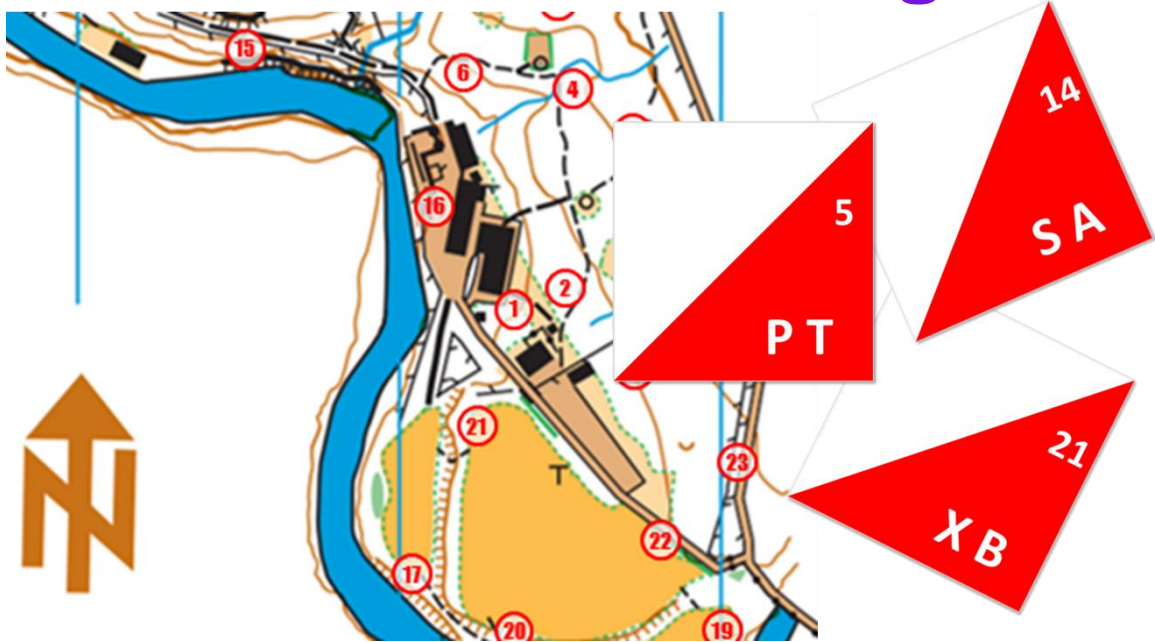




≈ Camping ≈ Lodges ≈ Activities ≈ Adventure ≈

Littledale Orienteering Trails



Info Pack Contents:

Page:

- 2. Overview
- 4. Orienteering instructions: *Traditional & Speed* and **Map A**
- 6. Orienteering instructions: *Code* and **Map B**
- 8. Risk Assessment



Orienteering Trails Overview

The **Littledale Activity Centre** now has **THREE** challenges suitable to develop different levels of orienteering & map reading skills.

The challenges are:

- 1. Traditional Orienteering Course** – Find the markers in sequence and collect the 2-character codes from each marker.
- 2. Speed Orienteering Course** – Participants can map their own route to visit all the markers in their chosen order and collect the 2-character codes from each marker.
- 3. Code Orienteering Course** – Using a different map, participants go to any marker to start their challenge. The 2-character code indicates the next marker on the map to visit. Participants plot their route as they go.

Each challenge is designed to help Cubs, Scouts & Explorers develop their map reading & navigation skills.

As with any activity, there are **RISKS** that participants need to be aware of and for Leaders to manage. These include:

- **Littledale sometimes has fallen trees.** Participants should be reminded about trip, slip & fall hazards. They should not complete the activity alone and teams should carry a whistle to alert Leaders if they get into trouble.
- **Markers off the formal paths.** There are a number of markers that require participants to navigate off track. The risk of trips, slips & falls is slightly higher for those markers.



Orienteering Trails Overview

There is an Activity Box available from the Warden. The box contains the following:

- Laminated Maps.
- Laminated answer sheets for Leaders.
- Some Compasses.

Groups will need to bring the following:

- Paper & pens to write down the answers.
- Non-permanent felt pens to write on the laminated maps.

NOTE: *South Ribble Orienteering Club (SROC)* are in the process of remapping the Littledale Activity Centre. Until that work is completed, the maps in this pack are temporary.



Orienteering Trails

Traditional & Speed Orienteering

Instructions: Using **MAP A**.

For the **Traditional Orienteering** challenge, participants need to find each marker in sequence & write down the unique 2-character alpha code off each marker.

Start at *Marker 1* which can be found between Long Panther Lodge & the Warden's Hut. The course finishes near the Warden's Hut.

Teams will need to set off at delayed times.

An alternative is to challenge some teams to complete the course in reverse order, from Marker 25 to Marker 1.

For the **Speed Orienteering** challenge, participants should be given the map and allowed to map their own route around the course. They still need to find each marker (but in any order) & write down the unique 2-character alpha code off each marker.

They can start at any marker and should be told to return to a specified place (e.g. the main camp fire area).

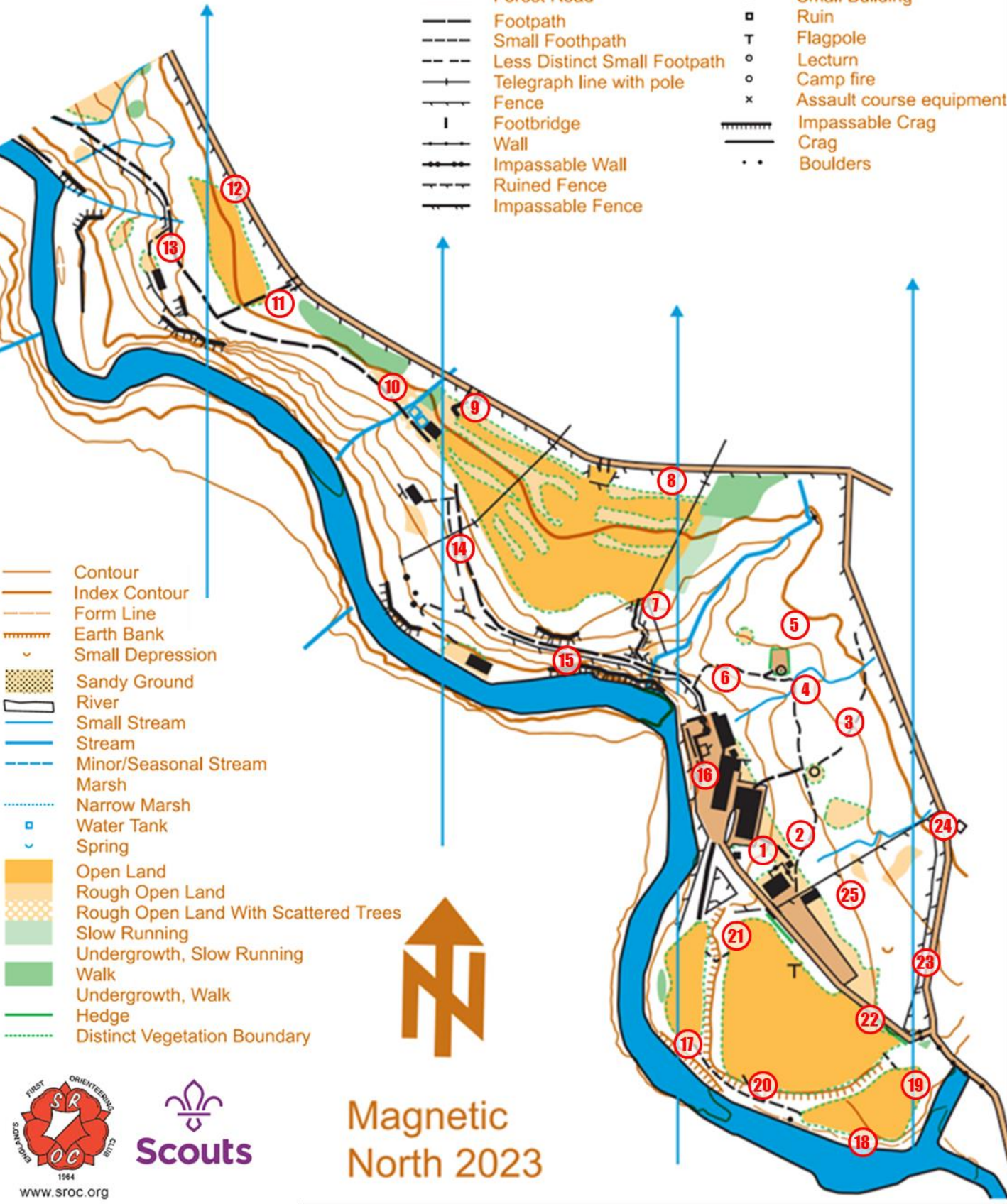
The challenge is to collect all the 2-character alpha codes in the quickest time.

Littledale Scout Camp

Scale 1:3000
Contours: 5m

Map A

- | | | | |
|--|------------------------------|--|--------------------------|
| | Paved Area | | Gate |
| | Road | | Building |
| | Forest Road | | Small Building |
| | Footpath | | Ruin |
| | Small Footpath | | Flagpole |
| | Less Distinct Small Footpath | | Lecturn |
| | Telegraph line with pole | | Camp fire |
| | Fence | | Assault course equipment |
| | Footbridge | | Impassable Crag |
| | Wall | | Crag |
| | Impassable Wall | | Boulders |
| | Ruined Fence | | |
| | Impassable Fence | | |



- | | |
|--|--------------------------------------|
| | Contour |
| | Index Contour |
| | Form Line |
| | Earth Bank |
| | Small Depression |
| | Sandy Ground |
| | River |
| | Small Stream |
| | Stream |
| | Minor/Seasonal Stream |
| | Marsh |
| | Narrow Marsh |
| | Water Tank |
| | Spring |
| | Open Land |
| | Rough Open Land |
| | Rough Open Land With Scattered Trees |
| | Slow Running |
| | Undergrowth, Slow Running |
| | Walk |
| | Undergrowth, Walk |
| | Hedge |
| | Distinct Vegetation Boundary |



Magnetic North 2023

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Orienteering Trails

Code Orienteering

Instructions: Using **MAP B**.

For the **Code Orienteering** challenge, participants need to map their route across the course based on the codes on each marker. The code on the first marker will link to the next marker on the map.

For example: Marker 1 has the 2-character code “YT”. Look on Map B and find the location for code “YT” – that is the next marker they need to find.

Leaders should allocate teams different markers to start their mapping.

If done correctly then they should end up back at the marker they started at.

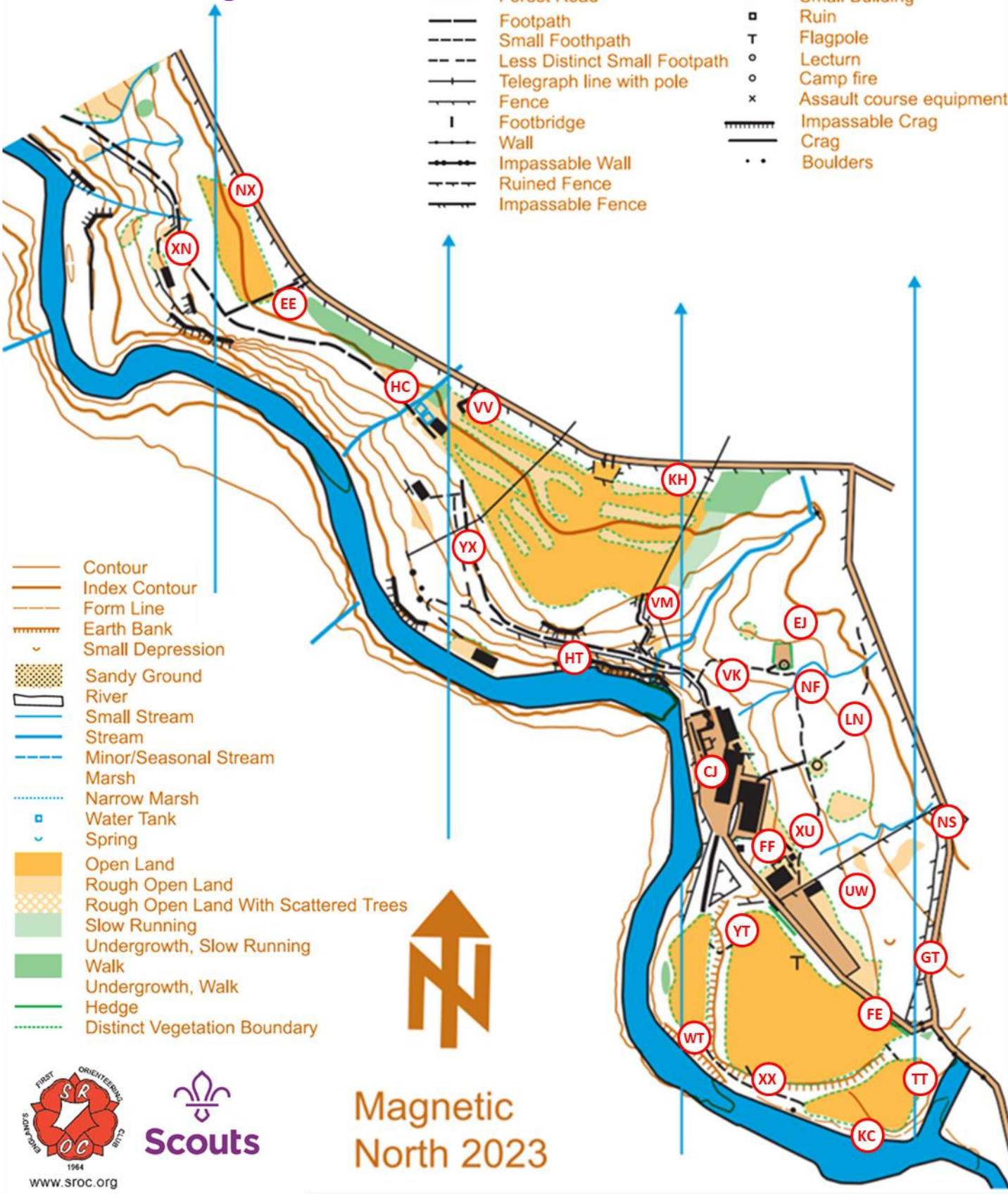
NOTE: To complete the course, participants will need to visit every marker. If they miss a Marker then the code on the next Marker may not put them back on track.

Littledale Scout Camp

Scale 1:3000
Contours: 5m

Map B Code Challenge

- | | | | |
|--|------------------------------|--|--------------------------|
| | Paved Area | | Gate |
| | Road | | Building |
| | Forest Road | | Small Building |
| | Footpath | | Ruin |
| | Small Footpath | | Flagpole |
| | Less Distinct Small Footpath | | Lecturn |
| | Telegraph line with pole | | Camp fire |
| | Fence | | Assault course equipment |
| | Footbridge | | Impassable Crag |
| | Wall | | Crag |
| | Impassable Wall | | Boulders |
| | Ruined Fence | | |
| | Impassable Fence | | |



- | | |
|--|--------------------------------------|
| | Contour |
| | Index Contour |
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| | Earth Bank |
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| | Sandy Ground |
| | River |
| | Small Stream |
| | Stream |
| | Minor/Seasonal Stream |
| | Marsh |
| | Narrow Marsh |
| | Water Tank |
| | Spring |
| | Open Land |
| | Rough Open Land |
| | Rough Open Land With Scattered Trees |
| | Slow Running |
| | Undergrowth, Slow Running |
| | Walk |
| | Undergrowth, Walk |
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North 2023



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Orienteering Trails

Risk Assessment

Who might be harmed	Is the risk adequately controlled	Is more needed?
Navigating through the woods.		
Everyone	Rocks & logs may be slippery. Low branches may cause injury to faces. No one should go off alone. The most direct route between points may not always be possible to take due to streams & other natural hazards. Teams should carry a whistle to alert Leaders if they need help.	No
Muddy & slippery paths / steps		
Everyone	Some paths can become muddy & slippery after wet weather. There are also some steep steps that can also be slippery. Care should be taken going along these paths and up & down the steps.	No
Leaning trees.		
Everyone	There may be leaning trees or large branches. Everyone should be warned not to climb or try to push these trees.	No
Steep slope beside the path between Top Field & Silver Birch		
Everyone	Some Orienteering markers are on the side of the path but care should be taken not to go off the path.	No
Walking along the driveway		
Everyone	When walking on the Driveway, everyone should ensure that there are no vehicles moving on the driveway or in the car park.	No