

Yeovil Country Park Orienteering Course

Course 1-White (Easy)-800m

	Control	Description	Code No.
Start		Notice board	–
1	A	Bin	
2	D	Wall, eastern end	
3	E	Path junction	
4	X	Path junction	
5	Z	Waymarkers	
Finish		Notice Board (as start)	–

Course 2-Yellow (Easy)-1.4km			
	Control	Description	Code No.
Start		Notice board	–
1	A	Bin	
2	C	Bridge, northern end	
3	E	Path junction	
4	N	Path junction/notice board	
5	M	Path junction	
6	P	Path junction	
7	S	Path junction	
8	X	Path junction	
9	Z	Waymarkers	
Finish		Notice board (as start)	–

Course 3-Yellow (East)-2km

	Control	Description	Code No.
Start 1		Notice board	—
1	Z	Waymarkers	
2	X	Path junction	
3	V	Steps	
4	T	Path junction	
5	S	Path junction	
6	Q	Path corner	
7	P	Path junction	
8	M	Path junction	
9	N	Path junction/notice board	
10	E	Path junction	
11	C	Bridge, northern end	
12	A	Bin	
Finish		Notice Board (as start)	—

Course 4-Orange (Medium)-2.2km

	Control	Description	Code No.
Start 1		Notice Board	—
1	B	Boggy area	
2	D	Wall, eastern end	
3	F	Seat	
4	H	Bridge, western end	
5	J	Steps	
6	L	Bridge, northern end	
7	O	Fence corner	
8	R	Hazel coppice	
9	U	Knoll, northern side	
10	V	Steps	
11	W	Post, eastern side	
12	X	Path junction	
13	Y	Re-entrant, middle part	
Finish			—

Answer Sheet

F=45	M=28	T=43	G=49
N=47	U=35	A=30	H=26
O=44	V=39	B=34	I=25
P=41	W=24	C=37	J=40
Q=46	X=36	D=32	K=29
R=33	Y=31	E=42	L=48
S=38	Z=27	-	-

Instructions

- Choose which course you would like to do. If you are new to orienteering, we recommend you try the courses in numerical order.
- The white course is the easiest and shortest, the yellow and orange courses are a little more difficult and are longer.
- The centre of the circles on the map indicates the location of controls on the ground.
- Find the start for your course on the map (marked as a triangle) and go to it. If you are in the correct location you will see a control with a triangle on it.
- Controls are 5 x 5cm red and white markers.
- Use your coloured map to navigate your way around the course. The map is on a scale of 1:3000, so 1cm on the map is 30m on the ground.
- Visit each control on your course in order. Descriptions are provided to aid you in finding them.
- You know when you have reached the right control, as the letter on the control will correspond to the letter on the map and the control sheet.
- Write the number on the control in the appropriate space on the control sheet.
- When you have completed each course, check your code numbers against the answers above.
- A compass may be useful, but is not essential as the courses can be completed by carefully using the map and features.
- Make sure you take care when crossing the road and near water.

Score Orienteering

Start Time	F Seat	M Path junction	T Path junction
Finish Time	G Path Junction	N Path junction	U Knoll, northern side
A Path junction	H Bridge, western end	O Fence corner	V Steps
B Bog	I Steps	P Path junction	W Post, eastern side
C Bridge, northern end	J Steps	Q Path corner	X Path junction
D Wall, eastern end	K Gateway	R Hazel coppice	Y Re-entrant, middle part
E Path junction	L Bridge, northern end	S Path junction	Z Waymarker

If there are two or more of you and you would like to try something different, then have a go at Score Orienteering!

- Each person will need a control sheet (above), an orienteering map of Yeovil Country Park, a watch and something to write with.
- Go to the start
- Agree how long the event will last (e.g. 10 minutes)
- Everybody starts at the same time, remember to start or check your watch
- Visit as many controls as possible in the set time, making a note of the code numbers against the appropriate control letters on the table overleaf
- Return to the start before the time runs out. If you don't return in time you automatically lose!
- Check your numbers against the answer sheet
- The winner is the person with the most correct codes or, in the case of a tie, the person who returned to the start the quickest

NINESPRINGS

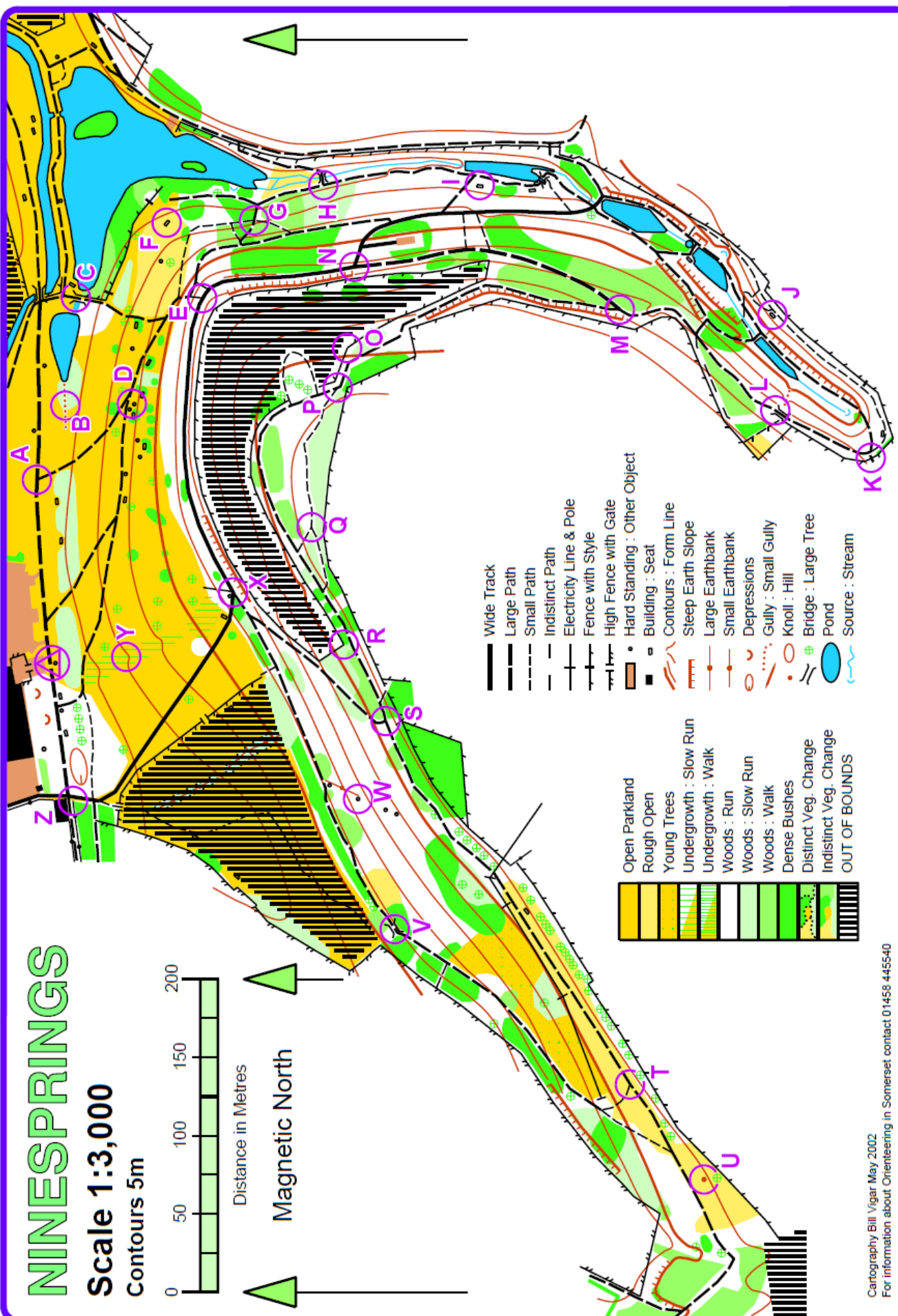
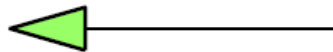
Scale 1:3,000

Contours 5m



Distance in Metres

Magnetic North



- Open Parkland
- Rough Open
- Young Trees
- Undergrowth : Slow Run
- Undergrowth : Walk
- Woods : Run
- Woods : Slow Run
- Woods : Walk
- Dense Bushes
- Distinct Veg. Change
- Indistinct Veg. Change
- OUT OF BOUNDS

- Wide Track
- Large Path
- Small Path
- Indistinct Path
- Electricity Line & Pole
- Fence with Style
- High Fence with Gate
- Hard Standing : Seat
- Building : Seat
- Contours : Form Line
- Steep Earth Slope
- Large Earthbank
- Small Earthbank
- Depressions
- Gully : Small Gully
- Knoll : Hill
- Bridge : Large Tree
- Pond
- Source : Stream