



Fairoak Orienteering Course

Welcome to the Cannock Chase Forest Orienteering courses. They have been planned by Walton Chasers Orienteering Club in association with the Forestry Commission.

Orienteering is a sport where participants navigate on foot using a special map (and optional compass) to find fixed points called controls, marked on the map at the centre of red circles.

Cannock Chase is a working forest and the orienteering course has been planned to maximise your enjoyment of the forest, keep you safe and avoid disturbing sensitive wildlife. Always ensure you use the most recent map available from Cannock Chase Cycle Centre and our website for free. Always check the local Forestry Commission website before visiting, as occasionally the course will be closed for Forest Operations and extreme weather events.

Courses are colour coded, and increase in length and technical difficulty (TD), with white (TD1) being the easiest and light green (TD4) being the toughest course offered here at Cannock Chase Forest.

Course	Technical Difficulty	Minimum Distance	Approx. Walking Time	Approx. Running Time
White	1	0.6 miles 1.0 km	12 mins	6 mins
Yellow	2	1.0 miles 1.5 km	20 mins	10 mins
Orange	3	1.4 miles 2.25 km	28 mins	14 mins
Light Green	4	3.1 miles 4.95 km	62 mins	31 mins

Orienteering maps have a special key, and it is important to take time to learn the map colours and symbols. Map colours are suggestive of how easy it is to pass through that part of the forest, white is open and runnable, dark green means impenetrable.

On the map, the start is shown as a red triangle and the finish is shown as a double red circle on the map. You must visit the control points in the order listed on this sheet.

At each control point is a wooden post (1m tall) with an orange and white square plate affixed, with a two letter code for you to input onto your table (to the right). Each control post has corresponding control location description.

Light Green Course 3.1 miles – 4.95 km 31-62 mins

Version 3 – updated Sept 18

This course starts and finishes outside Go Ape. The map is 1:10,000 scale, which means 1 cm on the map equals 100 metres on the ground.

Order on Map	Post Number	Description	Letter Code
Triangle	Start	Near Go Ape	
1	19	Path Junction	
2	20	West pond, SE edge	
3	21	Path junction	
4	22	Path junction	
5	23	Re-entrant	
6	24	Spur	
7	25	Path, S side	
8	26	Earthbank/path junction	
9	27	Knoll, E side	
10	19	Path Junction	
Double Circle	Finish	360 m from last control to finish.	

Did you enjoy orienteering?

Why not join Walton Chasers Orienteering Club.

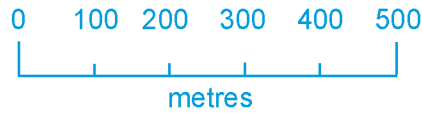
www.forestryengland.uk

www.walton-chasers.co.uk



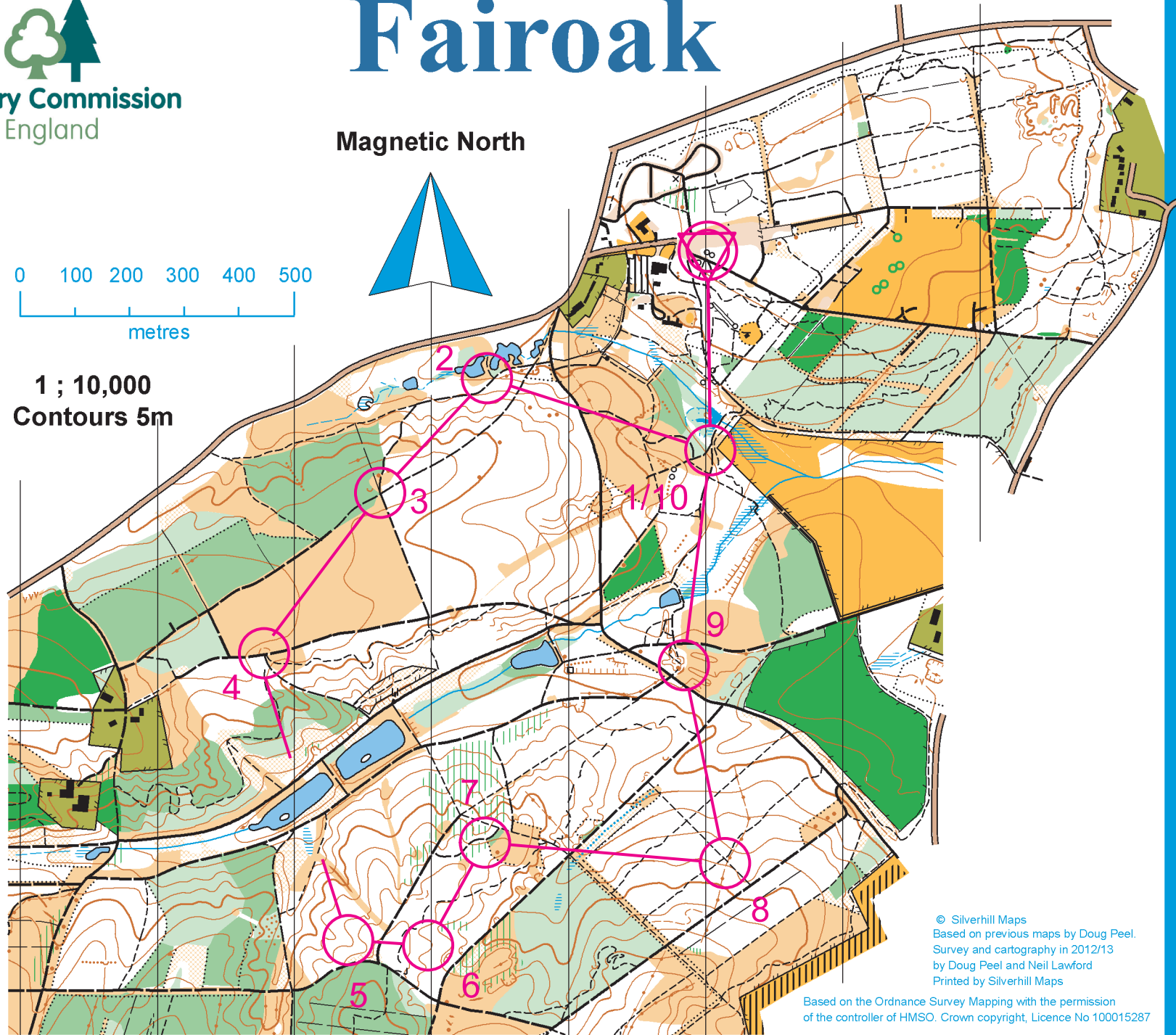
Fairoak

Magnetic North



1 ; 10,000
Contours 5m

- Open Land
- Rough open land
- Rough open with scattered trees
- Forest - slow running
- Forest - difficult to run
- Forest - impenetrable
- Undergrowth - slow running
- Undergrowth - difficult to run
- Distinct vegetation change
- Distinct tree
- Tarmac road
- Forest road
- Track
- Footpath
- Small footpath
- Indistinct footpath
- Narrow ride
- Fence
- High fence
- Contour
- Index contour
- Form line
- Earth bank
- Earth wall
- Gully
- Dry ditch
- Knoll
- Depression
- Pit
- Boulder
- Lake
- Stream
- Ditch
- Marsh
- Building
- Ruin
- Parking area
- Go Ape fenced area
- Housing - out of bounds
- Out of Bounds



Version 3 - Feb 2016

Lt Green

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