



# Let's Get Started Orienteering

## Part 4 Orienteering Maps Additional Example










































**Let's look at map  
symbols and how a  
more complicated  
map can be  
understood by  
looking at the  
different colours  
and symbols**



**I want to do "real"  
orienteering now**

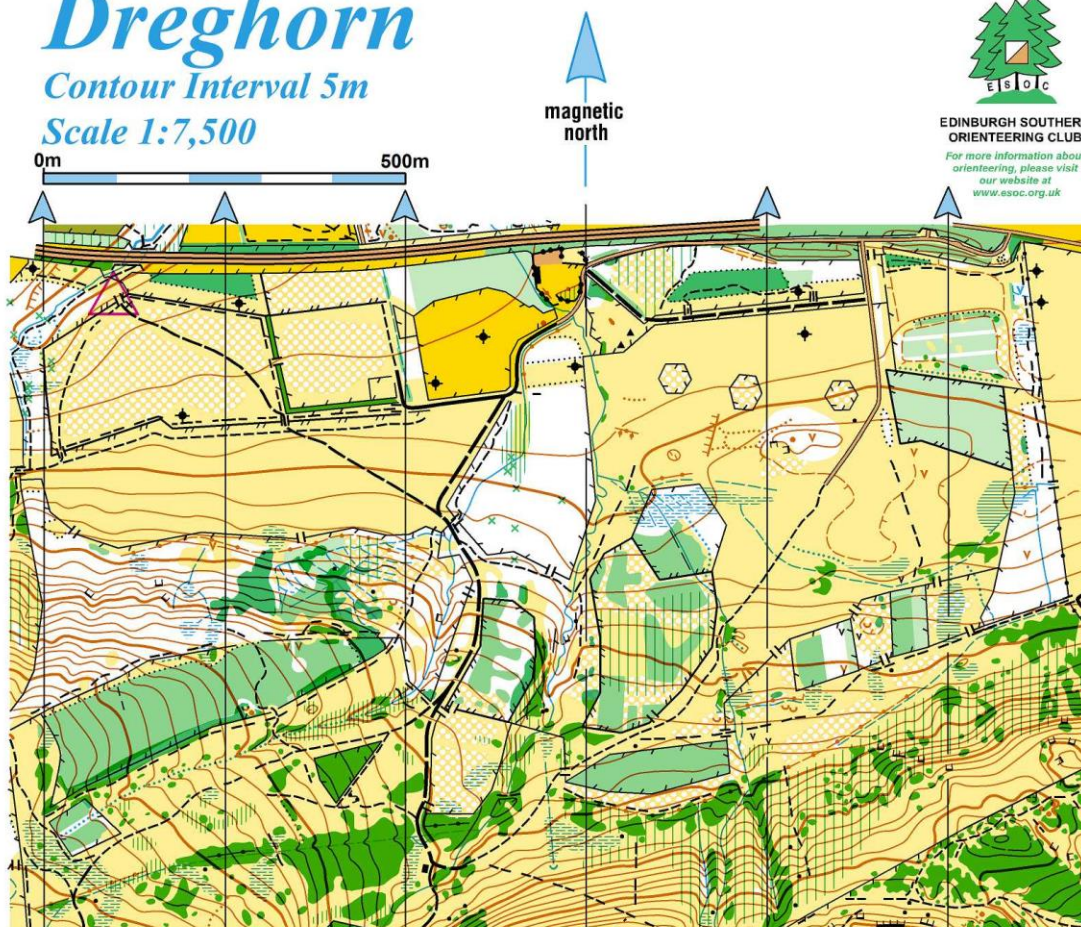


# The Map

-  forest: run
-  forest: slow run
-  forest: walk
-  forest: fight
-  undergrowth: slow run
-  undergrowth: walk
-  open land
-  rough open land
-  rough open scattered trees
-  distinct vegetation change
-  settlement
-  wide stream
-  stream
-  ditch
-  narrow marsh
-  marsh, indistinct marsh
-  tree
-  dual carriageway
-  road
-  car park
-  track
-  footpath
-  small path
-  indistinct path
-  wall, gate
-  high wall
-  ruined wall
-  high fence
-  fence
-  ruined fence
-  high tower
-  building, ruin
-  boulder, group of boulders
-  crag: large, small
-  contour
-  index contour
-  form line
-  earth bank, earth wall
-  knoll: large, small
-  small depression, platform
-  small gully

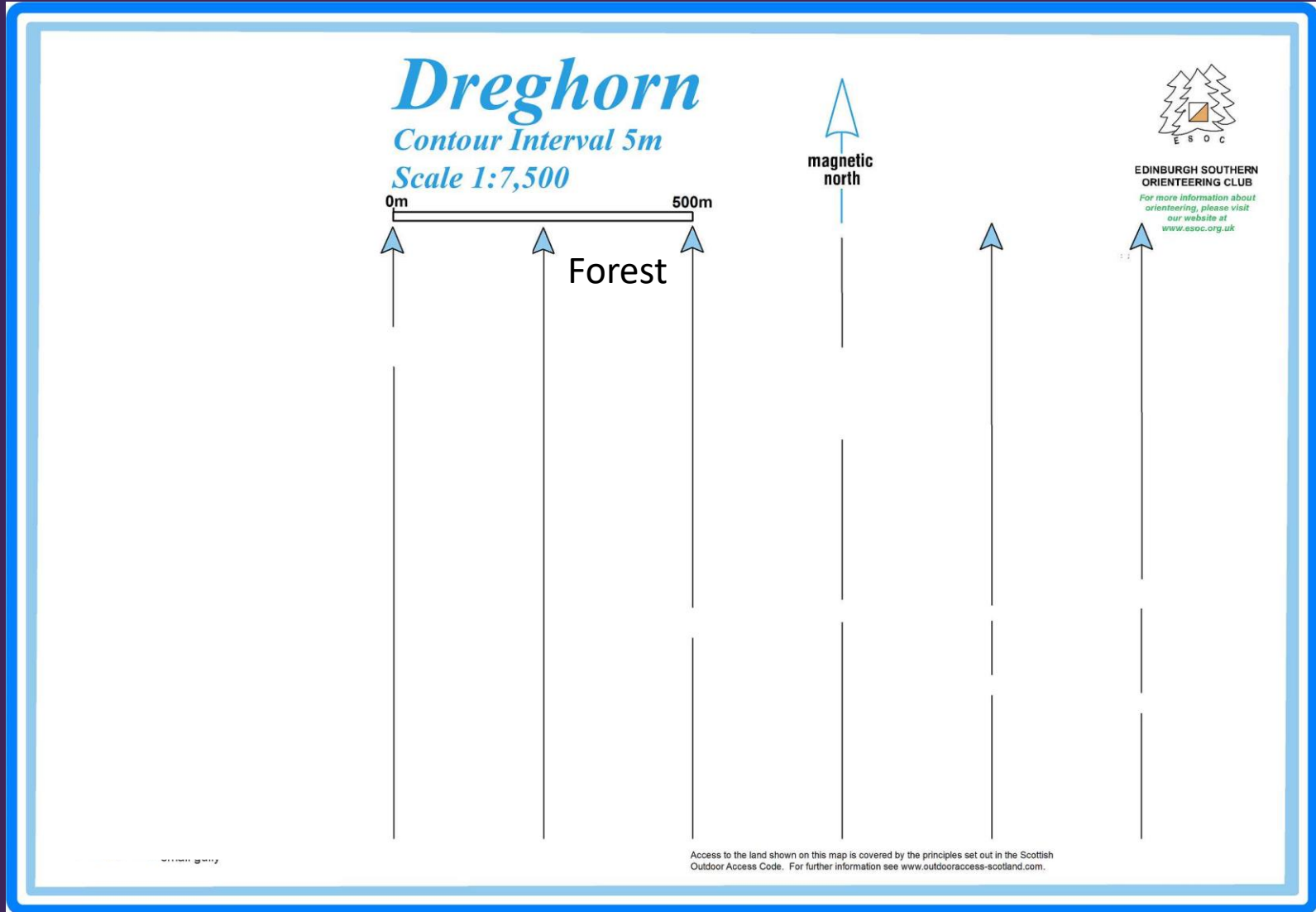
## Dreghorn

Contour Interval 5m  
Scale 1:7,500

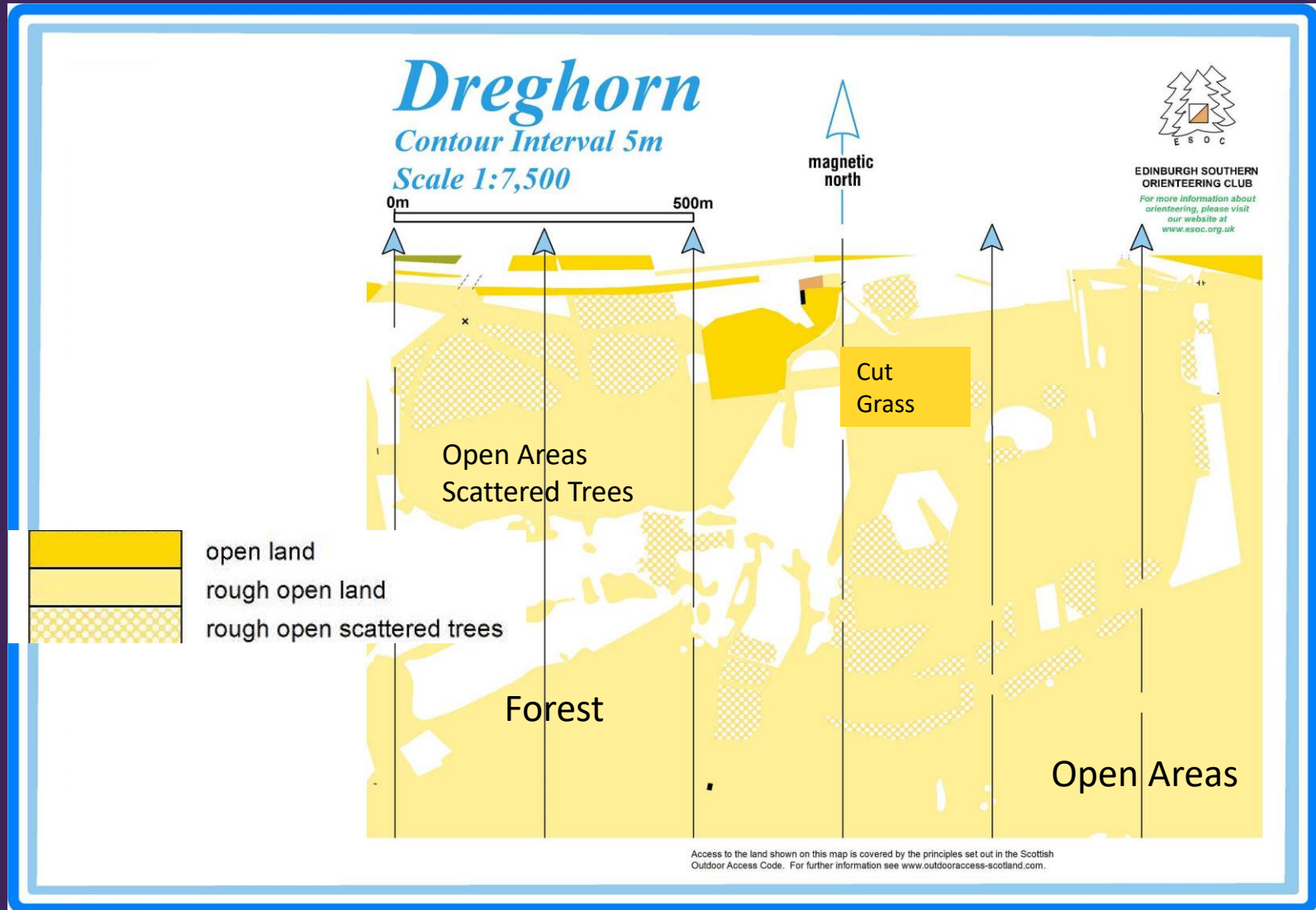


Access to the land shown on this map is covered by the principles set out in the Scottish Outdoor Access Code. For further information see [www.outdooraccess-scotland.com](http://www.outdooraccess-scotland.com).

Start with blank page and add North Lines.  
Suggests the whole area is a totally flat  
runnable forest.






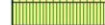
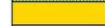
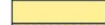



# Add open land and rough open land





# Add other vegetation: Forest Walk and Forest Fight

- |   |                            |
|---|----------------------------|
|  | forest: run                |
|  | forest: slow run           |
|  | forest: walk               |
|  | forest: fight              |
|  | undergrowth: slow run      |
|  | undergrowth: walk          |
|  | open land                  |
|  | rough open land            |
|  | rough open scattered trees |

## Dreghorn

Contour Interval 5m  
Scale 1:7,500

0m 500m



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Forest Walk

Forest Fight

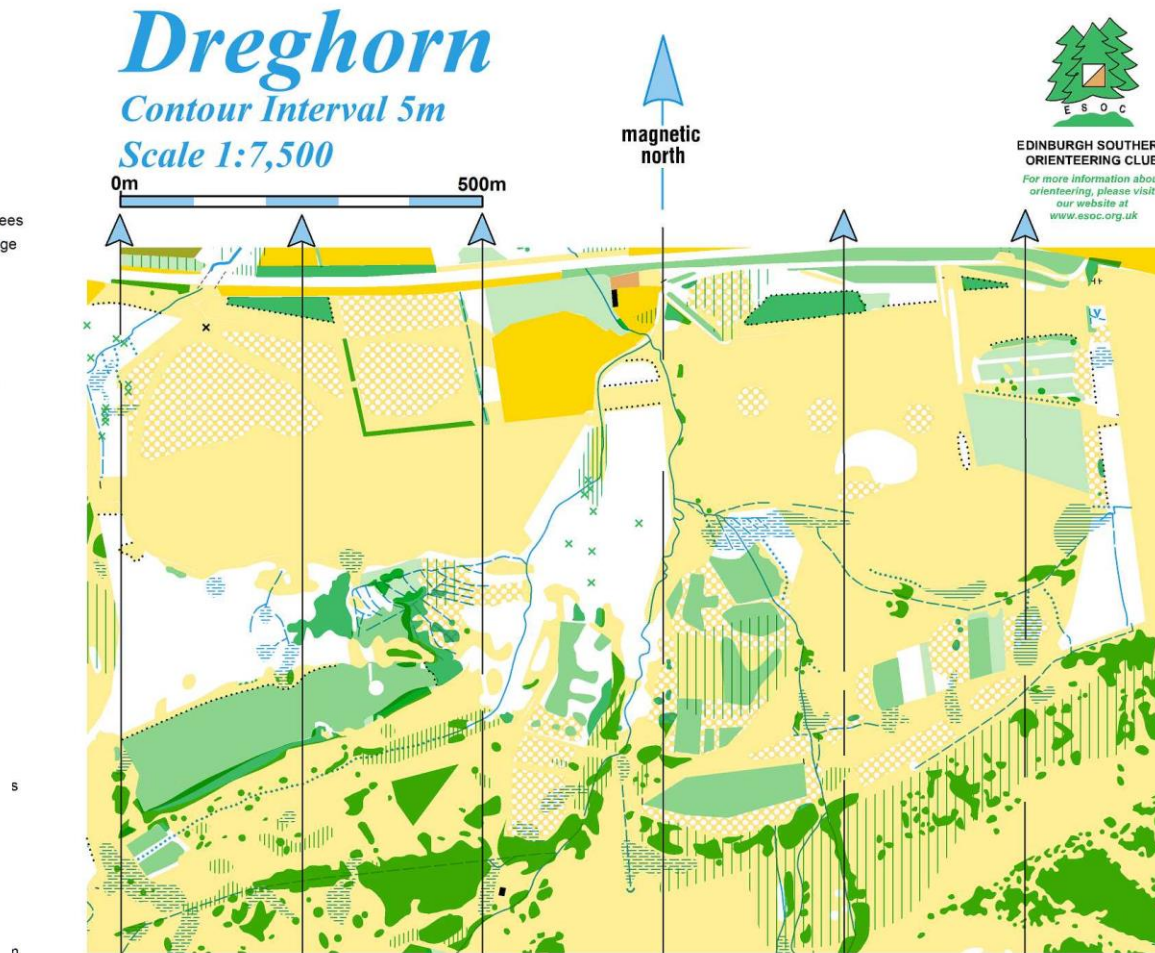
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# Add blue for water

## Streams, rivers and marsh

- forest: run
- forest: slow run
- forest: walk
- forest: fight
- undergrowth: slow run
- undergrowth: walk
- open land
- rough open land
- rough open scattered trees
- distinct vegetation change
- settlement
- wide stream
- stream
- ditch
- narrow marsh
- marsh, indistinct marsh

Water



# Add Man-made objects Walls, fences and gates

## *Dreghorn*

Contour Interval 5m  
Scale 1:7,500



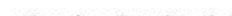



0m 500m

magnetic  
north



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-  wall, gate
-  high wall
-  ruined wall
-  high fence
-  fence
-  ruined fence



# Add roads, tracks and footpaths

## *Dreghorn*

Contour Interval 5m  
Scale 1:7,500

0m 500m








magnetic  
north



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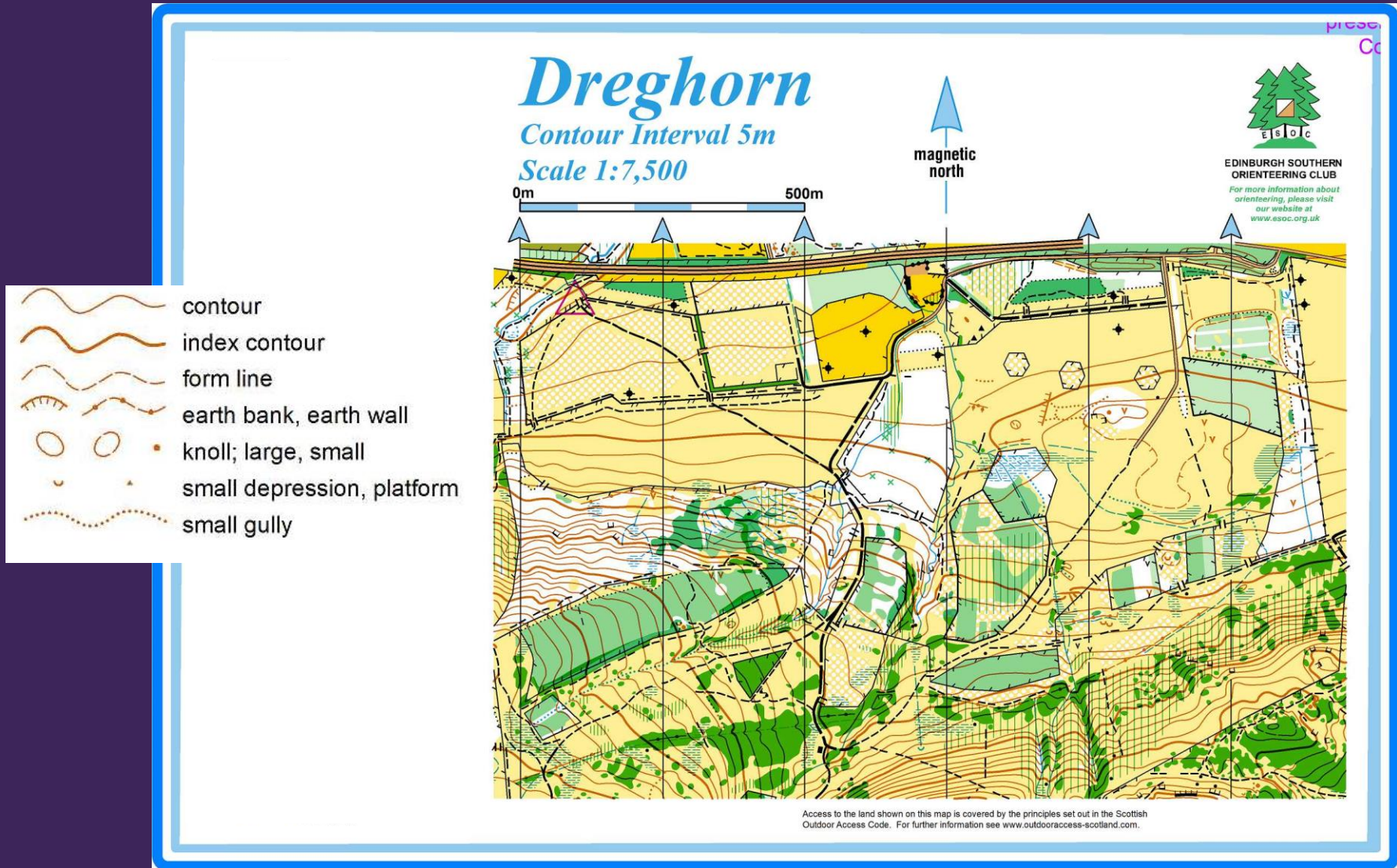
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-  dual carriageway
-  road
-  car park
-  track
-  footpath
-  small path
-  indistinct path







































# Finally add the contours

## The area is not flat but is on a hillside



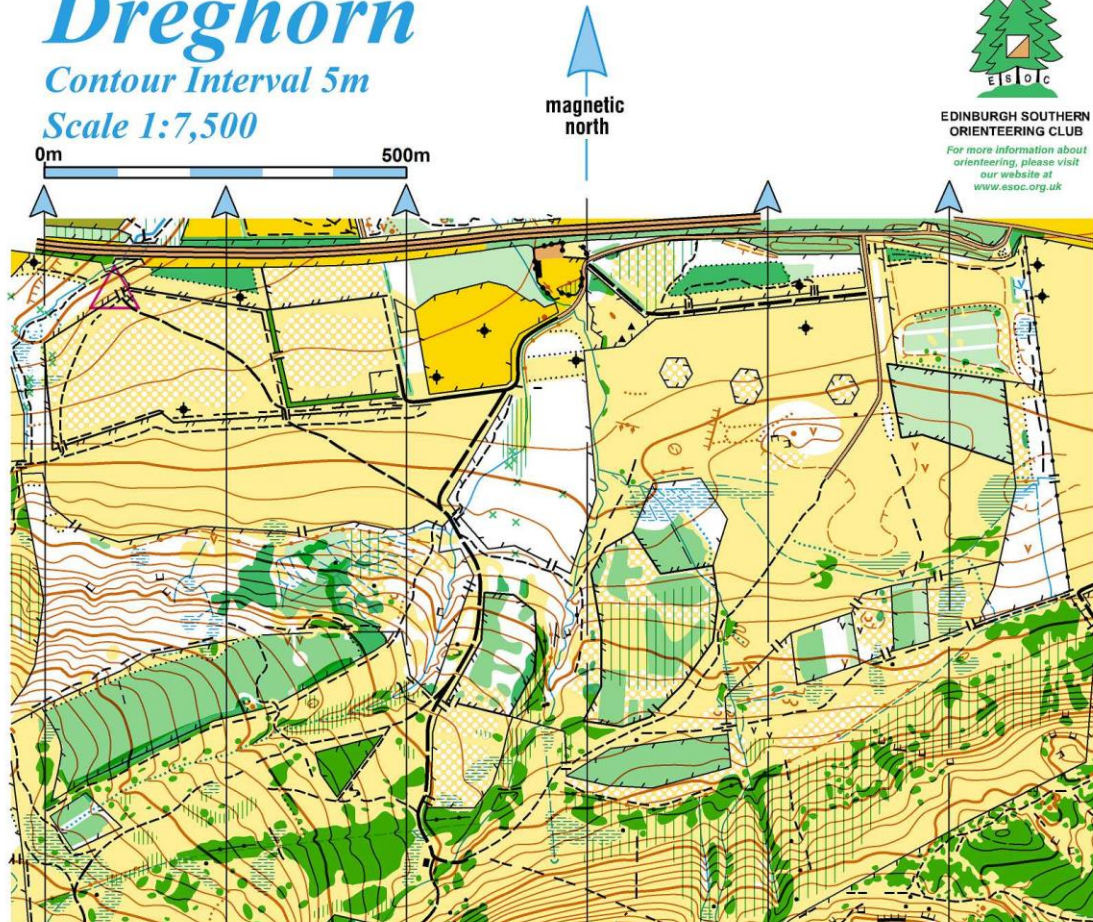


# Completed Map

- |   |                            |
|---|----------------------------|
|    | forest: run                |
|    | forest: slow run           |
|    | forest: walk               |
|    | forest: fight              |
|    | undergrowth: slow run      |
|    | undergrowth: walk          |
|    | open land                  |
|    | rough open land            |
|    | rough open scattered trees |
|    | distinct vegetation change |
|    | settlement                 |
|    | wide stream                |
|    | stream                     |
|    | ditch                      |
|    | narrow marsh               |
|    | marsh, indistinct marsh    |
|    | tree                       |
|    | dual carriageway           |
|    | road                       |
|    | car park                   |
|    | track                      |
|    | footpath                   |
|   | small path                 |
|  | indistinct path            |
|  | wall, gate                 |
|  | high wall                  |
|  | ruined wall                |
|  | high fence                 |
|  | fence                      |
|  | ruined fence               |
|  | high tower                 |
|  | building, ruin             |
|  | boulder, group of boulders |
|  | crag: large, small         |
|  | contour                    |
|  | index contour              |
|  | form line                  |
|  | earth bank, earth wall     |
|  | knoll: large, small        |
|  | small depression, platform |
|  | small gully                |

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Scale 1:7,500



  
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# Can you find the following on the map?

1. An area of marsh on open ground
2. A fence around some scattered trees
3. A steep slope
4. Where a path crosses a stream
5. A fence around an area of forest fight



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