Camp Hamilton								
Permanent			10 controls					
▷			■			○		Start: NW side of building
	1		▩			○		SW edge of thicket
	2		▲		1.0	○		E side of boulder, 1m high
	3		⌇			○		SE side of stairway
	4		▲		0.7	○		N side of boulder, 0.7m high
	5		⌇			⊣		E end of stone wall
	6		▲			○		W side of boulder cluster
	7		▲			○		S side of boulder cluster
	8		▲		0.5	○		W side of boulder, 0.5m high
	9		Λ			T		N end of gully
	10		◁			○		SE part of forest corner
Navigate to the Finish after your Last Control								

What is Orienteering?

Orienteering began as a training tool for for soldier navigation in Scandinavia. Today, it is a recreational activity and sport in which the object is to find each control using only a map and sometimes a compass. Orienteering is known as “The Thinking Sport” because of its providence of both mental and physical challenge.

Instructions

First, familiarize yourself with the map and legend. Take a look at some of the descriptions and how the features are portrayed. Rotate the map so it is oriented to the terrain. Then look for the start and finish, marked by the purple triangle and double purple circle. Both the start and finish are at the Camp Building. On the map, you will see a sequence of purple circles. Each circle marks the location of a control, which is described at the left. The feature described at the left is at the exact center of the circle – match the symbol at the center with the legend symbols. Once you reach a control, hold this paper over the code on the blue plate, and color on the paper with a pencil inside of the numbered box that matches the control you are at. In order to prove you visited each control, you CANNOT just write the code in the box; you MUST color over it on your paper. Once you have visited all of the controls, return to the finish.

This is a score course. Controls may be visited in any order; however, for variations of course completion, you and competitors can visit each control in numerical order while being timed. A time restriction can also be put in place, and competitors attempt to visit as many controls as possible in the given time. Whoever makes it to all of the controls the fastest, or visits the most within the time constraint, wins.

1	**2**	**3**	**4**	**5**
6	**7**	**8**	**9**	**10**