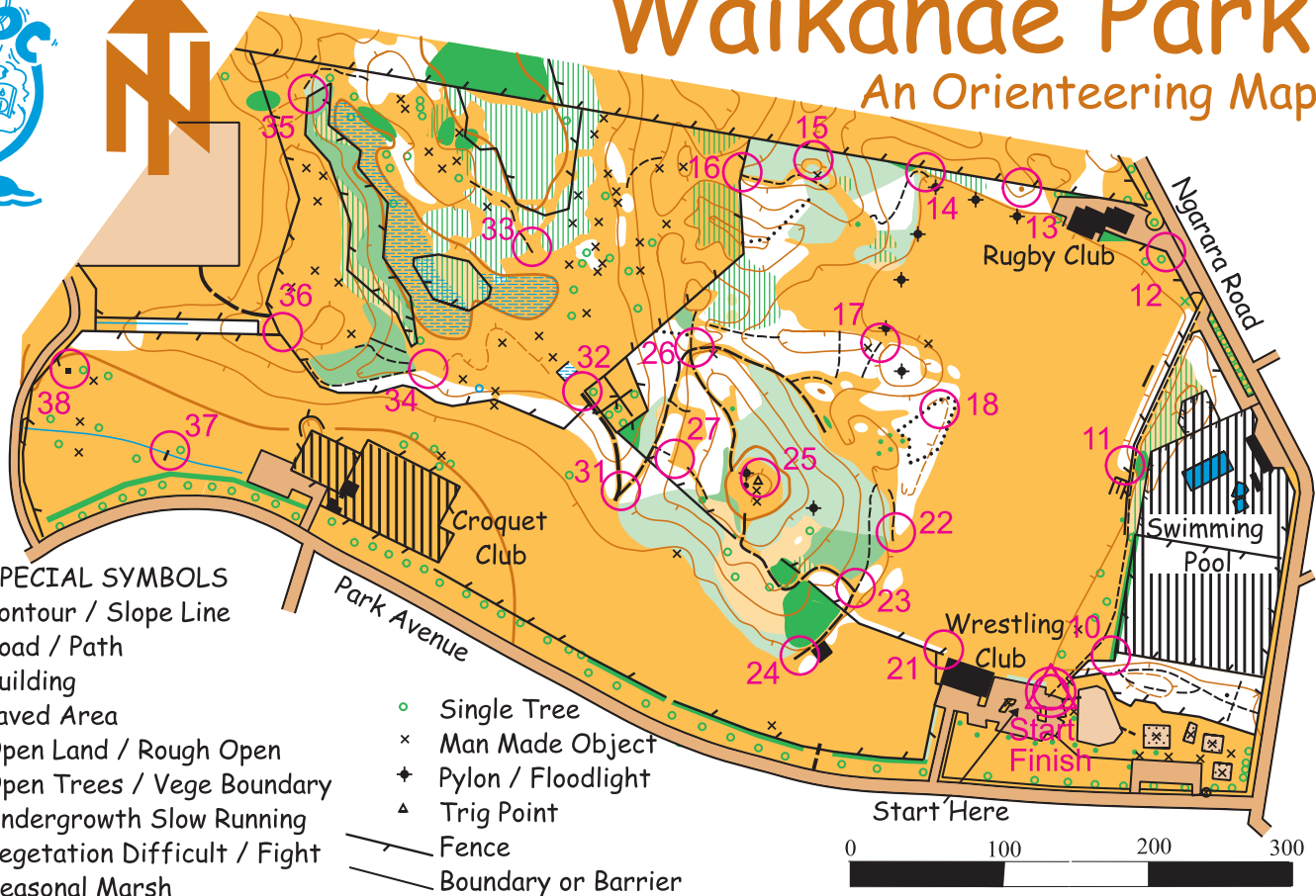




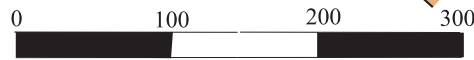
# Waikanae Park

## An Orienteering Map



### SPECIAL SYMBOLS

- Contour / Slope Line
- Road / Path
- Building
- Paved Area
- Open Land / Rough Open
- Open Trees / Vege Boundary
- Undergrowth Slow Running
- Vegetation Difficult / Fight
- Seasonal Marsh
- Single Tree
- Man Made Object
- Pylon / Floodlight
- Trig Point
- Fence
- Boundary or Barrier



Scale: 1 : 5 000

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### SUGGESTED COURSES

#### THE MAP

The map gives a detailed representation of the terrain. The challenge is to navigate the best way between controls. The scale on this map is 1:5,000 which means 10mm on the map is 50 metres on the ground.

Short (870 m):

22 - 18 - 17 - 26 - 31 - 24 - 21

Medium (1.3 km):

11 - 13 - 16 - 33 - 34 - 32 - 23

#### THE CONTROLS

The circles on the map indicate the features where controls are placed. Each has its own number. Look for wooden posts set into the ground with small orange & white markers. Each marker has a different letter & raised pattern on it. Use your thumb to press the pattern onto the appropriate numbered square below. Or you can copy the code letter from the marker into the square below.

Long (2.0 km):

10 - 12 - 14 - 15 - 35 - 36 - 38 - 37 - 27 - 25 - 24

#### THE COURSE

Courses are a series of controls which you visit in a certain order. These can range in length and difficulty. Use the suggested courses opposite or make up your own. You could give yourself a time limit (say 30 or 40 minutes) and see how many controls you can find.

1. Study the legend to work out what the different symbols and colours mean.
2. Work out your course - which controls you are going to visit and in what order.
3. Turn your map to fit the ground, so that you are facing in the right direction in relation to your surroundings. To do this line up features at the start, such as the road behind you with the field in front and the play equipment to your right. You do not need a compass!

10	11	12	13	14	15	16	17	18	21	22	23
Fence Corner	Trees South end	Fence Corner	Hill Top	Path NE - end	Hill Top	Stile	Path N - end	Depression N - end	Eastern Tree	Path S - end	Path Junction
24	25	26	27	31	32	33	34	35	36	37	38
Path SW - end	Trig	Path Junction	Clearing SW part	Path Junction	Path NW - end	Path SE - end	Path E - end	Fence Corner	Fence Corner	Bridge NE - end	Building NE corner