

## Introductory notes for Orienteering.

The **map** supplied with the pack should be studied carefully, as some of the symbols are unique to orienteering. Note that the **scale is 1 to 11000**. The pictorial scale is shown in metres and the course distances in kilometres. Magnetic North lines are shown.

In particular notice that **yellow denotes open areas: green and white are for wooded areas**. The permanent control sites are marked on the map by circles. On the ground these sites are identified by large posts painted white and orange. An identification number and a letter code are painted on them.

To **complete a course** you should visit all control sites in order on your chosen course. To prove you have been to them write down the letter codes from the posts in the correct boxes of your **control card**.

A **control description sheet** is provided to help you find the various 'controls sites', it shows:-

- the order you should visit them;
- the identification numbers, and;
- written descriptions (clues) of what to look for.

You may wish to 'time' yourself to test your navigation at speed.

The **start** is marked on the map by a **purple triangle**, and the **finish** is marked by a **double circle**.

The **Start** is at the North end of the main car park.

**Short to long courses** are suggested. When attempting the '**score**' event i.e. 'all the controls', they can be visited in any order.

The '**score event**' can be used in several ways. All the 'odd' numbered sites could be found first, (return to base), and then the 'even' ones or vice versa. Alternatively, 70s, 80s, 90s could be sought separately. If it is a school group this idea will avoid a lot of 'following'.

Enjoy yourselves. **Brian Slater, HALO coach.**