# Orienteering Courses 5 and 6

Start and finish at the northern reserve entrance, next to the Humber Bridge car park.

# **COURSE 5**

Short / medium difficulty - Length 1.8km

Order to visit	Control number	Description
1.	25	Handrail end
2.	14	Crag foot
3.	13	Knoll
4.	8	Sculpture
5.	6	Sculpture
6.	3	Boulder
7.	4	Cliff foot
8.	5	Earthbank foot
9.	16	Western fence end
10.	19	Waymarker
11.	24	Waymarker

# **COURSE 6**

Long / medium difficulty - Length 2.3km

Order to visit	Control number	Description
l.	25	Fence Handrail end
2.	22	Picnic table
3.	21	Large knoll south side
4.	19	Waymarker
5.	5	Earthbank foot
6.	7	Picnic table
7.	3	Boulder
8.	9	Earthbank foot
9.	10	Earthwall end
10.	8	Sculpture
11.	13	Knoll
12.	14	Crag foot
13.	20	Waymarker
14.	24	Waymarker

# Descriptions of all the Control Sites

Use these controls to design your own courses.

1.	Fence corner	14.	Crag foot
2.	Waymarker	15.	Waymarker
3.	Boulder	16.	Western fence end
4.	Cliff foot	17.	Waymarker
5.	Earthbank foot	18.	Picnic table
6.	Sculpture	19.	Waymarker
7.	Picnic table	20.	Waymarker
8.	Sculpture	21.	Large knoll south side
9.	Earthbank foot	22.	Picnic table
10.	Earthwall end	23.	Waymarker
П.	Waymarker	24.	Waymarker
12.	Fence end	25.	Handrail end
13.	Knoll		

An answer sheet revealing the correct orienteeering codes is available from the Humber Bridge Tourist Information Centre, or at www.humberbridgecountrypark.co.uk

he Humber Bridge Country Park is a fantastic place to escape from the hustle and bustle of the city, and it is a real haven for both people and wildlife. With the support of Natural England, it was designated a Local Nature Reserve by the East Riding of Yorkshire Council in recognition of its value to the local community.

The reserve is managed by the countryside access team alongside the Friends of the Humber Bridge Country Park. There are wildlife events and conservation activities throughout the year on the reserve that you can take part in. The East Riding RSPB Phoenix Group also meets on the reserve and is open to young people aged 12 to 18 who are interested in wildlife and the environment.

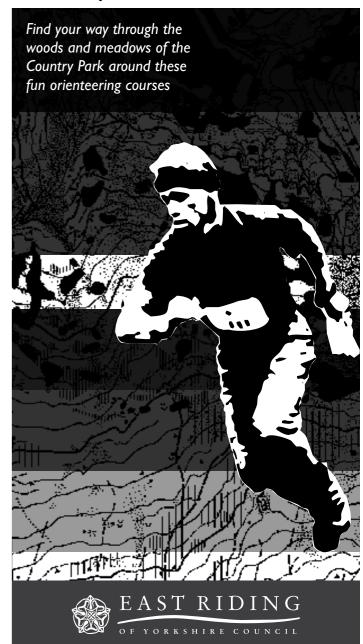
Please give the team a ring on 01482 395207 for more information.

www.humberbridgecountrypark.co.uk www.eastriding.gov.uk/countrysideaccess www.britishorienteering.org.uk www.halo-orienteering.org.uk

Www.halo-orienteering.org.uk
(Humberside and Lincolnshire Orienteers)

# Orienteering

at the Humber Bridge Country Park



# What is Orienteering?

Orienteering is a leisure activity in which your goal is to find your way round a set of points or 'controls' in the correct order, using a specially designed map. At the Country Park there are six courses of different lengths and difficulty for you to take part in.

We hope that you enjoy orienteering around this Local Nature Reserve, either with your family or racing around more competitively. Please be considerate of other visitors and avoid the out of bounds areas.

### Instructions

#### THE MAP

Study the map supplied with the pack carefully as some of the symbols are unique to orienteering. The scale of the map is 1:3000 (1cm = 30 metres). Notice that the yellow/ orange shading on the map shows open grassland areas, the white shading shows lightly wooded areas and the green shading shows areas of thicker woodland.

This special orienteering map of the country park shows 25 numbered circles. These are the locations of the controls on the reserve that you need to find to complete a course. The start and finish points are shown on the map with a double circle and triangle symbol.

#### THE COURSES

Each course is made up of a selection of the controls shown on your map. To help you find these control sites on your chosen course, use the Control Descriptions provided on this leaflet. Each course lists the order to visit the controls, the number of the control and a written description of what to look for.

The permanent control sites are marked on the ground with distinctive square-shaped red and white orienteering markers. To prove you have visited each control successfully, write down the letter codes that you find

#### **GETTING STARTED**

- A. Select the course you wish to follow.
- B. Copy the control circles for your course onto your empty map. Find these on the other map which shows all the 25 controls. Also mark the start and finish for your course.
- C. Join the circles in their given order to see your route and then you are ready to set off.
- D. At each control you will find a letter code on a red and white marker. Write down these codes on your orienteering card in the order that you find them the first code in box 1, second in box 2 and so on. For example, if you are doing Course 3, your first visit is to control 25 (handrail end) so you write its letter code in box 1 on the orienteering card.
- E. Timing yourself on the course is optional.

# Orienteering Courses I and 2

Start and finish at the bottom of the steps in the south eastern area of the park. Use the southern entrance on Hessle Foreshore, next to the old black mill.

# COURSE I

Short / easy - Suitable for wheelchair users

## Length 1.3km

Order to visit	Control number	Description
1.	I	Fence corner
2.	2	Waymarker
3.	16	Western fence end
4.	17	Waymarker
5.	15	Waymarker
6.	12	Fence end
7.	11	Waymarker
8.	10	Earthwall end
	A STATE OF	

## **COURSE 2**

Short / medium difficulty

# Length 1.8km

Order to visit	Control number	Description
1.	3	Fence corner
2.	7	Waymarker
3.	13	Western fence end
4.	14	Waymarker
5.	21	Waymarker
6.	20	Waymarker
7.	23	Waymarker
8.	17	Earthwall end
9.	6	Sculpture
10.	4	Cliff foot
7 . 375	1-1-1-1-1-1-1-1-1-1-1-1-1-1-1-1-1-1-1-	MIMBA AT V

# Orienteering Courses 3 and 4

Start and finish at the northern reserve entrance, next to the Humber Bridge car park.

#### **COURSE 3** Short / easy Length I.0km Order Control Description to visit number 25 Handrail end 2. Waymarker 23 3. 22 Picnic table 20 Waymarker 18 Picnic table 17 Waymarker

Waymarker

# **COURSE 4**

24

Long / easy

Length I.9km		
Order	Control	Description
to visit	number	
1.	25	Handrail end
2.	17	Waymarker
3.	16	Western fence end
4.	2	Waymarker
5.	1	Fence corner
6.	10	Earthwall end
7.	11	Waymarker
8.	12	Fence end
9.	15	Waymarker
10.	18	Picnic table
11.	22	Picnic table
12.	23	Waymarker
13.	24	Waymarker