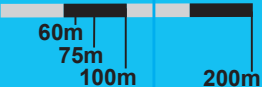


Contours: 2.5m

Scale: 1:6,000



DIY Orienteering Map

www.scout0challenge.com

Initial mapping by: K Atkinson (CAC Troop 8787), A Duquette (HOC), M McCauley (LHC)
 Updated 12/2022; please send map corrections to Orienteering@troop8787.org

Legend

	Contours		Open Land, w/scattered trees
	Gully		Rough Open, w/scattered trees
	Small gully		Open/Rough with scattered trees
	Earthbank		Run/slow run
	Knoll		Walk/Fight
	Pit		Major Road
	Cliff		Minor Road
	Boulders		Trail
	Boulder field		Minor Trail
	Rocky ground		Powerline
	Water feature		Earthbank
	Open water		Fence
	Marsh		Bridge
	Stream		Building
	Seasonal Stream		Special Feature
	Tower		Permanent Marker

Use this map to design your own orienteering course!

1. Draw a small TRIANGLE to represent the START.
2. Select several permanent markers by drawing a small circle around each of them
3. Draw a line connecting the points in the order you desire
4. Pick control points that allow runners options for route selection
5. Draw a double circle to represent the FINISH (draw a line from the last marker to FINISH)

Tips:

- For beginner courses, avoid using control points (markers) in open woods (stay near/along roads/paths)
- The best control points are ones on a definite feature (fence, trail junction, building, hill, depression)
- Control points should not be "hidden", if the Orienteer can read the map, they should be able to find the point