

ORIENTEERING MAPS

Orienteering maps are drawn to a large scale, most commonly 1:15000 (1cm = 150m) or 1:10000 (1cm = 100m) and use an internationally agreed set of symbols. These are logical and easy to learn and you will absorb much of the information simply by attending your first few events. Most orienteering maps provide a detailed legend.

Orienteering maps are drawn using magnetic north rather than 'grid' or 'true' north and are printed using up to five standard colours. The colours are an integral part of the map symbols.

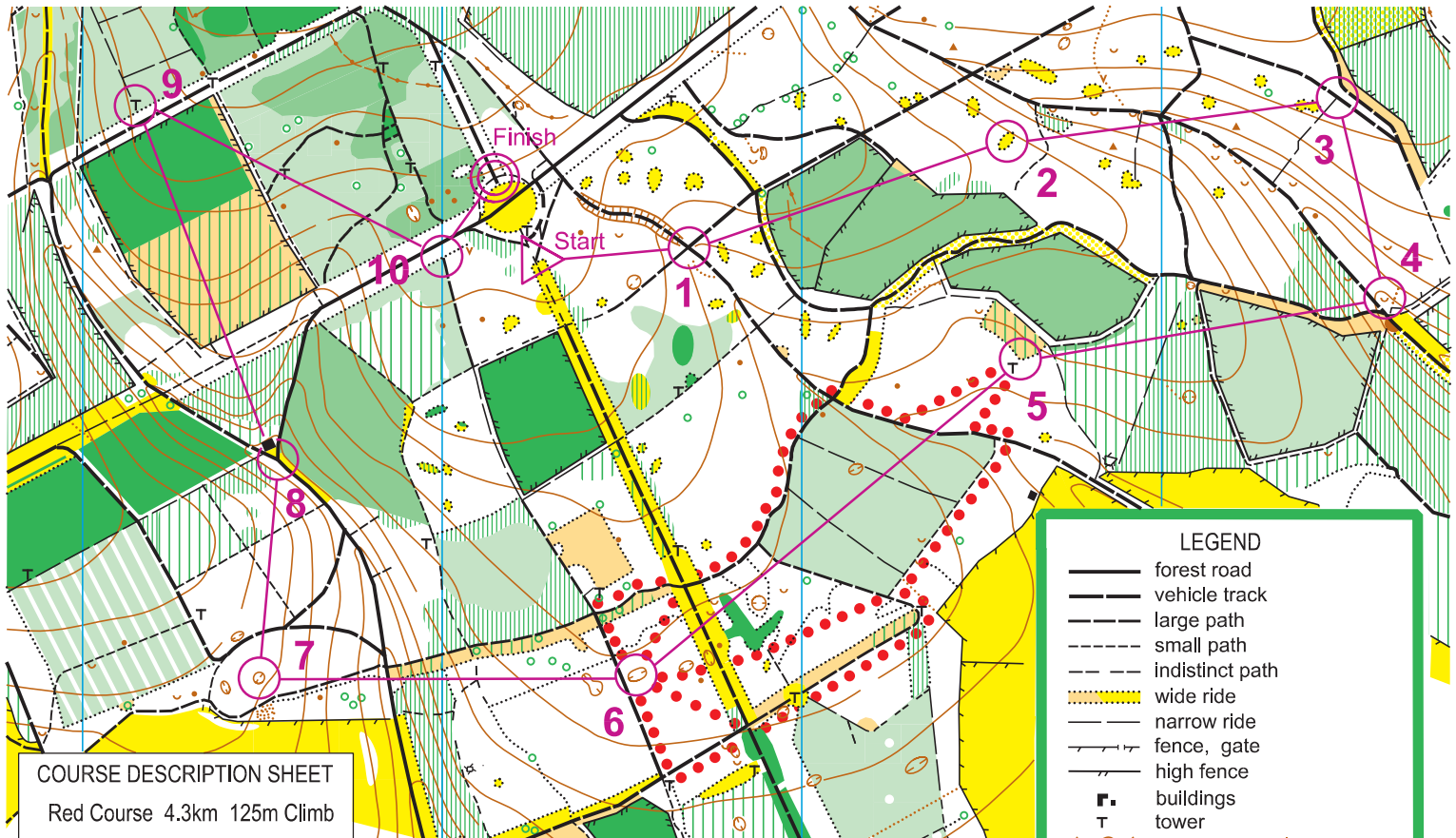
Black is used for most man made features and rock features such as cliffs, crags and boulders.

Brown is used to show land form, including contour lines, gullies, pits and knolls (small hills).

Blue is used for water features such as lakes, ponds, marshes and streams.

Green is used to depict the density of woodland and the extent to which it impedes progress. Open 'runnable' woodland is left white with three progressively darker shades of green meaning 'slow to run', 'walk' and 'fight'.

Yellow is used for unwooded areas with a solid yellow for grassy spaces such as playing fields and a paler yellow for rougher terrain ('rough open') such as heather or felled areas.



COURSE DESCRIPTION SHEET
Red Course 4.3km 125m Climb

No.	Code	Description
1	36	Track Crossing
2	55	Clearing
3	40	Path/Track Junction
4	38	Shallow Depression
5	69	Veg Boundary Corner
6	62	Large depression
7	50	Depression
8	44	Road Junction
9	45	Tower
10	52	Path, N.End

Follow tapes 130m to Finish

ROUTE CHOICE

Above you will find an orienteering map with an example of a red course. Use the map, legend and course description sheet to identify your position and to decide what your best route choice would be from control 5 to 6.

You will have found control 5 (Vegetation Boundary Corner) by following the vegetation boundary from the path junction just to the north of 5. Check that the control code displayed there (69) matches the code given on the description sheet. Then insert your electronic tag to record the time at which you found No.5.

Now it is your choice on how you get to control 6. You could use any route but some possibilities are:

1. Go almost due south towards the corner of the very dense ('fight') block of forest. But aim-off a little to the right, so that when you hit the track alongside the fight you know you need to turn left to pick up the start of the small path to the south west. Follow that down to the T-junction and follow on round past the tower to the track crossing. Now you can either go directly to 6 or go round on the tracks.
2. Use the same route as option 1 but at the T-Junction head directly

across the forest to No.6. Look out for the edge of the thicket and the two depressions to keep you 'on line'.

3. Leave No.5 in a more westerly direction, pick up the track and follow it to the track crossing. Turn left and follow the track. Note the path entering from the left at the end of the 'fight'. Continue on to the track-crossing in the middle of the wide grassy ride. Now go directly to No. 6 or go round on the tracks.

LEGEND

- forest road
- vehicle track
- large path
- small path
- indistinct path
- wide ride
- narrow ride
- fence, gate
- high fence
- buildings
- ⊥ tower
- contours, 5m interval
- steep bank
- gully, small gully
- large knoll, small knoll
- depression: large, shallow
- distinctive tree, thicket
- hedge

- open land
- rough open land
- forest: run
- forest: slow run
- forest: walk
- fight
- undergrowth: slow run
- undergrowth: walk
- distinct vegetation boundary