



What You Need:

Pen or Pencil to fill in answer sheet.

A compass is not essential but can be useful

Suitable footwear & clothing for a country walk.

What to Do

The aim is to navigate around the course and find the control markers which are located at the centre of the numbered circles on your map.

The map symbol Δ shows the start point for the course. At each control marker you are looking for a red and white sign with a number and letter.



The number corresponds with the number on your map, write the letter in the box on answer sheet. A description for each control marker is given for additional information about the control location. The finish is shown with

A key skill is setting the map. This means turning the map until the symbols on the map line up with the corresponding features on the ground. This helps to ensure the correct direction is followed. Use tracks and paths to help navigate to the control markers.

The Legend

a double circle.

The legend provides the key to the map symbols. For example, **Black** shows tracks, paths and man-made objects, **Yellow** is open land, usually grass.

Missing Control markers

If you arrive at a control marker with no marker sign there are two possibilities:

- 1) you are in the wrong place.
- 2) the post is missing or overgrown.

Please check your navigation/map reading in the first instance. If you are still convinced the posts is missing, then inform FC staff in the Visitors Centre.

Out-of-bounds Areas

Out-of-bounds areas are marked with Black hatching. These may be private, environmentally sensitive or potentially dangerous and should be avoided.

Permanent Orienteering Courses (POC)

There are other POC's in the Nottinghamshire area. Details are available on the websites at:

www.noc-uk.org

www.britishorienteering.org.uk/

For more information about events and activities at Sherwood Pines see:

www.forestry.gov.uk/forestry/infd-8zbg73

Useful Contacts

Nottinghamshire Orienteering Club (NOC) www.noc-uk.org

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The letters from the posts spell the name of an animal you may see along the way.

Control	Location	Answer
Marker	Description	box
Start	Post	\triangle
1	Fence corner	
2	Shelter	
3	Path junction	
4	Path junction	
5	Fence / pond	
6	Post	
7	Path / ride junction	
8	Track junction	
9	Track / path junction	
10	Post	
11	Fence	
12	Building South corner	
Finish	Building NW corner	

Map Legend

	Boulder	•
	Post	0
	Bench /seat	н
	Play feature	0
	Fence - DO NOT CROSS	
	Fence	
	Building	
\sim	Road / track	
-	Large path	===
•	Small path	
U	Less distinct path	
=	Cycle trail - KEEP AWAY	
	U	Post Bench /seat Play feature Fence - DO NOT CROSS Fence Building Road / track Large path Small path Less distinct path