A	A
U	A	U	A	U
O	O	O	O	O

4S @ 30750 19350 – depart N
4F @ SH24

For this section do not cross GL25

No hints available for this section

15¼ Miles



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Section 4 Route Checks		
1	<i>Phone within 0m</i>	2
2	<i>1st SH</i>	18
3	<i>2nd SH</i>	9
4	<i>3rd SH</i>	4
5	<i>4th SH</i>	14
6	<i>PoW without Tower or Spire within 100m</i>	3
7	<i>PoW with Tower within 0m</i>	0
8	<i>LETTER</i>	P P G
9	<i>Does the route pass the entrance to Sloley Hall?</i>	N
10	<i>Does the route pass the entrance to Manor Fm?</i>	N

Clarification:

LETTER must break the black line on both sides of the road, there is one very marginal one on this section



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Section 5 Zebedee		
5S GS2623	CRO	5F

Via

1	8	1	5	1	8	4	3	1	4	4	0	1	4
3	5	1	3	5	5	1	7	5	0	1	7	5	5
1	7	1	4	2	0	5	5	1	8	0	0	1	8
0	5	1	9	2	0	1	2	1	6	1	1	1	0
2	0	0	5	1	9	2	0	1	1	2	5	1	1
2	5	1	1	1	7	2	0	2	8	1	0	0	1
1	8	0	5	2	1	1	4	2	1	1	6	2	1
1	7	2	1	1	8	2	1	5	0	1	7	5	0
1	6	3	5	1	4	4	0	1	4	4	0	1	4
5	9	2	0	5	0	1	5	0	5	1	8	5	0
1	7	5	5	1	6	5	0	1	6	5	0	1	7
1	0	2	0	1	5	2	1	1	4	2	1	1	4
2	1	2	8	1	3	3	2	1	1	2	5	1	1
0	5	1	1	1	0	2	0	0	0	2	1	3	0

5S @ SH24 in GS2623

5F @ GL after last instruction

One hint available for this section

Digital clock junction instructions arrive on the hour and depart on the minute
groups of four digits 18:15 18:43 14:40 14:35 etc etc

17¾ Miles



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Section 5 Route Checks		
1	Phone within 50m	3
2	Highest SH	36
3	Red Diamond	4
4	PoW with Tower within 0m	2
5	PoW without Tower or Spire within 100m	1
6	MS	2
7	Lowest SH	7
8	Windmill within 0m	1
9	Bridge Under	1
10	Bridge Over	2
Tie Break		318