



## THORNDON COUNTRY PARK NORTH Permanent Orienteering Course



### **Welcome to Thorndon Country Park North and its permanent orienteering course.**

Orienteering is a popular sport suitable for all ages and abilities. The aim is to navigate round a set of control points using a map, sometimes with the aid of a compass. You can complete these orienteering courses without a compass but you should practise using it if you have one. At competitive orienteering events the person who completes the course correctly in the fastest time wins. The aim is to find the control points in the correct order taking the quickest route, which may not always be the direct route. Map reading skills are essential for you to complete the course quickly and successfully.

This permanent/leisure orienteering course pack consists of a map of Thorndon Country Park North especially drawn for orienteering showing the location of the 18 control points, together with this set of notes which explain how to tackle the course. On the reverse side you will find some suggested routes around the park and the control point descriptions: detailed information on where the orienteering plaque marking each control point is located. Each plaque is located on a post, and it has a unique number and single letter code.

The recommendation is to start with a fairly easy route and progress to a more challenging one on a subsequent visit. The difficulty and length of each route, measured from point to point, is shown overleaf. To record your progress around the course you will need a pen or pencil to note down the single letter code displayed at each control point. This letter code should be written on the “control card” printed overleaf. When you have finished your course, you can check your letter codes against the answer sheet held at the Visitor Centre.

Your orienteering map is detailed, showing many significant features to help you navigate round the course. Before you start please spend a few minutes studying the legend as some of the symbols and colours used may be unfamiliar. Note the map scale is 1:5000; this means that one centimetre on the map represents 50 metres on the ground. White on the map represents open woodland that you can see through and easily walk through. Green is thicker woodland; the darker the shade the thicker the vegetation. Yellow shows grassy areas. Black dashed lines are footpaths or tracks. Blue represents the lakes, ponds, streams and ditches. Brown shows earth banks, gullies, pits and contour lines.

The control points are located in the centre of the purple circles shown on the map. The Start (purple triangle) and Finish (double circles) are both shown on the map near the Visitor Centre. The Start is on a path junction and control point 1 is further East along the path. When you reach it, note down the letter shown on the red and white plaque. Take care as you go round the park as there are water hazards, uneven ground and some paths can be slippery when wet. Please do not climb over fences. Control points 9 and 10 are located within grazing enclosures which may be temporarily out of bounds; please omit those controls if that is the case when you visit.

If you enjoyed trying this course, a similar permanent course can be found nearby at Weald Park, Brentwood. The local orienteering club HAVOC (Havering and South Essex Orienteering Club) stages regular orienteering events in country parks and around streets throughout the year that are open to the public. The club also offers a wide range of free orienteering courses which can be completed anytime using a smartphone and the MapRun6 software app which you can download. When using MapRun6 your smartphone will record your route and ‘ping’ when you reach each control point!

See the HAVOC website address given below for more information on local orienteering opportunities.

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## Permanent Orienteering Course - Suggested Routes

**Course (Route) A: 8 controls 1.6km length      Yellow standard (easy)**  
 Start, 1, 2, 3, 4, 5, 6, 7, 8 & Finish

**Course (Route) B: 12 controls 2.2km length      Orange standard (medium)**  
 Start, 2, 9, 10, 11, 12, 4, 13, 14, 15, 16, 17, 8 & Finish

**Course (Route) C: 10 controls 3.0km length      Light Green standard (harder)**  
 Start, 18, 10, 12, 13, 16, 15, 14, 9, 17, 8 & Finish

**Score Course: All controls in any order** – see how long it takes or visit as many as you can in an hour.

Note: Distances described above are straight line distances between relevant control points; actual distances covered may be longer and will depend on your choice of route.

### “CONTROL POINT DESCRIPTIONS”

- |   |   |
|---|---|
| <ol style="list-style-type: none"> <li>1. Path/Ditch Crossing</li> <li>2. Path Crossing</li> <li>3. Path Junction</li> <li>4. Path/Ditch Crossing, West Side</li> <li>5. Southern Earthwall</li> <li>6. Northern Path, South Side</li> <li>7. Path Crossing</li> <li>8. Ditch, East Side</li> <li>9. Ditch</li> </ol> | <ol style="list-style-type: none"> <li>10. Bridge over Ditch</li> <li>11. Pit beside Fence</li> <li>12. Top of Steep Knoll</li> <li>13. Knoll</li> <li>14. Eastern Fence crossing Stream</li> <li>15. Spur beside Path</li> <li>16. Low Knoll</li> <li>17. Small Gully Junction</li> <li>18. Pit</li> </ol> |
|---|---|

### “CONTROL CARD”

Write the unique letter code shown on each control post in the appropriately numbered box.

1	2	3	4	5	6
7	8	9	10	11	12
13	14	15	16	17	18