

Glendaruel Caravan Park

Orienteering Map



scale 1:2,500 0 20 40 60 metres 100

1 cm on the map represents 25m on the ground



- Road
- Vehicle track
- Path
- Path, indistinct
- Gate, Bridge
- Fence
- Wall high, low
- Stream
- Earthbank
- Building/Caravan
- Private gardens
- Gravel area
- Open grass
- Open with trees
- Dense vegetation
- Woodland
- Rough undergrowth
- Out-of-Bounds
- Man made object
- Distinctive tree

For more information
about orienteering visit:
www.ecko.org.uk

- | Start | Reception |
|--------|-----------------------------|
| 1. 31 | Fence, west end |
| 2. 32 | Distinctive tree |
| 3. 33 | Metal tank |
| 4. 34 | Path bend |
| 5. 35 | Path junction |
| 6. 36 | Bridge |
| 7. 37 | Fence corner |
| 8. 38 | Stream / fence junction |
| 9. 39 | Path end |
| 10. 40 | Building, south east corner |

Survey & cartography: Paul Frost, Jun07
Grid reference at centre of map: NR999869
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Version: Glendaruel CP Jun07



Permanent Orienteering Course
Set up by
Loch Eck Orienteers and
Glendaruel Caravan & Camping
Park



GLENDARUEL

Orienteering is all about finding your way around using a map. The permanent course markers are a distinctive red & white symbol; there is also a number and code letters on the panel.

At Glendaruel you can choose your own route round the ten markers; your aim is to visit every marker in any order you choose.

What to do

You will need to take a pen or pencil with you so that you can copy down the code letters.

The Start and Finish is at the Reception door and is marked on the map with a red triangle and S1.

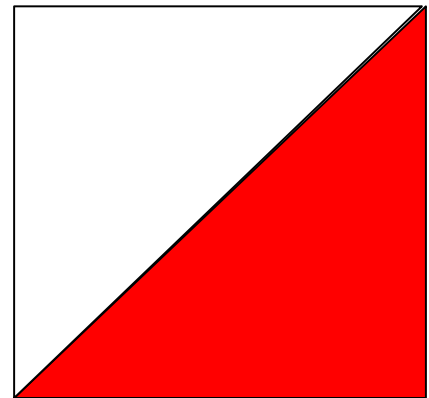
You use the information shown on the map to plan your route between the control marker.

The points to be visited are shown by the centre of each red circle on the map. When you find the control marker, check the number and then copy the code letters into the appropriate box on your course sheet below.

Getting all the letters right shows that you have been successful.

Glendaruel Caravan & Camping Park Permanent Orienteering Course		
Start: Reception Door		
Code Number	Description	Code Letter
31	Fence, west end	
32	Distinctive tree	
33	Metal tank	
34	Path bend	
35	Path junction	
36	Bridge	
37	Fence corner	
38	Stream / fence junction	
39	Path end	
40	Building, SE corner	
Time taken		

Example Control marker



120
GX