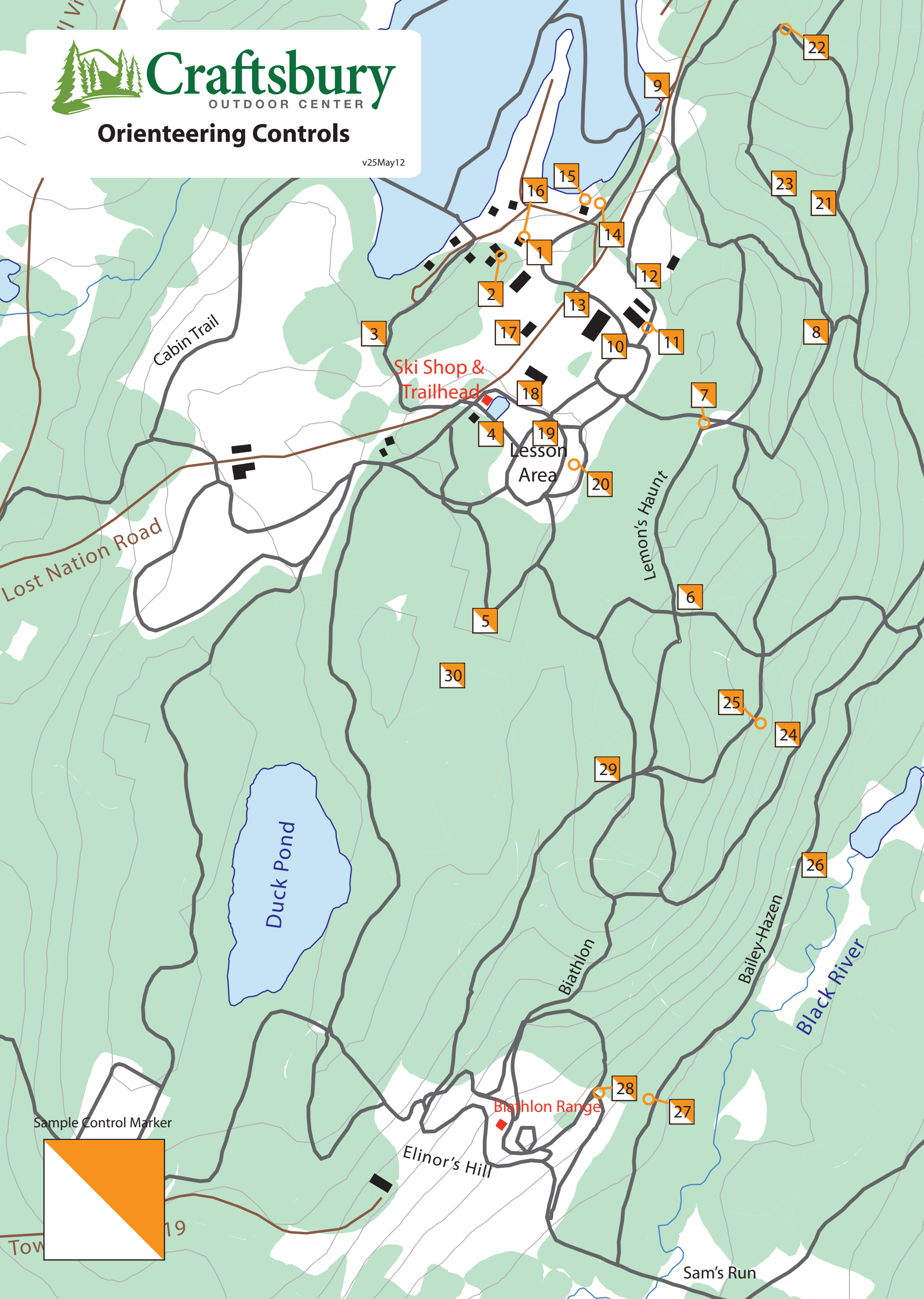




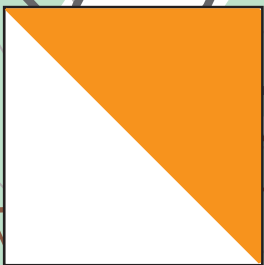
Craftsbury
OUTDOOR CENTER

Orienteering Controls

v25May12



Sample Control Marker



19

Tow

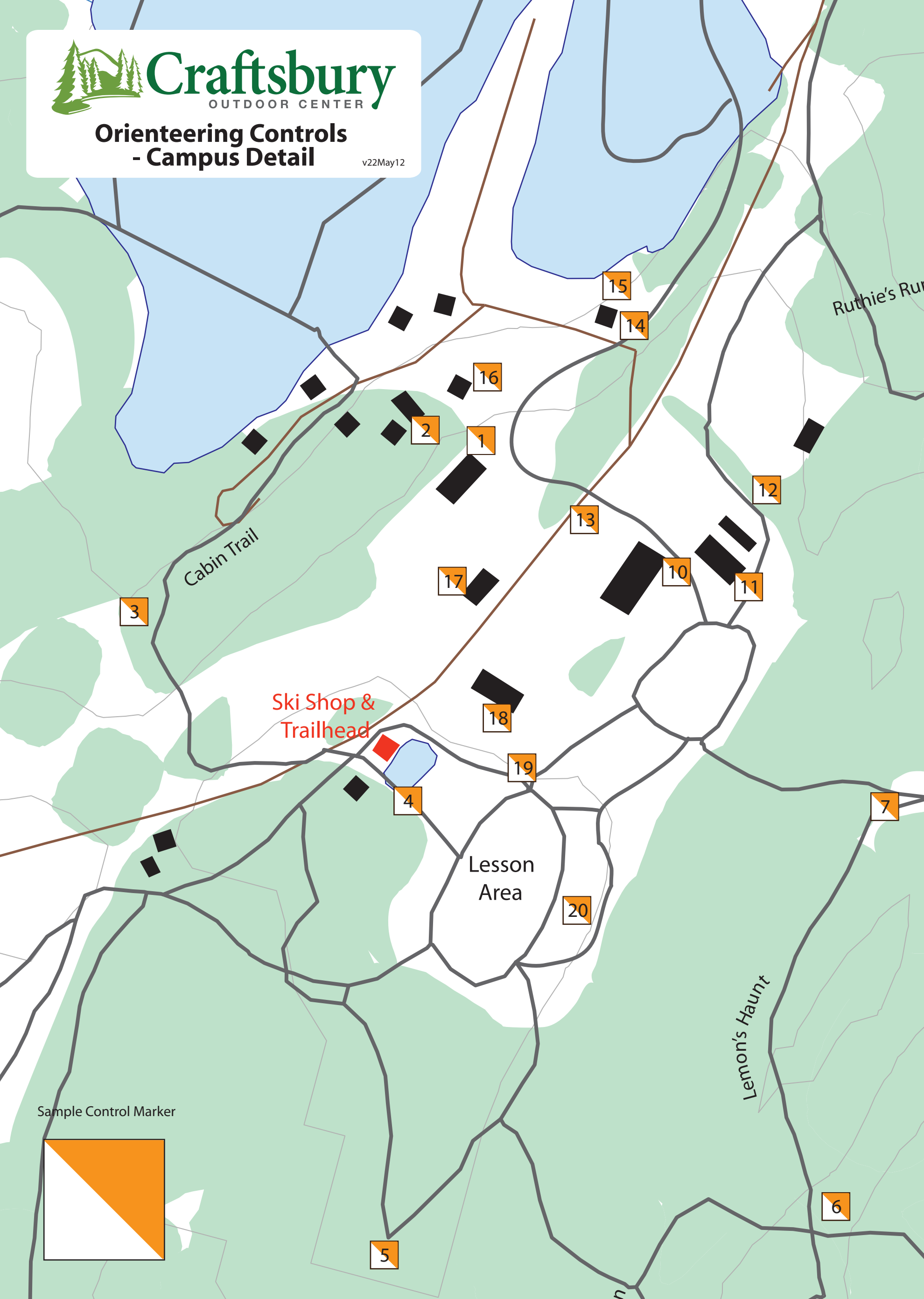
Sam's Run



Craftsbury
OUTDOOR CENTER

**Orienteering Controls
- Campus Detail**

v22May12





ORIENTEERING BASICS & CLUE SHEET

v.11/10/11

Definitions-

Orienteering: Sport using map and compass to locate controls.

Map: Picture of the ground from above.

Compass: Magnetic needle attracted to the magnetic north pole of the earth.

Control: Red and white 8"x8" plastic rectangle with a unique punch.

Orient your map: Place the edge of the compass on the edge of the magnetic north arrow (or the right or left edge of the map or on one of the parallel magnetic north reference lines). Then turn map and compass together until the red end of the compass needle is in the "shed". The map is now oriented just like your surroundings on the ground. By looking at the map you can determine the direction and distance to your next control which might be located on a tree or building. Every time you look at the map check first to orient it relative to magnetic north.

Direction: Practice turning in different directions and keeping your map oriented. Pick out different nearby objects on your map and point in the direction the map shows. Is the object visible in that direction? Pick out another object in the distance and point to it. Does that agree with the direction on the map?

Distance: Practice estimating the distance from where you are to some object. Does your estimate seem reasonable when compared to the distance shown on the map? Keep track of the distance you travel by pacing. Determine how many steps it takes you to go 100 meters (0.1k).

Elevation: Shown by light grey contour lines. If they are close to one another, it is steep.

Thumb the map: Fold the map up into a small area that includes where you are and your immediate surroundings. Always keep your thumb on your location on the map and move it as you progress over the ground for quick reference. To accomplish this constantly keep track of the direction and the distance you have traveled to the next control.

Clues: Each control has clues to finding it when you get close. Look at the map to determine: Is the control on a building or a tree? Is the control in an open area (white) or forested (green). (Note if it is in the open the trail may not be visible on the ground in summer). Is the control near water? Is the control on a ski trail intersection or between intersections? If the control is at a trail intersection how many trails intersect there? How steep is the ground near the control?

Clue sheet

Description of 30 controls on large scale map.

**Indicates controls showing up on Campus Zoom map*

1. N end of Dining Hall*
2. E end of boat house*
3. Tree on W side of Cabin ski trail*
4. Tree on S end of frog pond*
5. Tree on S side of hair pin turn on ski trail*
6. Tree on four way intersection of ski trails
7. Tree on three way intersection of ski trails
8. Three way intersection of ski trails
9. On tree to right of boat landing kiosk
10. NE corner of Cedar Lodge*
11. E side of Garage*
12. Tree N side of ski trail*
13. Maple tree E of road*
14. Apple tree NW of trail
15. N side of Cabin*
16. E side of Shed*
17. W side of Office on stair*
18. S side of Tamarack Lodge*
19. N side of kiosk on Lesson Field*
20. Tree on little hill*
21. N of bridge on Yellow Birch
22. Spruce on W of ski trail hairpin turn
23. Fir on S side of trail near stream
24. Fir W side ski trail intersecting with orange snowshoe xing
25. Maple E side of ski trail and orange snowshoe xing
26. E side Bailey Hazen trail on small yellow birch and mt bike intersection
27. W side Bailey Hazen on fir mt bike single track intersection
28. Intersection Elinors/Biathlon sign post
29. W side Elinors Maple
30. N side small hill on mt bike trails