



What is Orienteering?



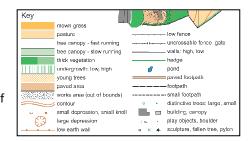
Orienteering is a sport, which combines outdoor adventure with map reading and navigational skills. It involves navigating though a park or woodland with the aid of a specially produced map, the aim being to locate checkpoints (controls) on various features along the way, such as a tree stump or sign post etc. Controls are represented by orange and white sign (pictured).

The skill in orienteering is in choosing the best route between controls. Here at Chiltern Open Air Museum we have three routes, Easy (0.9km), Medium (1.4km), and Hard (1.9km). It is a great way to explore the museum, discover hidden corners and spend time in a lovely natural environment.

This is a self-led activity. These hints and tips will help you get the most out of our orienteering courses.

Orienteering; key skills

One of the first things to understand is the map. Orienteering maps have special colours and symbols and each map has a key to these to help you. The map is designed to help you plan your route between controls so will feature things like "Tree canopy – fast running" and "Thick vegetation", which gives you more of an idea of how easy the terrain is to cover.



Setting the map

Another key skill is "setting the map". This involves rotating the map until it shows the features on the map exactly as they appear on the ground. Once you have set the map it is then much easier to follow paths and tracks, with buildings appearing on route exactly where they are on the map.

To do this find your current location on the map, if you are on a track or path rotate the map until the path on the map runs in exactly the same direction as the path on the ground. You should then see that other features, such as buildings, appear in exactly the same place/direction on the map as they do on the ground. The map gridlines point north so the map can be set using a compass if you have one.



Thumbing

Another key skill is "Thumbing". This is all about keeping a track of your progress on the map as you follow your route. This way you can quickly see where you are without having to look over the entire map every time.

To do this keep your thumb on your exact location and move it along your chosen route as you run or walk. You can see other features you will pass on your map so you can "tick" these off as you go, keeping an eye on your location all the time. You may have to fold your map to do this so long as you can see your location and some of your route.

Getting started

All the courses start and finish at the same place. The start/finish post is behind Northolt barn next to the main spine road opposite a bench. On your map it will be marked as a red triangle. The aim is to visit every control marked on the course map **IN NUMBER ORDER**. Each control has a yellow letter on it, you can, if you choose, make a note of letters on the enclosed control card so you can see if you have made a mistake (there is a list of the correct letters and numbers in the ticket office). The finish is marked by a red circle.

For more information on orienteering please visit The British Orienteering Federation website at https://www.britishorienteering.org.uk/home





Access whilst Orienteering

Please note Chiltern Open Air Museum has its own working farm consequently some fields at the museum will contain livestock. Please do not enter these fields.

Some of the livestock is penned within Electric Fences. These fences are placed a safe distance from public access, however if you do inadvertently enter a field with livestock you may come across a live electric fence.

PLEASE DO NOT TOUCH

Electric fences are clearly identified (examples below) and consist of orange cabling strung between plastic stakes.





Please be aware the fields used for livestock do change, often week to week. If you can't see the whole field clearly and the gate is closed and bolted please choose another route.

Thank you.



Orienteering COVID-19 Access Issue



During these difficult times we have taken the decision to restrict access to the Wood End area of the museum. This is area includes Elliot & Sons Furniture Factory/Café, Haversham Granary Toilets, Didcot Cart Shed, Glory Mill Store, Gerrards Cross Hut and the Candle Makers Hut. There is a barrier across the road between the end of the woodland walk and the Candle Makers Hut.

Unfortunately this means that Orienteering Control post 3 on the Hard Course is currently inaccessible.

The control figures are XB 68 Q

Orienteering – Access Update 26-03-2021

Control 10 "Post"



Due to ongoing maintenance the post on which control 10 (Medium course control 2) was mounted has been taken down. It will be replaced shortly but for the time being there is no control 10.

The control figures are SA 19 J