

The following are activities that Southdowns Orienteers have tried either in the school hall or around the school grounds at club night.

Neil Crickmore, Southdowns Orienteers

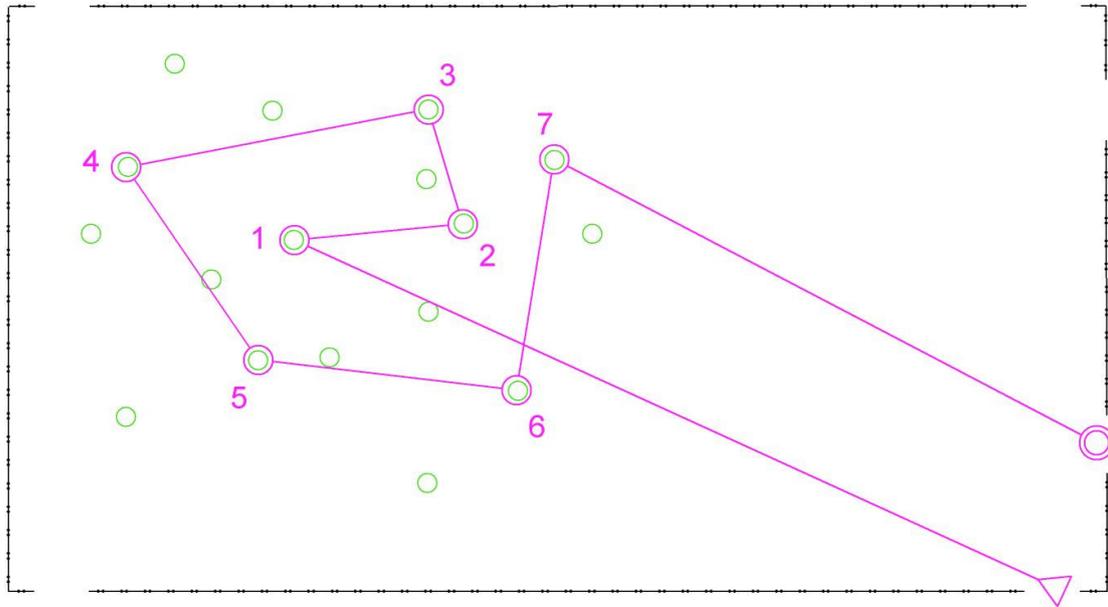
Treasure Hunt and Catching Features

Eight or so controls are placed in fairly obvious locations around the campus. An OCAD map of the school has previously been converted in Catching Features (CF) format and a course in which the controls are taken in an anticlockwise direction is also programmed into CF. Participants are given 20 minutes to locate all the controls. As a group they then direct a single computer operator around the course in the Catching Features programme. Once the course has been established a few participants (usually the juniors) try and establish the fastest time on CF. The entire group, in a mass start, then run the course to try and beat the virtual time. No SI just touching the controls and manual timing. Finally a race between the fastest runners on the ground and the fastest CF operator. Running the CF race twice takes about the same time as running it once on the ground.



Hall Sprint (trees)

SI units are placed at accurately mapped points. The base map has the badminton courts etc on for reference, the competitors' maps do not. In equally matched pairs, and starting together, competitors each run one of six equal length courses using SI cards and printer for download. Once this pair has finished, set another pair off on a different set of courses. Non participating runners can be the control features themselves (the trees) and attempt to verbally distract the runners. If time permits competitors can run a selection of courses. At the end turn the lights out and run the races again in the dark with torches



Clues

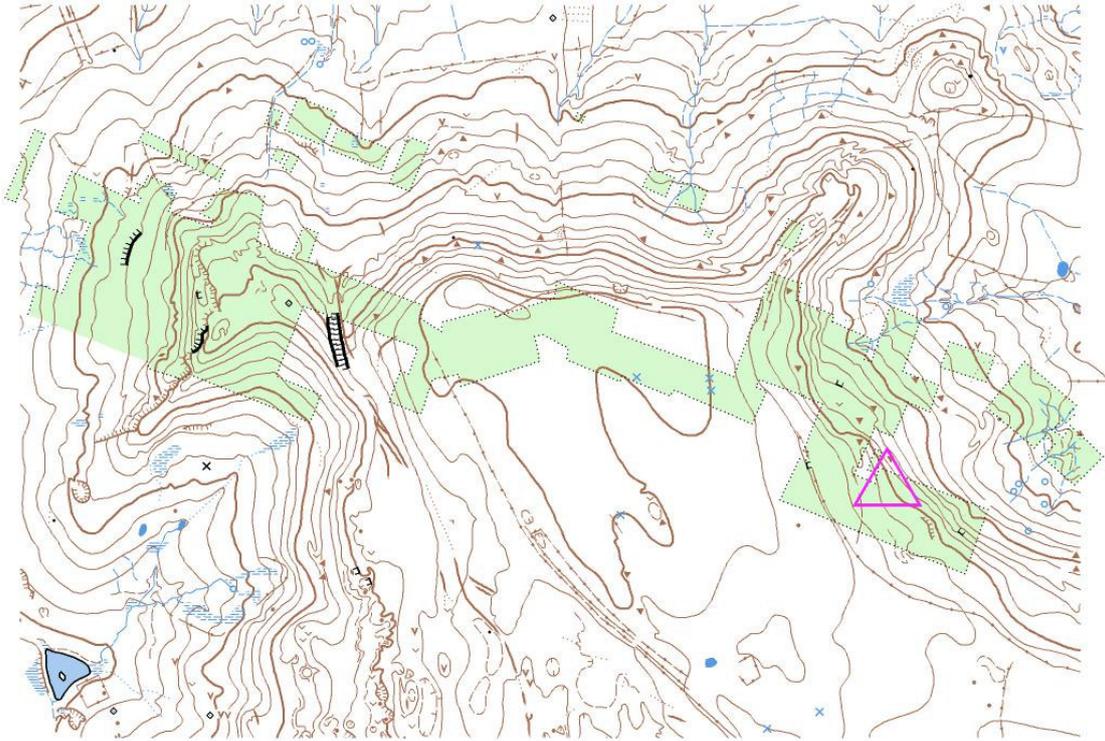
Eight controls are placed around the campus. Attached to each is a clue that will lead the competitor to the next control. Some clues are descriptive (e.g. fence within a fence), others cryptic or anagrams (e.g. WAG TEN – NW Gate). The last control will contain a clue to the first thus providing a continuous loop. This exercise is run in pairs. At the start give each pair a blank map and one of the clues to get them to their first control – pairs start at different controls. Ask the pairs to mark down the order that they found the controls to stop them simply locating them by random searching.



- 1 A fence within fence
- 2 Mae West's post
- 3 One of seven
- 4 Cornered by the forbidden hill
- 5 Sitting between a building and a crossable wall
- 6 The biggest bush on campus
- 7 WAG TEN?
- 8 Three of a kind

Transposition

Each pair is given the map of a complex contoured terrain onto which the outlines of the school buildings have been incorporated in light green. Each pair is then simultaneously given a fictional route that should enable them to identify the finish point. One or both members of the pair then run to this location. It is a head-to-head race to reach the correct location first. There is no flag there but a judge is loitering close by to see who gets there first – not all the pairs will end up in the same place. There is time to hand out the clues and then get to the finish before the competitors.



Took a rough westerly bearing to a pond, then headed up a big spur to the top of the hill. Took a rough NW bearing to a cliff before contouring around the slope, crossing a large gully and then reaching a stream junction. Climbed up the stream to another junction and the control.

Map Memory and Anagrams

The group is split into teams at one end of the hall. At the other end of the hall is a map of the school with the location of various controls on. At each control is a flag and a piece of card with one or more letters on. The letters combined make up a word or phrase. The team must stay in the hall except that at any one time one team member can be outside visiting controls (and memorising the letters) and one other can be looking at the map and memorising the location of one or more controls. The rest of the team can plan strategy and attempt to solve/guess the anagram. No pens / paper or maps allowed outside of the hall.

Orienteering Snooker

Only for orienteers this one. Split group into two teams at one end of the hall. At the other end of the hall spread out the following map symbol names. One member of the team then runs to the names and finds one that consists of JUST the colour (although a mixture of that colour and white is allowed) determined by the order of the snooker ball colours (except that pink=purple). If anyone selects the wrong one, they are sent back until they find the correct one.

Yellow - Open land with scattered trees and rough open land

Green - Distinctive tree and undergrowth

Brown - Ant Hill and Saddle

Blue – Well and Pond

Pink - First Aid and dangerous area

Black – Cave and Field boundary

Red Herrings – Sand, Orchard, Vineyard, Settlement, Road, Uncrossable marsh

Modified Trains

Split the group into pairs and give each pair a unique object (shoe, tin, bag etc). Then one member of each team is given a map with a single control circle on. Using the map (or not) that member of the pair then runs out and places their object at the position marked by the centre of the circle. Returning to the hall they give the map in without showing it to their partner. They must then describe to their partner how to find their object - no maps or drawing allowed. Ideally have enough different maps so that each pair can have a different initial control location. The pair keep swapping placing and collecting roles until all locations have been used or a time limit is reached.