

Dukes Drive

scale 1:3000
contour interval 2.5m
magnetic north 2017

0 metres 150
1cm on the map represents 30metres on the ground



key to map symbols

- contour
- form line
- lake, jetty
- pool
- wide stream or canal
- ditch
- linear marsh
- marsh
- track
- large path
- steps
- small path
- indistinct path
- high fence, gate
- fence
- ruined fence
- wall
- building, boulder
- seat, post
- log, small knoll

Location of this park



- rough open land
- rough open with scattered trees
- woodland: run
- woodland: slow run
- woodland: walk
- impenetrable vegetation
- undergrowth: slow
- undergrowth: walk
- gardens: out of bounds
- car park or hardstanding
- distinct vegetation change

Orienteering at Dukes Drive, Monton


What You Need

Polythene Bag	If available can protect the map if it is raining
Pen or Pencil	To fill in the control card
Compass	Not essential but can be used if you have one
Clothing	Footwear/clothing as suitable for a country walk

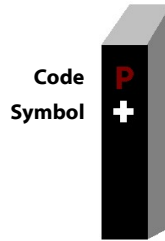
Choosing a Course

Beginners, especially children, are advised to do a White or Yellow course first. Those with previous navigation experience may find they can manage Orange courses or higher if available. Not all parks have every course colour.

What to Do

The  symbol shows the start/finish point for all courses.

The aim is to find the controls that are usually wooden posts or plaques. Each control is marked with red control code letters, shown next to the red circle on the map, and a white symbol which needs to be copied into the correct box on the control card i.e. the symbol from control No. 4 goes in box No. 4, etc. The symbol is your evidence of visiting the control. The course should be followed in numerical order. A control description is given for additional information about the control location.



A key skill is setting the map. This means turning the map until its symbols line up with the corresponding features on the ground. This helps to ensure the correct direction is followed. Use tracks and paths to get close to the control and other features to make the final 'attack' or to confirm your position.

Key to Map Symbols

Note the following about the map colours:

White – open woodland	Brown – land features, roads and hard surfaces
Green – thicker woodland	Black – tracks, paths and man-made objects
Yellow – open ground	Blue – water-related features

Missing Posts

If you arrive at the control site with no post or plaque, there are two possibilities:

- 1) you are in the wrong place.
- 2) the post is missing or overgrown.

Please check your navigation/map reading in the first instance. If you are still convinced the post is missing please inform GMOA.

Control Card		course					
start.....	finish	time taken.....					
1	2	3	4	5	6	7	8
9	10	11	12	13	14	15	16

Out-of-Bounds

Out-of-bounds areas are marked with Purple or Black hatching. These may be private, environmentally sensitive or potentially dangerous and should be avoided.

Colour Coding System

Orienteering courses are classified by colour to indicate length and technical difficulty. A simplified version of the system is given below.

Colour	Length	Control Sites
White	1 – 1.5km	At path junctions or junctions of paths and walls, etc
Yellow	1 – 2.5	At obvious places on distinct line features
Orange	2 – 3.5	Up to 50m from distinct line features
Red	3.5 – 6	Same standard as Orange but longer
Green	3.5 – 4.5	Small features & contour shapes away from paths

At a relaxed walking pace with good navigation, courses should take from around 20 minutes for a White course to 90 minutes for the hardest courses.

Other Permanent Orienteering Courses

There are around 50 POCs in the Greater Manchester area including some set up by other organisations. Details are available on our website at www.gmoa.org.uk. A leaflet is also available at some information centres.

Maps for POCs

Map sources are listed on our website and in the leaflet mentioned in the previous section. Additional control cards can also be downloaded from the website.

Out-of-Date Maps

Parks undergo development work occasionally, resulting in the need for map updates and relocation of some posts. This map may ultimately become outdated.

Greater Manchester Orienteering Activities

GMOA is a voluntary organisation which sets up and maintains permanent orienteering courses in conjunction with local authorities and other organisations.

Useful Contacts

Enquiries and map orders to

Tel: 0161 426 0301

Email: enquiries@gmoa.org.uk

Manchester & District Orienteering Club
South East Lancashire Orienteering Club


www.mdoc.org.uk

www.seloc.org.uk

Suggested courses

Wheelchair/White

1.0km – Very Easy


 Start Gate, NE side

- 1 A Path bend, E side
- 2 B Path junction
- 3 D Copse, SE end
- 4 G Path junction
- 5 H Log, SW end
- 6 K Bottom of steps
- 7 R Path bend, NE side
- 8 S Path, NE side
- 9 T Path junction

Return to Start

Orange

1.2km – Medium difficulty

 Start Gate, NE side

- 1 P Hill top, NE side
- 2 E Fence, SE end
- 3 F Copse, SW side
- 4 V Vegetation boundary
- 5 U Path junction
- 6 W Bench
- 7 J Vegetation boundary
- 8 C Viewing platform, NW end
- 9 X Path bend, E side
- 10 L Path junction
- 11 M Path junction
- 12 N Path bend

Return to Start

Star Courses

Star courses are normally used by teachers as an introductory teaching exercise but they are equally valid for parents if teaching navigation skills to their own children. The principle is to use a base from where the exercise can be easily supervised. Careful planning is essential, and the teacher should record where each child is, and each control found. Children are sent to find one control at a time and return to base to report the white code found on the control marker, and be given the next control. This gives the children the security of returning to the teacher frequently.

For a Star course:

Suggested Base: Control A

Suggested Controls: N – M – E – P – T

– B – D – J – V – F

Loop Courses

These are a progression from the Star exercise before tackling a normal course. Again using a central base, children are sent out to find 2 or 3 controls at a time before returning to base to have control cards checked.

Score

A score course involves visiting the controls in any order.

The simplest score competition is one where the person who finds all the controls in the fastest time is the winner.

Alternatively, you can assign points values to each control, and set a cut-off time with penalties for being late. The winner is the person with the highest score. For example, assign 10 points to easy controls and 20 points to harder controls, with a time limit of 30 minutes, and 10 points per minute penalty for being late.

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