**Team name/number:**

**Design a route for your opponents that includes each of the specified control points. Insert the number of each control point into a course card in the order that your opponents must visit them, then swap course cards with your opponents. When you complete a course, you must record the information from each control marker as indicated on the course card.**

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| --- | --- | --- | --- | --- | --- | --- |
| **Course 1** | | | | | | |
| **Control point** |  |  |  |  |  |  |
| **2nd number** |  |  |  |  |  |  |

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Course 2** | | | | | | |
| **Control point** |  |  |  |  |  |  |
| **1st letter** |  |  |  |  |  |  |

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Course 3** | | | | | | | | |
| **Control point** |  |  |  |  |  |  |  |  |
| **4th number** |  |  |  |  |  |  |  |  |

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| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Course 4** | | | | | | | | | | | | |
| **Control point** |  |  |  |  |  |  |  |  |  |  |  |  |
| **3rd letter** |  |  |  |  |  |  |  |  |  |  |  |  |