

# Happy Halloween

## Please read these instructions carefully

- **Safety Bearing - South to the big Hogwarts Building**
- **If you get lost and the wicked witch finds you then ring the emergency mobile number on the map ( in very small print as it was subjected to Reducio the shrinking spell )**
- **Watch for the Confringo Curse which has left unexploded bombs (Actually that is true. Do not touch any suspicious objects. )**
- **All courses close at 7 pm. Some far flung controls will vanish magically evanesco like under a volunteer spell from 6.40 pm. Return by 7pm or you will turn into a pumpkin!**

## Red 1 and Orange 1 – Blind Start

Watch out for an enchanted control. This is designed to trick you on Halloween. Indeed this termite mound is haunted – It has grown magically just recently and so it is not even marked on your map. Be careful with your navigation or you will end up in the witches den.

### Training Map notes for Red and Orange 2

These have been written by course setter David Poland for RED 1 and ORANGE 1 courses. Please ask for a copy. The map and courses are exactly the same with no modifications but the training notes will help you learn more

RED 1 and ORANGE 1 are A BLIND START – Do not look at the map before inserting your EStick

The courses have been designed by David Poland specifically with this Learning Objective

AIM: To practice the different techniques to use in a LONG LEG and a SHORT LEG

Each map switches suddenly from Short Legs to Long Legs and back to short legs again. You need to use different techniques for different leg lengths

### LONG LEG TECHNIQUES

Route choice is critical. Spend some time planning your route choice on the leg before – but a good course setter will set the leg before as a steep leg or a challenging leg. Alternatively stop at the control and spend a few seconds thinking about the route choice – Think at least three options – Left, Straight, Right

### SHORT LEG TECHNIQUES

Note that your brain will be tired after the long leg so the quick mental decision making will be challenged. Also your brain may have been lulled into a state of slumber if you stopped thinking whilst running the long leg. For short legs careful compass work is very useful.

### **RED 1 HINTS**

This is 6.2 km long with some steep sections and a 150 m climb. Do not start after 6 pm. Far flung controls will be picked up from 6.45 pm. Do not read the map before you start.

At No 5 and 6 be very careful with your navigation

Control No 5 – Cherry tree – Do not overshoot as you will go off the map

Control No 6 – Ruined termite mound – Hidden by bushes and a log

### **ORANGE 1 HINTS**

5.1 km no major climbs As in Red 1 watch out for the enchanted control

# **Orange 2**

### **ORANGE 2 HINTS**

3.1 km minor climb Stays close to assembly area. Multiple short legs

# **Green**

2.0 km Minimal climb

Be careful on leg 4 to 5. Follow the creek downstream carefully or you will get lost in the Dead marshes or bump into Treebeard

Can you find the wicked witch?

# **Blue**

1: 5,000 map ie a special scale today! 1.2 km No climb

Compare the 1:5,000 map to the 1:10,000 map

See if you can spot the difference

See if you can find the control symbol for a tunnel

Can you find the wicked witch?