# The Bring It On Scatter

*Welcome to a Navigational Scatter Rally, if this is your first time doing a navigational exercise, please ask for help if you require it.*

*The basic principle of a scatter rally is to plot all the map references and mark them with what clue point they are and how many points they are worth plus any remarks that go with that point on your map.*

*You then decide which points you wish to go to and in what order but remember the 'double your score' points if you visit them between the times stated.*

*When you get to the clue point you will have to answer the clue putting your answer in the answer box on the question sheet (if marshalled, then ask for a signature) then move onto the next point, it's as simple as that, in other words, a large-scale treasure hunt.*

*There are 40 clue points but only 75% of them count towards your final score, so if you have 33 answers then only the first 30 will count even if the last 3 are scored higher, which is where the skill comes into winning a scatter.*

*You have to pick the points that will get you the highest score but remember you have to get them correct and be back at the finish for 2130hrs or a penalty will be applied of minus 1 point per minute late up to a maximum of 15mins (2145hrs) whereupon you will be disqualified from the results.*

*For your score to count you must get the answers right (and the organisers answers are the correct ones).*

*If for some reason the answer is NOT 100% correct but shows you have been there, you receive half points for that clue – SO MAKE SURE YOU GET THE ANSWER RIGHT.*