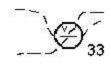
What is Orienteering? Orienteering originated in Scandinavia nearly 100 years ago as a training tool to teach soldiers how to navigate through the forest. Today it is a sport and recreational activity in which the object is to locate marked features (controls) in the woods using only a map and a compass. In competition, the goal is to find the controls, in sequence, as fast as possible using any route between controls.

Orienteering is a sport for every person, regardless of athletic ability or age; it may be done individually or in groups. Orienteering provides both a mental challenge (determining the route and reading the map) and a physical challenge (actually getting to the controls); it is known as "The Thinking Sport."

Instructions: First, familiarize yourself with the map. Look at the legend and note how various features are depicted. Hold the map in front of you and rotate it until it is "oriented" to the terrain, the magnetic north lines help if you have a compass. There should be enough detail on the map that a compass is not needed for the Beginner Course. Then, look for the Start (marked by a purple triangle) and Finish (marked by a double purple circle) of the courses – Both Start and Finish are at the North Shore Pavilion.

A course is a sequence of numbered purple circles. The control descriptions tells you what features are at the centers of the circles where control stands are located. For example, consider imaginary control #33. Suppose the clue sheet says:

33. Trail crossing and on the map the circle numbered 33 looks like this. At the center of the circle, two dashed lines



(trails) cross. Also in the circle is a pit; but the description tells you where the control stand is (at the crossing, not at the pit).

Each control stand has a 4" red and white marker with a control number (here #33) and a control code (a single letter, here H) on it. When you find a control stand, make sure the control number is correct; then **write the**



letter code of that control in the box of the code card that corresponds to the control number.

There are **Two Courses** on the north shore of Yellow Creek State Park. The **Beginner Course** consists of controls **1 thru 9** in sequence. After #9, there are 170 meters to the Finish. The Beginner Course is 2.0 km in length and requires a climb of 80 meters. The **Intermediate Course** consists of controls **9 thru 20** in sequence. After #20, there are 360 meters to the Finish. The Intermediate Course is 3.8 km in length and requires a climb of 95 meters. A compass is recommended for the Intermediate Course.

General recommendation: Wear long pants in summer.

Control Descriptions

- 1. Trail, South end
- 2. Trail junction
- 3. Boulder, 0.5 m
- 4. Trail bend
- 5. Trail bend
- 6. Semi-Open, NW corner
- 7. Trail bend

Code Card

- 8. NW edge of Open Land
- 9. Trail, SE end
- 10. Stream / Dry ditch junction
- 11. Field, SW corner
- 12. Stream junction
- 13. Semi-open, SE corner
- 14. Ride, North end

- 15. Stream bend
- 16. Seasonal Stream, North end
- 17. Clearing, NE edge
- 18. Spur
- 19. Seasonal Stream, South end
- 20. Open Land, E tip

Name(s)						P	FINISH		
Course		Date				E C			
Write the control codes in the appropriate boxes below						WPOC	J TIME		
11	12	13	14	15	16	17	18	19	20
1	2	3	4	5	6	7	8	9	10

You may time yourself using the spaces on the Code Card and compare your time to that of others. You may also check the codes for accuracy by asking the park staff to verify them.