

## Snakes and Adders

The last NSL event each year does not count for the league and is always a bit different.

The theme this year is snakes and adders, where some controls will be snakes and others will be adders (NB. in this context an adder is not a snake...)

A **snake** will have a high value of 100, these controls will be numbered as 100, 101, 102 etc. They will be obvious on the map due to their number and on the answer sheet they will be on the bottom row. But the sting in the tail is that each snake visited will kill off 3 of the lowest (correctly answered) controls and remove their points value. If you have been in the habit of ignoring 10 point controls to maximise your score you might want to think again...

For example you score 100 for a snake and have 3 10s that get killed. The net effect is 70. If you only have 30 pointers and above answered then you lose at least 90 and the net effect is at best 10 so probably not worth it??

An **adder** acts as the anti venom to those nasty snakes and will each revive 3 controls that have been affected by a snake. They will themselves have a score of 60, which will be on the map in the usual way and on the answer sheet they will be immediately above the row of snakes, ie near the bottom.

Note that:

All the scoring is done after you have finished, so you can visit a snake before you get the three controls that it will eventually kill off.

Visit 2 snakes and you will have 6 controls crossed out. Visit 3 snakes and 9 controls are crossed off, etc.

In the extreme case where you haven't got enough low values, a snake may have to kill off an adder - snakes count as -3 and adders as +3 and we first add these together, and then cross out that number of controls. So, for example, say I have 3 snakes and 1 adder and 5 values below 60. The net effect is -6 which means that the 5 values below 60 get crossed out and then my 60 gets crossed out too. In an even more extreme case, a snake may kill itself !! (eg. I have exactly one control – a snake – and the result will be no points, unless you are late when time penalties will apply)

Lateness Penalties will be 5 points per 10 seconds or part thereof. As an added incentive to ensure prompt return so we can get on with the marking and prize giving anyone over 10 minutes late will get an additional penalty of 1 snake, killing off another 3 lowest controls.

Here are some examples of how the scoring works;

### Example 1; 1 snake and 1 adder = no controls killed

100

60

50 51 52

40 41

30 31 32

20 21

10 11 12

Total = 550

Over 10 minutes late; 300 points for the time and extra snake kills 3 x 10 pointers, total becomes 220

**Example 2; 1 snake and 0 adder = 3 controls killed**

100

50 51 52

40 41

30 31 32

20 21

~~10 11 12~~

Total = 460

Over 10 minutes late; 300 points for the time and extra snake kills 2 x 20 and 1 x 30 pointers, total becomes 90.

**Example 3; 0 snake and 1 adder = no controls killed**

60

50 51 52

40 41

30 31 32

20 21

10 11 12

Total = 450

Over 10 minutes late; 300 points for the time and extra snake has no effect because an adder has been visited, total becomes 150.

**Simples !**