

Technical Difficulty 2 YELLOW (M10A W10A M12B W12B)

For children who understand the legend, can set the map, and realise they have to decide what to follow and in which direction.

For adults who have never orienteered before and are not familiar with maps

Step System Skills

- ✓ Orienteer along obvious line features (handrails)
- ✓ Make decisions at a 'Decision Point' without the assistance of a control to identify it as such.
- ✓ Leave a line feature to go to a visible control site near to it, then return to that line feature

Routes and Route Choice

Route all along obvious line features
Such as tracks, paths, fences, walls, rivers, large ditches and very distinct vegetation boundaries.

No route choice problems.

Use a variety of line features to add interest

Control Sites

Distinct line features.

On the line feature along which the competitor is travelling.

Obvious other features close to, with the banner visible from the line feature
e.g. knolls, boulders.

Number of controls

Controls fairly close together (350m maximum)

Leg lengths should not vary greatly

A control is not needed at every Decision Point, but there should not be more than two D.P's per leg.

No more than two junctions to negotiate between consecutive controls.

Relocation and cost of errors

Relocation should not be needed

- Most areas can offer this standard, particularly if short sections of taped route are used.
- In technical areas or where points are too close together routes should be taped. The tape should start and finish on definite features. Make sure competitors know that they have to follow the tape (put up a large notice at the control where it starts AND state it on the control description sheet)
- Pre-marked maps should be supplied if at all possible (at registration)

- The challenge is in deciding WHAT to follow. If they decide correctly they are rewarded with a control very soon.
- The competitor will not necessarily recognise 'jargon' descriptions e.g. ride, knoll
Use the descriptions sheets to explain the term e.g. knoll (= a small hill)