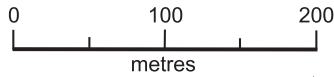


Orienteering map of

# MORRISTON PARK & LEADFIELDS

## Swansea

Scale 1:5000



Contours 5 metres

Survey 2012



Grid reference SS665983

Swansea Bay



Orienteering Club

Fersiwn Cymraeg ar gael  
Welsh version available



My Swansea  
Fy Abertawe

COETIROEDD I BAWB  
**CYDDCOED**  
WOODLANDS FOR ALL



Comisiwn Coedwigaeth Cymru  
Forestry Commission Wales



sports council wales  
cyngor chwaraeon cymru



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- Wide, surfaced path
- Surfaced path
- Surfaced area
- Unsurfaced path
- Indistinct path
- Stone wall
- High stone wall
- Fence
- High fence
- Crossing point
- Building
- Private grounds
- Boulder; fountain

- Contours } tagged
- Formline } downslope
- Earth bank
- Earth wall
- Gully: large; small
- Broken ground
- Knoll: large; small
- Pit
- Ponds
- Stream with source
- Ditch
- Marsh
- Seasonal marsh
- Distinct vegetation
- Open parkland edge
- Scattered trees
- Individual trees; stump
- Woodland: runnable
- slow run
- walk
- fight
- Undergrowth

Base ..... O.S. 1:1250  
Survey, 2007 ..... Peter Seward  
Revised, 2012 ..... Peter Seward  
Carto (OCAD) ..... Peter Seward  
Copyright ..... © SBOC, 2007  
BOF Map Regn.No: WO-07-192

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1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20

# Orienteering in Morriston Park

**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 1:5,000 which means that 1cm on the map represents 50m on the ground, as shown by the scale line.

**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.

**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 square on the control card at the bottom of your map to confirm your visit.

## CONTROL DESCRIPTIONS:

Start	N Path junction, E side	5.	Path junction	10.	Earthbank, end	15.	Tree
1.	Path junction	6.	Vegetation boundary	11.	Gully	16.	Stream source
2.	Path junction	7.	Path bend	12.	Path junction	17.	Copse, middle part
3.	Pond, NW side	8.	Hedge end	13.	S Fence corner, W side	18.	SE Path junction
4.	Path junction	9.	Path junction	14.	Path junction	19.	W Tree (on Spur)

**SUGGESTED COURSES.** Starting and finishing from the path junction by the park entrance on the east side of the map indicated by the grid reference, and is shown on the map with a red triangle on top of a double circle:

<b>White</b>	1.3Km	short and easy for young novices:	Start - 1 - 2 - 18 - 19 - 14 - 9 - 4 - 5 - 7 - Finish
<b>Yellow</b>	1.9Km	easy for older beginners and progressing from White:	Start - 8 - 2 - 18 - 19 - 9 - 17 - 15 - 12 - 13 - 5 - Finish
<b>Orange</b>	1.7Km	harder for progression from Yellow:	Start - 5 - 6 - 12 - 15 - 10 - 11 - 16 - 17 - 3 - 19 - 2 - Finish

**OR** see how many controls you can visit in a set time, say 30 or 45 minutes (a 'Score' event).

**FURTHER ORIENTEERING OPPORTUNITIES.** If you would like to do more orienteering contact the local club, **SWANSEA BAY ORIENTEERING CLUB** by visiting the club's website at [www.sboc.org.uk](http://www.sboc.org.uk)

## ACKNOWLEDGEMENTS.

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