

# PENNINGTON FLASH COUNTRY PARK, NORTH



Scale 1:7,500

Event No. 83977

0 metres 250



## key to symbols

- tarmac road
- road
- track
- large path
- small path
- indistinct path
- high fence
- fence, gate
- building large, small
- man made hide
- contour with tag on down slope
- form line
- steep slope
- earthwall
- boulder, single, cluster
- reservoir, pond
- uncrossable marsh
- marsh
- linear marsh
- stream, footbridge, source
- ditch
- sculpture or memorial
- seat
- open ground
- rough open
- woodland, run
- woodland, slow run
- woodland, walk
- woodland, fight
- sandy ground
- car park
- out of bounds



## All controls

FYW Pennington Flash	
All controls	18 controls
	Start: path junction
A	Path junction
B	Lone tree
C	Path junction
D	Seat
E	W end of bridge
F	Path junction
G	Top of stairway
H	Path crossing

I	Seat
J	NE outside corner of fence
K	Boulder
L	Path junction
M	Crossing point
N	NE end of fence
O	Monument
P	Monument
Q	Path junction
R	W outside corner of S fence
Navigate to finish	

This is called a SCORE course.

You have **60 minutes** to find as many checkpoints as you can **IN ANY ORDER**.

Start at the triangle. When you reach a circle wait for it to turn from red to green – this may take a few seconds. When green move onto the next checkpoint.

When you see your time limit coming up make your way back to the finish (double circle). You will lose points if you are late back.

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