

Orienteering Adventure Walk for Beginners

All you need is the map with the Beginner Course and, ideally, a base plate compass. Your goal is to find each of the numbered features encircled on your map, in order, using just your map and a compass (if you have one). When you get to each control point, there will be an orange and white marker with a two letter code on it for you to verify you have reached the correct control. It is up to you to decide the best/shortest/or fastest way to get to each control.

HERE'S WHAT YOU DO:

Familiarize yourself with the map--see how the LEGEND describes the symbols used on the map: the buildings, roads, trails in black; open fields in yellow, etc. There are blue magnetic north (MN) lines on the map, meaning they point in the same direction as the red end of your compass needle. You will notice a purple overprinted course on the map which begins at the triangle and has a series of control circles connected by straight lines, ending at a double circle. The circles indicate the features you are trying to find, in order. To begin, go to the START at the trail junction just northwest of the Welcome Center. For each control, you should ask yourself the following three questions:

- 1. WHERE AM I NOW?** Stand at the START. This is the center of the TRIANGLE on the map. Orient the map so that the blue MN arrows face north. If you have a compass, hold it level and see which way the red end of the floating needle is pointing. That is North. Hold your map level and rotate it until the blue MN lines on the map face in the same direction as the red end of the compass needle. Now your map is oriented correctly and the symbols on the map are in the same positions as the real features they represent on the ground. If YOU ALSO face north, the Welcome Center will be to your right and a little behind you, and the big field will be to your left. If you don't have a compass, you can still orient your map by looking at the features around you and then turning your map so that the map symbol locations match the features you see on the ground.
- 2. WHERE DO I WANT TO GO?** Look at the map to see where Control #1 is. What is the map symbol in the center of the #1 circle? Look at the list of Clues on your map which gives the control number, the control code (that is the 2-letter code on the control marker you will see when you get to it, e.g., GS), and a description of the feature you are looking for at each control point. What is #1? Is it a trail junction? A tree? Now look at the control circle for #1 on the map again. What do you expect to see along the way and when you get near the circle?
- 3. HOW WILL I GET THERE?** Think about how you will get there—what is the simplest and surest way? The straight line may not be an allowed route (through a pasture with cows or sheep in it, over electric fence, etc.). Taking the trail makes the most sense to get to #1. Now begin walking to your first control. Pay attention to the map as you walk along and reorient it as your body turns so that map continues to face north, just like with a GPS (when you turn, the GPS map turns so that the map always matches what you will see ahead of you.)

When you arrive at Control #1, you will find an orange and white control marker on a stake or attached to an existing object. It will be labeled with a code (e.g., GS). If that is the correct code as indicated on your Clue list, you have successfully found your first control! (At a typical Orienteering event, you would punch a card or use a computer chip to prove that you found the correct control. Since this event is just for fun, you do not have to prove you found the control.) Now you are ready to find control #2 and the rest of the control points on your course. Remember to check the Control Code each time—there are several controls out there that are not on your course.

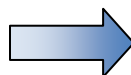
Remember to ask yourself the three questions

as you begin each new control leg:

-Where am I now?

-Where do I want to go?

-How will I get there?



| SAFETY RULES: | |
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| - | Keep Out of Pastures with Sheep or Cows in them. |
| - | Assume Electric Fences are turned ON! |
| - | Respect Private Property and Out of Bounds areas. |

Have fun! When you have successfully completed the Beginner Course, consider trying the Intermediate Course.