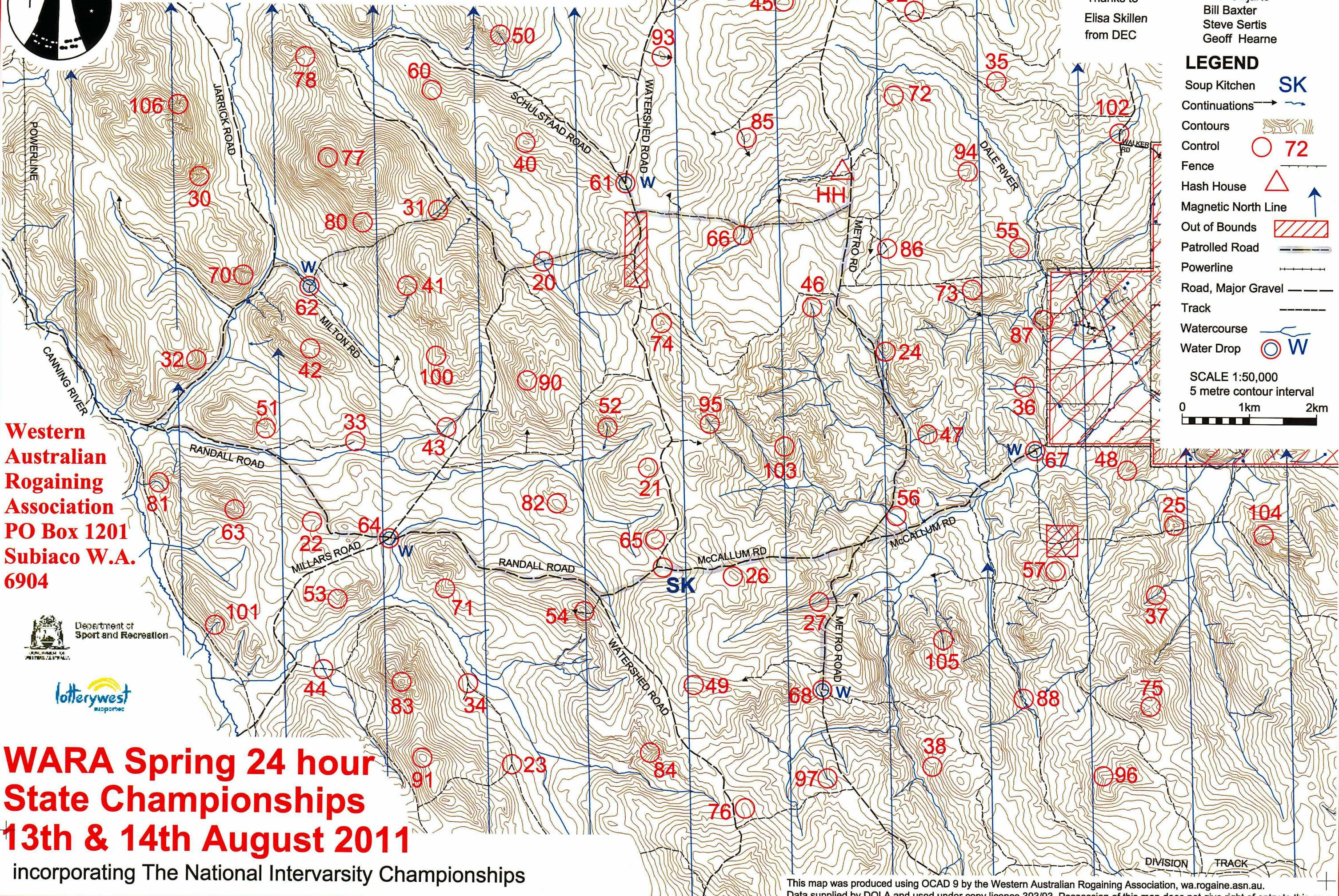


The Schulstaad Waltz



Control	Description	Points	Control	Description	Points	
20	Track Watercourse Junction	20	64	Track Junction.....Water	60	
21	The Knoll	20	65	The Spur	60	IMPORTANT INFORMATION
22	The Spur	20	66	The Watercourse	60	
23	Track Junction	20	67	Track Junction.....Water	60	Control Cards
24	The Spur	20	68	Track Junction.....Water	60	11:30 am Saturday
25	The Knoll	20	70	The Gully	70	
26	The Knoll (broad)	20	71	The Spur	70	Briefing
27	The Watercourse	20	72	Spur	70	11:45
30	The Spur	30	73	The Gully	70	
31	The Watercourse	30	74	Knoll	70	Start
32	The Spur	30	75	Saddle	70	12:00 noon Saturday
33	On the track	30	76	The Spur (broad)	70	
34	Track Junction	30	77	The Summit	70	Finish
35	Gully	30	78	Saddle	70	12:00 Noon Sunday
36	The Watercourse	30	80	The Gully	80	
37	The Watercourse	30	81	The Watercourse	80	Hash House
38	The Gully	30	82	The Knoll	80	Open 16:00 (4:00 pm) Saturday
40	The Knoll	40	83	A Knoll	80	Close 13:00 (1:00 pm) Sunday
41	The Gully	40	84	The Gully	80	Sunset 17:47 (5:47 pm)
42	Saddle (Broad)	40	85	Knoll	80	Sunrise 6:54 am
43	The Watercourse	40	86	Track Bend	80	
44	Track Watercourse Junction	40	87	The Spur	80	Moonrise
45	The Knoll	40	88	The Watercourse	80	17:27 (5:27:00 pm)
46	Head of Watercourse	40	90	The Knoll	90	
47	The Watercourse	40	91	Knoll	90	Moonset
48	The Spur	40	92	Track Junction	90	6:13 AM
49	The Knoll (broad)	40	93	The Knoll	90	Soup Kitchen (SK)
50	The Watercourse	50	94	Spur broad	90	Open 16:00 (4:00 pm) Saturday to Midnight
51	The Spur	50	95	The Watercourse	90	Late penalty
52	The Gully	50	96	The Spur	90	10 points per minute or part minute
53	The Spur	50	97	The Watercourse	90	
54	The Knoll	50	100	The Spur	100	No points if 30 minutes late
55	Spur	50	101	The Watercourse	100	
56	The Watercourse	50	102	Track Water Course Junction	100	
57	The Knoll (broad)	50	103	The Knoll	100	Controls used 77
60	The Spur	60	104	A Gully	100	Total Points
61	Track Junction.....Water	60	105	The Watercourse	100	4540
62	Track Junction.....Water	60	106	The Gully	100	
63	The Spur	60				

Water drops 61,62,64,67,68

If you are injured make you way to a water drop or patrolled Road and wait.

Patrolled roads

As marked on the map