



BRITISH ORIENTEERING

COLOUR CODED COURSE PLANNING NOTES

COURSE	T.D.	SKILLS	TECHNIQUES	ROUTES AND ROUTE CHOICES	CONTROLS	CONTROL SITES	RELOCATION COST OF ERRORS
WHITE JM1/ JW1	1	Understand map colours and commonly used symbols.(A) Orientate the map using the compass and terrain.(A) Orienteer along tracks and paths.(B) Decisions at 'Decision Points' identified by control points.(B)	Folding the map.(A) Thumbing.(B) Handrails.(B)	Routes all along tracks and paths No route choice	controls reasonably close together (200m max) A control at every Decision Point	Paths, track junctions, crossings and bends. Features on paths e.g. Bridges, gates to give variety of control description. The kite and punches should be sited in the direction of the next control.	Should not be required
YELLOW JM2/ JW2	2	Orienteer along obvious line features(handrails).(C) Decisions at Decision Points without the aid of a control to identify it as such. (C) Leave a line feature to go to a visible control site, then return to it. (D)	Checkpoints.(C) Catching Features.(D) Distance Judgment e.g. 'half way between'.(D)	Routes all along obvious line features such as tracks,paths, fences, walls, rivers, large ditches and very distinct vegetation boundaries No route choice	Controls fairly close together. (350m max) Leg lengths should not vary greatly. A control is <i>not</i> needed at every Decision Point but there should be, at most, to decision points per leg.	On the line feature along which the competitor is traveling. Other obvious features close to and visible from the line feature. e.g. knolls, boulders	Generally should not be needed. Can be done by retracing the route along line features.
ORANGE RED JM3/ JW3	3	Cutting corners. (E) Orienteering over short distances against catching features.(F) Simplification of legs with several decision points.(G) Making simple route choices. (H)	Aiming off.(E) Compass directions.(F) Attack points and absolute distance judgment e.g. '100m along' (G) Route choice. (H)	For controls not on a line feature, then a route along line features to an obvious attack point should be possible. Simple Route Choice	Relatively frequent controls on short courses, less so on longer ones. Legs of different length.	Any line feature. Prominent point or contour features, but these should be easily found from an attack point on a line feature	There should be a collecting feature behind all controls that are not on a line feature