

BEGINNER COURSE

FEATURE DESCRIPTION SHEET

8 CONTROLS COURSE MAP **B2**

ALL CONTROLS ARE PERMANANT CONTROLS

(WRITE THE CONTROL CODE AND FEATURE DESCRIPTION IN THE CORRESPONDING SQUARE ON YOUR PUNCH CARD.)

CONTROL #	CONTROL CODE	FEATURE DESCRIPTION
1.	GH	Man made object
2.	ST	Trail junction
3.	AA	Erosion gully, upper part
4.	KL	Near man made object
5.	DD	Small knoll
6.	CC	Wet ditch
7.	ME	Trail junction
8.	AR	Field, hill, road

- **CHECK IN WITH STARTER FOR A START TIME BEFORE LEAVING STARTING AREA!**
- **CHECK BACK IN WITH STARTER BEFORE LEAVING THE PARK, EVEN IF YOU DON'T FIND ALL THE CONTROLS!!!**
- The red circles on the map indicate the locations of the controls for today's orienteering program.
- Copy the control locations and corresponding numbers onto your map as precisely as possible.
- All controls should be visited in numerical order.
- When you arrive at the control use the orange colored punch to mark your punch card in the appropriate square, i.e. Control #1 is punched in the #1 square, #2 in the #2 square etc.