MAZES



Mazes offer excellent practice at setting the map, reading the map whilst running, making rapid decisions, keeping your cool under pressure of competition, getting flow through the control... They're useful and fun for people of any orienteering ability and all ages, and can be used on their own or within a regular orienteering course – just have a standard control at the marked start/finish and get them to pick up the maze map there!

Setting up

Assemble the maze from the supplied maps – for head to head competition you should have 2 mazes, one the mirror image of the other. Use canes or the plastic posts used for electric fences, with baler-twine or tape to create the barriers – probably at 3 heights to create a good barrier. It will help if you can use different coloured tape for the 2 mazes. It's easiest to get spacing right if you start by setting out a 5 x 5 grid of posts; put them 2-3m apart. You can remove those that you don't need when you've finished.

Place the control markers on the ground – SI boxes if you have them, or training kites (which can be anchored to the ground with tent-pegs). If you're not using SI, we suggest that you require people to bend down and touch each marker with their hand.

Mark start/finish with post and/or appropriate SI boxes.

Rules

Make sure everyone understands that they're not allowed to reach through the tapes – and make sure you put the markers in the right place!

Controls must be taken in the correct order for the specific course. Any route between controls is permitted, so long as you don't go through or over tapes.

You could have a member of the opposing team watching (with map in hand) to check they do it correctly, if competition is important to you!

Maps

Two PDFs are supplied, each containing 2 pairs of maps. For each pair, map 2 is the mirror-image of map 1; the 4 courses A, B, C and D specify different sequences of controls on the same maze layout.

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