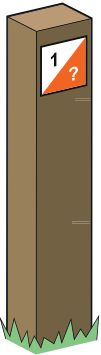
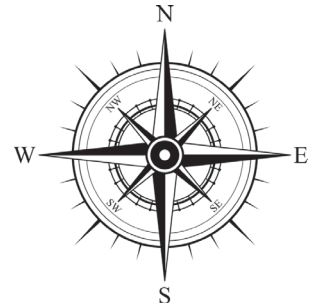


Countess of Chester Country Park

Permanent Orienteering Course



Example of a Control Point



Grid line Separation
100 metres



Scan to download all our maps or visit:
www.thelandtrust.org.uk/space/countess-of-chester-country-park

Long Course	
No.	Letter
1	
2	
3	
4	
5	
6	
7	
8	
9	
10	

Short Course	
No.	Letter
1	
6	
7	
8	
9	
10	



Start Time
Finish Time
Total Time

Starting and finishing at the Ranger Cabin, find and write down the letter on each control point in number order. Rearrange the letters to spell out a name of something that you can find growing in the park.

Short Course answer (6 letters):

.....

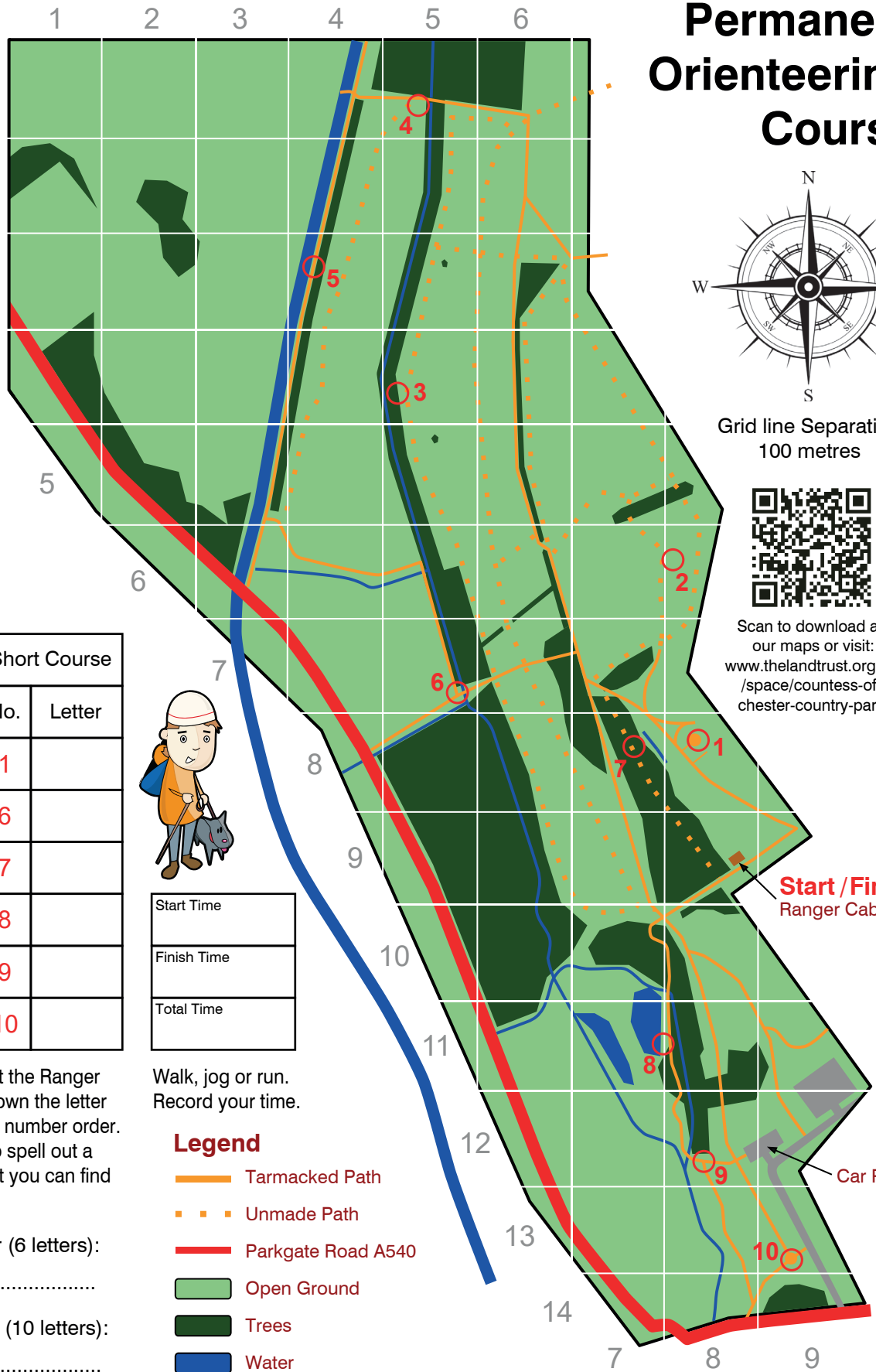
Long Course answer (10 letters):

.....

Walk, jog or run.
Record your time.

Legend

- Tarmacked Path
- Unmade Path
- Parkgate Road A540
- Open Ground
- Trees
- Water



This project has been supported by:



Friends of the
Countess of Chester
Country Park

Please contact: friends.coccp@gmail.com

Countess of Chester Country Park is a Land Trust space which is managed by TCV. In case of emergency, please call 999. To report non-emergencies on site, call 101. For all other site enquiries and information please call 0151 423 4433 or contact via www.tcv.org.uk or www.thelandtrust.org.uk

Park managed by



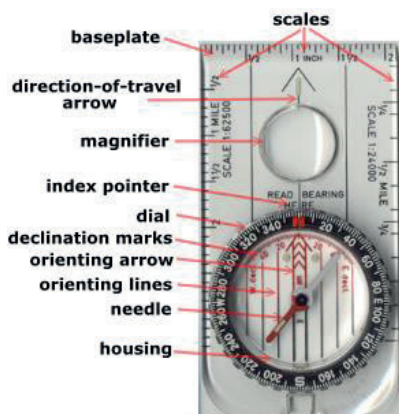
Countess of Chester Country Park

Permanent Orienteering Course

This course is not an official course. The map is very basic, aimed at introducing users of the park to the sport and some basic navigation techniques. For those wishing to take it further, we can recommend the British Orienteering website for information on courses across the region.

You can complete this course by simply orientating the map to the features you see, such as the hospital buildings, but if you can access a compass, the information below will explain how to take and follow a bearing and how to estimate the distance travelled using pacing.

To determine how many paces you take over 100 metres, find the end of the fence by the ranger's hut marked with red paint. Walk down the path, away from the hospital until you reach a tree on your right that has also been marked with red, that is a distance of exactly 50 metres. Count how many times your right leg strikes the ground over that distance, then double it. This will give you the number of paces it takes you to do 100 metres, the distance between the grid lines on the map. Repeat if you need to check, it would typically be around 60 or 70, depending on your height.



To take a bearing with a compass, place the compass flat on the map, lining up where you are standing and your target point. Keeping it in that position, twist the dial, until the orienting lines run parallel to the North (top) to South (bottom) grid lines. The number at the top of the compass is your bearing.

Now put your map away for the moment, lay the compass flat in your hand and change its direction until the red needle is in the red orienting arrow, known as putting 'the red in the bed'. Once done the direction of travel arrow at the top of the compass is pointing in the direction you need to walk.

Ranger Cabin to Control 1

So, you are at the Ranger Cabin. Find that on the map. Now place the right-hand edge of the compass between the cabin and control 1 on the map; twist the dial so the orienting lines are parallel to grid lines on the map. You should have a bearing of 340 degree, a North Western direction. The distance is a little longer than the separation of the grid lines, approximately 120 metres. You won't be able to walk in a dead straight line, but follow the direction of travel arrow, using the pacing technique. This is not about precision, it is more a case of getting you in the right area, to begin a more detailed search for the control point.

From Control 1 to Control 2

You certainly cannot walk in a straight line between Controls 1 and 2, however taking a quick bearing shows you the direction. Picking out a prominent feature such as a large tree, provides you with an object to aim for, whilst the path bends in different directions. The bearing as the crow flies is 350 degrees; orientate the map to features you can see and follow the paths that take you to Control 2. You'll walk a little over 200 metres.

Now try the remaining controls and see how you get on. Just remember if you get a bit lost, you are within the safe confines of our park.

Enjoy