	Moonlight Madness #Final 2020 = 30 controls, 45 minutes limit	
	Description	
	Marsh, E side (gasline sign)	
	Man-made feature (picnic table)	
	Clearing, E edge (powerpole)	
ıts	E Watercourse, E end (fence)	ts
Ö	Path, E. end (railing)	<u></u>
10 points	Path, S bend (fence)	0
_	Stairway, top (tree)	_
	Open land, W side (lightpole)	
	Path, E end (high fence gate)	
	NE man-made feature (seat)	
	Man-made feature (dinghy rack)	
	Man-made feature (seat)	
	Open land, E tip (tree)	
ts	Man-made feature (seat)	t
20 points	W cliff, 3m, foot (tree)	ē
0 0	Path, end (tree)	<u>ი</u>
7	Boulder, 1.4m, SE. side (tree)	7
	SE small building (inside)	
	Highfence, end	
	Road junction, NE corner (lightpole)	
	Small path (top)	
	Man-made feature (barbecue, tree)	
	Walkway-small path junction (star-picket)	
uts	Road, east side (powerpole)	uts
S E	Path, W. bend (tree)	<u> </u>
30 points	High fence, end	30
	Cliff, bend, foot (tree)	
	Road junction, SW corner (tree)	
	Stairway, bottom (tree)	
	Road junction. SE corner (street sign)	

	Moonlight Madness #Final 2020 = 30 controls, 45 minutes limit			Moonlight Madness #Final 2020 = 30 controls, 45 minutes limit	
no.	Description		no.	Description	
1	Marsh, E side (gasline sign)		1	Marsh, E side (gasline sign)	
2	Man-made feature (picnic table)		2	Man-made feature (picnic table)	
3	Clearing, E edge (powerpole)		3	Clearing, E edge (powerpole)	
4	E Watercourse, E end (fence)	ıts	4	E Watercourse, E end (fence)	ıţ
5	Path, E. end (railing)	points	5	Path, E. end (railing)	points
6	Path, S bend (fence)	10 F	6	Path, S bend (fence)	10
7	Stairway, top (tree)	`	7	Stairway, top (tree)	`
8	Open land, W side (lightpole)		8	Open land, W side (lightpole)	
9	Path, E end (high fence gate)		9	Path, E end (high fence gate)	
10	NE man-made feature (seat)		10		
11	Man-made feature (dinghy rack)		11	man made reatare (amgr.) racity	
12	Man-made feature (seat)		12	man made reatare (coat)	
13	Open land, E tip (tree)		13	oponiana, E ap (aloo)	
14	Man-made feature (seat)	ıts	14	man made realtare (ecat)	ıts
15	W cliff, 3m, foot (tree)	20 points		W cliff, 3m, foot (tree)	20 points
16	Path, end (tree)	20 4	16	, ()	20 1
17	Boulder, 1.4m, SE. side (tree)	•	17	200.00.,, 02.0.00 (0.00)	
18	SE small building (inside)		18	0 = 0a 2 aag (o.a.)	
19	Highfence, end		19	riiginonoo, ona	
20	Road junction, NE corner (lightpole)		20	Road junction, NE corner (lightpole)	
21	Small path (top)		21	Small path (top)	
22	Man-made feature (barbecue, tree)		22	Man-made feature (barbecue, tree)	
23	Walkway-small path junction (star-picket)		23	Walkway-small path junction (star-picket)	
24	Road, east side (powerpole)	nts	24	Road, east side (powerpole)	nts
25	Path, W. bend (tree)	30 points	25	Path, W. bend (tree)	30 points
26	High fence, end	30	26	g	30
27	Cliff, bend, foot (tree)		27	omi, bond, root (troo)	
28	Road junction, SW corner (tree)		28	rioda jarronori, orri oorrior (a.o.o)	
29	Stairway, bottom (tree)		29	Stairway, bottom (tree)	
30	Road junction, SE corner (street sign)		30	Road junction, SE corner (street sign)	

	Moonlight Madness #Final 2020 = 30 controls, 45 minutes limit	
no.	Description	
1	Marsh, E side (gasline sign)	
2	Man-made feature (picnic table)	
3	Clearing, E edge (powerpole)	
4	E Watercourse, E end (fence)	ţ
5	Path, E. end (railing)	10 points
6	Path, S bend (fence)	0
7	Stairway, top (tree)	
8	Open land, W side (lightpole)	
9	Path, E end (high fence gate)	
10	NE man-made feature (seat)	
11	Man-made feature (dinghy rack)	
12	Man-made feature (seat)	
13	Open land, E tip (tree)	
14	Man-made feature (seat)	ts
15	W cliff, 3m, foot (tree)	20 points
16	Path, end (tree)	0 0
17	Boulder, 1.4m, SE. side (tree)	7
18	SE small building (inside)	
19	Highfence, end	
20	Road junction, NE corner (lightpole)	
21	Small path (top)	
22	Man-made feature (barbecue, tree)	
23	Walkway-small path junction (star-picket)	
24	Road, east side (powerpole)	ıts
25	Path, W. bend (tree)	Ö
26	High fence, end	30 points
27	Cliff, bend, foot (tree)	(,)
28	Road junction, SW corner (tree)	
29	Stairway, bottom (tree)	
30	Road junction, SE corner (street sign)	

	Moonlight Madness #Final 2020 = 30 controls, 45 minutes limit	
no.	Description	
1	Marsh, E side (gasline sign)	
2	Man-made feature (picnic table)	
3	Clearing, E edge (powerpole)	
4	E Watercourse, E end (fence)	ıts
5	Path, E. end (railing)	0 points
6	Path, S bend (fence)	101
7	Stairway, top (tree)	
8	Open land, W side (lightpole)	
9	Path, E end (high fence gate)	
10	NE man-made feature (seat)	
11	Man-made feature (dinghy rack)	
12	Man-made feature (seat)	
13	Open land, E tip (tree)	
14	Man-made feature (seat)	ts
15	W cliff, 3m, foot (tree)	20 points
16	Path, end (tree)	0. p
17	Boulder, 1.4m, SE. side (tree)	.,
18	SE small building (inside)	
19	Highfence, end	
20	Road junction, NE corner (lightpole)	
21	Small path (top)	
22	Man-made feature (barbecue, tree)	
23	Walkway-small path junction (star-picket)	
24	Road, east side (powerpole)	ıts
25	Path, W. bend (tree)	ŏ
26	High fence, end	30 F
27	Cliff, bend, foot (tree)	.,
28	Road junction, SW corner (tree)	
29	Stairway, bottom (tree)	
30	Road junction, SE corner (street sign)	