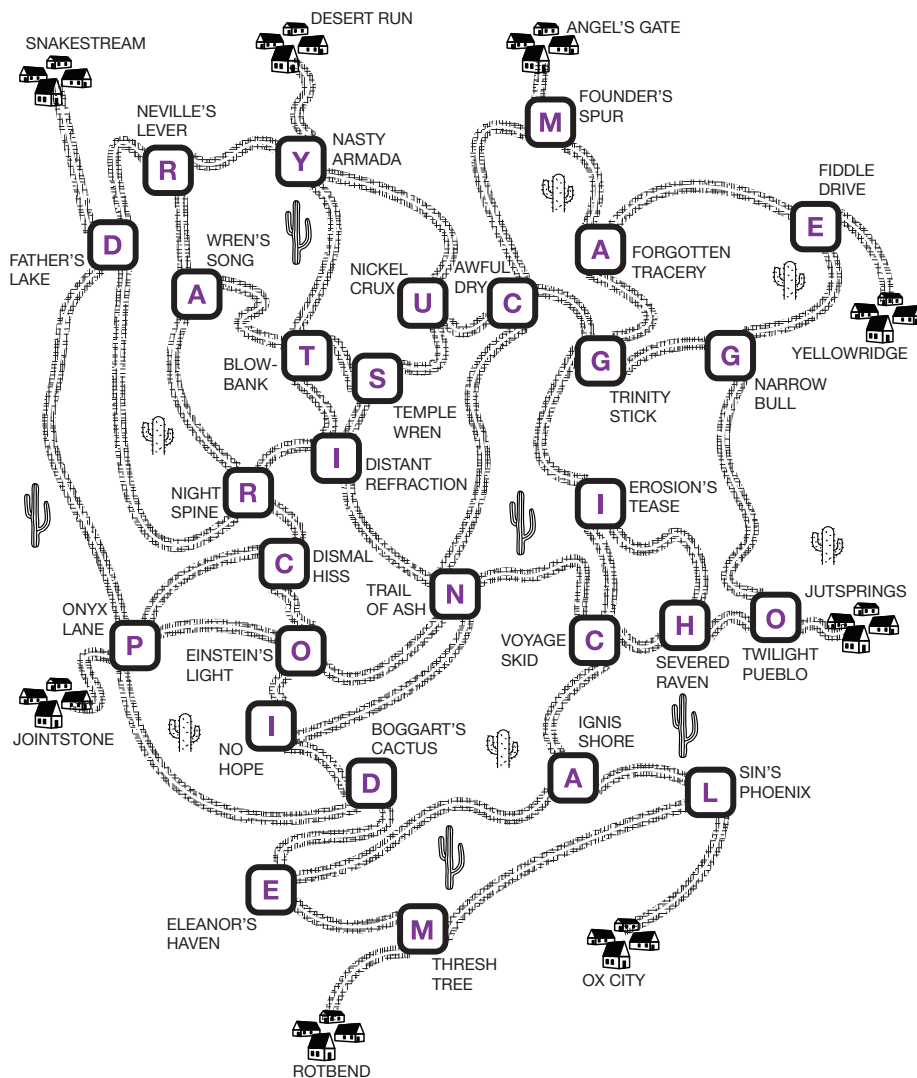


# WILD WEST

## SOLUTION

(by Ata Gurpinar)

Each athlete's first name matches one of the perimeter towns in first and last letter, and each athlete's last name matches one of the perimeter towns in first and last letter, and their answer needs to be placed along the boxes forming a path between those two towns of a length equal to the answer's number of letters. Each answer begins from the perimeter town matching the athlete's first name and heads towards the perimeter town matching the athlete's last name. ANNIE OAKLEY matches ANGEL'S GATE and OX CITY; JESSE JAMES matches JOINSTONE and JUTSPRINGS; ROLAND DESCHAIN matches ROTBEND and DESERT RUN; and YOSEMITE SAM matches YELLOWRIDGE and SNAKESTREAM.



Each location along the paths has a hidden word on its outside (taking letters from the beginning and end of the location name, discarding the middle). Some of the hidden words are numbers (in bold):

# WILD WEST

## SOLUTION

(by Ata Gurpinar)

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AWFUL DRY	AWRY	C
BLOW-BANK	BLANK	T
BOGGART'S CACTUS	BOGUS	D
DISMAL HISS	DISMISS	C
DISTANT REFRACTION	DISTRACTION	I
<b>EINSTEIN'S LIGHT</b>	<b>EIGHT</b>	<b>O</b>
<b>ELEANOR'S HAVEN</b>	<b>ELEVEN</b>	<b>E</b>
EROSION'S TEASE	ERASE	I
FATHER'S LAKE	FAKE	D
<b>FIDDLE DRIVE</b>	<b>FIVE</b>	<b>E</b>
FORGOTTEN TRACERY	FORGERY	A
<b>FOUNDER'S SPUR</b>	<b>FOUR</b>	<b>M</b>
IGNIS SHORE	IGNORE	A
NARROW BULL	NULL	G
NASTY ARMADA	NADA	Y
NEVILLE'S LEVER	NEVER	R
NICKEL CRUX	NIX	U
<b>NIGHT SPINE</b>	<b>NINE</b>	<b>R</b>
NO HOPE	NOPE	I
<b>ONYX LANE</b>	<b>ONE</b>	<b>P</b>
<b>SEVERED RAVEN</b>	<b>SEVEN</b>	<b>H</b>
<b>SIN'S PHOENIX</b>	<b>SIX</b>	<b>L</b>
<b>TEMPLE WREN</b>	<b>TEN</b>	<b>S</b>
<b>THRESH TREE</b>	<b>THREE</b>	<b>M</b>
TRAIL OF ASH	TRASH	N
TRINITY STICK	TRICK	G
<b>TWILIGHT PUEBLO</b>	<b>TWO</b>	<b>O</b>
VOYAGE SKID	VOID	C
WREN'S SONG	WRONG	A

When the letters are put in order of the numbers they spell out the solution: POMMEL HORSE.