## Orienteering map of

## CASTLE WOOD Oystermouth

## Scale 1:2000



Surfaced path
Surfaced area
Unsurfaced large path Unsurfaced small path Stone wall
Fence
High fence
Crossing point
Building
Object; Concrete base Cliff, impassable Crag, passable
Contours) tagged Formline) downslope
Steep bank; Knoll
Earthwall
Low earthwall
Open parkland
Scattered trees Individual trees
Hedge
Woodland: runnable slow run walk
impassable
Undergrowth
Out of bounds

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Base O.S. 1:2500

Survey, 2009 Simon Beck Carto (OCAD) ........ Simon Beck


Map design by



## Orienteering in Castle Wood

AIM. The aim in orienteering is to get around a course, made up of a series of control points, by working out a route between them from the map and then map-reading your way along the route and finding the controls.
THE MAP. This is a standard orienteering map; the symbols and colours are explained in the legend. The scale is $1: 2,500$ which means that 1 cm on the map represents 25 m on the ground, as shown by the scale line.

CONTROLS and MARKERS. The locations of the controls are shown on the map by numbered circles in red, and a description of each is given below. The controls are marked on the ground by a post on top of which is a plaque with a red and white orienteering symbol. There is a number, which corresponds to the same control on the map, and a letter which you note down in the appropriate box on the control card below to confirm your visit.

DISTANCES. The distance from one point to another can be worked out using the scale line on the map. When measuring on the ground, a metre is roughly one man-sized stride.

DIRECTIONS. Whichever direction you are going or facing, keep the map the same way round as the ground, i.e. orientated. When you go forward, features to one side on the map will be on the same side on the ground.

THE COMPASS. If you have one you can use it to orientate the map. The needle points to magnetic north. Use this to keep the north arrows on the map pointing north too. Also, the compass is especially useful for finding accurate directions across areas without paths, and to sort out which way to go at path junctions, etc.

How to use a baseplate compass for directions:

1. Place the edge of the compass's baseplate along the direction you want to go on the map.
2. Turn the capsule so that the parallel lines in it are in line with the north lines on the map.
3. Take the compass off the map and hold it in front of you, pointing forward. TURN YOURSELF with the compass until the needle is in line with the lines in the capsule.
4. Travel forward in the direction the front of the compass is now pointing.

## CONTROL DESCRIPTIONS:

Start Path junction

1. Steep bank/vegetation boundary
2. Fence/vegetation boundary
3. Thicket, N side
4. Steep bank corner
5. Earthbank, NW side
6. Earthbank/Track junction
7. Knoll, top
8. Earthbank/Track junction
9. Crag foot, N end
10. Earthbank corner
11. Spur

FURTHER ORIENTEERING OPPORTUNITIES. If you would like to do more orienteering there are other permanent courses you can visit, and maps can be downloaded from the Council's website www.swansea.gov.uk/orienteering The local club, SWANSEA BAY ORIENTEERING CLUB, organizes events throughout the year, and their fixtures list can be found on the club's website at www.sboc.org.uk

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