

Technical Difficulty 3 - Orange/Red (M12A W12A M14B W14B)

For:

- ❖ Confident Youngsters progressing from Yellow, age 9 upwards. They may still be very small.
- ❖ Older beginners with some knowledge of map reading and those progressing from Yellow.
- ❖ Family groups

Keep in mind that those just progressing from Yellow/TD2 will not have learnt how to use a compass or contours.

Precise distance judgement should NOT be necessary.

Step System Skills:

- ✓ Corner cutting
- ✓ Basic use of compass to allow shortcuts through the terrain between two line features.
- ✓ Navigate a short leg on a rough compass bearing to a control on or in front of a collecting feature.
- ✓ Simplification of legs with several Decision Points
- ✓ Make simple route choice decisions

Routes and Route Choice

Number of controls

For controls not on a line feature then a route along line features to an obvious attack point should be possible

Relatively frequent controls on short courses, less so on longer ones

Legs of different length

Simple route choice problems, with the quickest routes being direct through runnable terrain to good catching features; but slightly longer alternatives using line features must be available

Control Sites

Relocation & cost of errors

Any line feature

There should be a collecting feature close behind all controls that are not on a line feature.

Prominent point or contour features, but these should be easily found from an attack point on a line feature

Sunken features adjacent to attack points

- The navigational problems here are based on introducing route choice "Which way shall I go?" as well as "What shall I follow"
- The planner should encourage simple compass work - map orientation, the following of rough compass bearings from attack points or to cut between line features - without requiring accurate bearings or compass and pacing.
- Recognition of contour features is introduced by using them as control sites, but contours are not yet used for navigation between sites.

- Features on the map should be clear on the ground and the ground should be a good representation of the map (!) e.g. if a path junction is to be used for correct navigation there should not be a lot of other small paths that have not been mapped; similarly with ditches and streams.