



Grid for Runs

1						
2						
3						
4						
5						
6						
	1	2	3	4	5	6

# RAILWAY RIVALS ISLE OF WIGHT

**START** NEWPORT; 3 OR 4  
PLAYERS EXIT THROUGH  
ONE EACH OF Q5, P6, O6 and O5.

**NOTE** IN POSTAL PLAY, EMPLOY  
5 BUILDING ROUNDS;  
2 x 3 THROWS, THEN 3 x 2 THROWS.  
ALLOW FEW THROWS OF 5 AND 6!

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**RUN 66**  
Cowes, Ryde,  
Bembridge or Yarmouth