

Oriel Park

Bedfordview

Key to map symbols

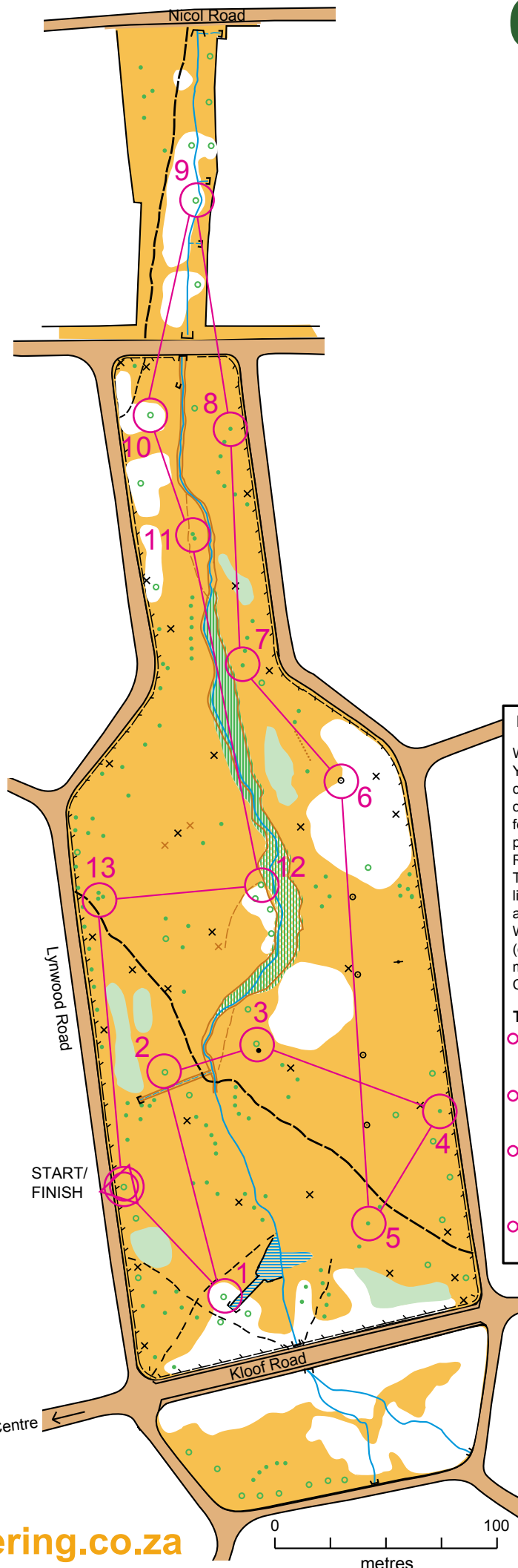
open land (short grass)	
forest (canopy of trees)	
forest: slow running	
undergrowth: slow/unrunnable	
trees: big / small / stump	
river	
marsh	
embankment	
boulder	
paved area / road	
fence: crossable	
footpath	
man-made object (bins / signs)	
lamp post	
small wall	
start	
finish	
control location & number	

Instructions

Welcome to the sport of Orienteering!
Your objective is to locate all 13 controls. You can walk, run or both. You're looking for an orange and white board attached to the feature, which you'll find in the centre of the pink circle. Most of the features are trees. Remember to go in number order - 1, 2, 3...
The pink lines connect the locations in a straight line. But you won't necessarily travel straight as you may need to move around obstructions. When you get to the feature, write the code (e.g.XB) in the correct block on the left of your map.
Check your answers on www.orienteeing.co.za.

Tips:

- Keep your map turned (orientated) correctly. It is useful to keep in mind where Kloof Road and the river are located.
- Take note of features around you - trees, the river, lamp posts, trash bins - to help you to find your way.
- Cross the river using the path or pavement. The embankment is steep and unstable and it is unnecessary to cross the embankment anyway.
- While in the park, please do not litter. Litter picked up can be placed in the many bins.



adventure
racing club

Map drawn by Lisa de Speville
August 2012