

Technical Difficulty 1 - WHITE - (M10B W10B)

For children aged 6 - 12 who may not be able to set the map, have to check the legend to know that the black dashes are paths, and may think the brown lines are roads.

Step System Skills:

- ✓ Understand map colours and commonly used symbols
- ✓ Orient the map using compass and terrain
- ✓ Orienteer along tracks and paths
- ✓ Make decisions at 'Decision Points' identified by a control site

Routes and Route Choice

Number of controls

Route all along tracks & paths	Controls reasonably close together (200m maximum)
No route choice	A control at every Decision Point.
No junctions to negotiate between controls	In site of each other if not straight on

Control Sites

Relocation & cost of errors

Controls on distinct line features	Relocation should not be needed
Paths, tracks-junctions, crossings & bends	
Features on paths e.g. bridges, gates, to give variety to the control descriptions	
The banner & punches at a control should be sited 2-5m in the direction of the next control.	

- Pre-marked maps should be made for these orienteers.
- As far as practicable, start line, master maps and the first control should be in a straight line.
- Nothing should detract from producing a course that all competitors can complete successfully. The aim is confidence.
- A simplified map would be adequate or a full coloured large scale may be used.