Orienteering at Brookfield Scout Camp

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Two things are needed to do orienteering at Brookfield:
*   Orienteering Maps – in this kit
*   Pencil and paper – you supply

Orienteering Maps

This kit contains 40 orienteering maps, made by members of Orienteering Hutt Valley. The maps have 26 circles marked on them, from which you can make up courses. There is guidance on making up courses below.

The maps have been laminated so they can be reused. If you want to join up the circles that make up a course use a spirit pen. Clean the markings off afterwards with meths. Don't try and write on the maps with ball-point.

Control Markers

These are the targets which participants have to find using the map. At the centre of each circle there is a square blue wooden post in the ground. On one side is a two-letter code that participants can record to prove they got there.

The posts also have a north arrow on them. This helps you teach the "golden rule" of map navigation – turn the map so that map-north points to north. Even if the map sometimes appears to be "upside-down"☺

Courses

Make up a course by choosing a start point and several control points to visit. Participants write the control numbers down one side of a piece of paper (not supplied) and when they reach each control they record the code letters.

Navigational difficulty in orienteering is graded white-yellow-orange-red. This map allows white and yellow navigation which are the first two steps.

Some examples of a white-level course – mostly tracks to follow with an obvious route
Start/finish at 14; 26, 9, 7, 5, 10. (Roughly 500m long, flat)
Start/finish at 14; 10, 12, 18, 19, 20, 22, 21, 17 (800m, including some hills)

Some examples of a light yellow course – some choices about which route is best
Start/finish at 26; 11, 23, 5, 6, 13 (600m, flat)
Start/finish at 26; 9, 13, 15, 16, 21, 20, 18, 11 (900m, hills)

Some examples of a dark yellow course – more route choice, some controls away from tracks
Start/finish at 9; 6, 5, 4, 2, 3, 23, 8 (700m, flat)
Start/finish at 9; 15, 24, 17, 20, 12, 8, 2, 1, 25 (1500m, hills)

Logistics - Participants should be spaced out otherwise they just follow the people in front. They can go individually or in pairs – but in larger groups some of the group will avoid doing any navigation. Timing is optional depending on experience level and your objectives.

Variation – visit as many controls as you can in a fixed amount of time. Has the benefit that you can send everyone off at once with no waiting – but everyone needs a watch. Pencils and paper are still required to record the codes but they don't need to copy down the order list. (How much time? An experienced adult orienteer could run round them all in 15-30min depending on age/fitness.)

Other variations – visit all the odd controls, the controls south of the dining room, the controls divisible by three, etc. Make up your own fixed-order courses using the posts. Or put out your own temporary markers – eg brightly coloured ribbons with a code letter.

Here's an activity for teams of two – it's called a wheel relay. Choose some controls roughly in a circle round a central point. Person A takes a distinctive clothing item (say) to one of the controls, comes back and tags their partner. Person B goes to the control and takes the clothing item to the next one round the circle, and comes back. And so on.

If you have an even number of controls the race finishes when the item gets round to the original point, and B brings it back in. Give teams different first controls as far as possible; some can take their "baton" round the course clockwise and some anti-clockwise. Paper and pencils not required but you need a list or diagram of the control numbers at the central point.

Suggested wheel course starting at 5: 4, 2, 3, 25, 8, 7.
Or starting at 17: 14, 19, 20, 22, 21, 24, 16, 15.

Hints

It's a huge help if the map is oriented.
1. Hold the map with where you are at your tummy, and where you want to go, out front.
2. Without changing your hold, turn on the spot until the north arrows on the map point to the north direction on the posts.
3. You're facing in the right direction, GO!

If you're not actually AT a control post, use the sun for north. This is close enough to north between 10 and 3pm. Don't use compasses for beginners, they are a turnoff☹

Get more background in orienteering by attending a club orienteering event. There's a calendar on the web – eg google "Orienteering Hutt Valley". Bring your group – prior notice appreciated.

Code List

Here are the "answers": 1-DV 2-MT 3-LU 4-FD 5-JK 6-NJ 7-XE 8-PG 9-OL 10-FW 11-UM 12-HB 13-VP 14-IC 15-AF 16-TY 17-QS 18-WA 19-BH 20-RO 21-KR 22-ZQ 23-SN 24-YZ 25-GI 26-CX

Tidying Up

Clean off any spirit pen markings with meths. Maps and instruction sheet back in the box. Discard any paper that participants have written codes on so that everything is left for the next group. Report any missing control markers, or make any suggestions, via the warden.

Have fun! Michael Wood for OHV, 15 Sep 06

Brookfield Permanent Orienteering Course

Detailed Control Descriptions

Competition orienteering provides these, so that the test is in finding your way between controls rather than random hunting for a hidden marker. We think you'll find the markers easily, but just in case here are the standard descriptions.

No.	The Feature in the Circle	Which Side is the Post
1	Stream junction	NW side
2	Stream junction	SE side
3	Shed	S corner
4	Distinctive tree	S side
5	Building	SE side
6	Bank	Foot
7	Bridge	E side
8	Bank	W end, foot
9	Building	NE corner
10	Track end	N side
11	Track end	N side
12	Track	S side
13	Distinctive tree	NE side
14	Track junction	NW side
15	Distinctive tree	NE side
16	Shallow gully	
17	Track end	NE side
18	Track, watercourse crossing	E side
19	Stump	E side
20	Two distinctive trees	Between
21	Campfire circle entrance	Outside
22	Northern track junction (of the 2)	S side
23	Vegetation boundary	E tip
24	Track bend	E side
25	Edge of open land	E corner
26	Road	NE side

This version 12 Sep 06, to go with map version brook03pc.ocd