

KILLERTON PARK PERMANENT ORIENTEERING COURSE NOTES FOR BEGINNERS

These short notes are designed for newcomers to orienteering to get you on your way to the first control on the Yellow and Orange courses at Killerton.

Safety Point: Note that there are vehicles on the estate road between the Stable Block and Killerton House. **LOOK BOTH WAYS BEFORE YOU CROSS THE ROAD.**

Having obtained the Map and Control Descriptions for your course, place them in a polythene bag to protect them from the elements.

From the Ticket Office, go through the archway to your right and you will see the Start/Finish post just off to your right. Stand by the post with your back to the Stable Block. You are now looking out over the fields towards the pond, with some trees around it. Look at your Control Description sheet. Your first control is a Seat and the code is 01.

Hold the Map flat in front of you. You are standing at the Start/Finish marked on the map by a purple triangle. Place your thumb beside the triangle to show where you are. This is called “thumbing the map” and will help to remind you where you are.

Turn the map around until the symbols on the map are in the same position and direction as you see them on the ground. If you look on the map you will see the pond (shown in blue) is directly in front of you, just as it is on the ground. Your map will now be upside down, but don't worry, you have now orientated or set the map.

Raise your right arm, and it will be pointing along the footpath towards Killerton House, and in the direction you want to go.

Start walking in that direction, and after approximately 75 metres you will come to a tarmac track. Move your thumb along the path as you progress. Cross straight over, and in another 25 metres you should come to your first control – The Seat.

Check the code from your Control Descriptions, and if it is correct punch your Control Card in box 1.

Orientate your map again, move your thumb, and off you go to number 2.

