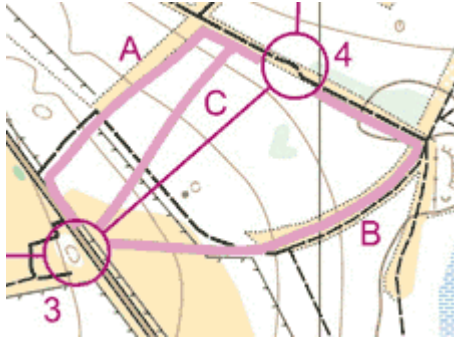


Choosing a route

(adapted from the British Orienteering website)



Look at controls 3 and 4 on the map extract, where some possible routes have been added in pink. Using the map, say you have now reached control 3 (knoll, eastern side), just before the major road. To make sure, you check the code (31) and punch your SI card to confirm you have been to that control. Now you have to choose how to get to control 4. You could use any route, but the three most obvious are:

A. Go north up the road until you reach a path on your right. Follow this until it passes through a gap in the fence and then continue along a wide ride. When you reach the vehicle track, turn right (south east) and follow it for 150 metres, bringing you to control 4, code 77.

B. This time you go to your right (due east) across the rough open land until you reach the fence bend. Follow the short section of fence until a wide ride is reached at the next bend in the fence. Now follow the ride as it curves around to the left. Upon reaching the vehicle track, go left for 250 metres until you come to control 4.

C. The first two ways involved going around, following tracks and rides, but you could follow a more direct route, using a compass and going straight across the rough open then through the open forest until you reach the vehicle track. If you do, it will be best to 'aim-off' to the left, so you can know that you need to turn right to control 4. If you go straight for the control but can't see the control when you reach the track, you won't know which way to turn. Although slightly longer and a bit slower, aiming-off can save time in the long run.