Orienteering at Overstone

Overstone Scout Activity Centre has a network of 26 orienteering control points, spread across the site. You don't need any prior orienteering experience to include them in your programme, they're free to use and are a great way to tick off multiple Scouting award requirements such as the Navigator staged activity badge and elements of a range of Challenge Awards and activity badges for each section.

The control points are red and white and can be found on trees, posts and on the side of buildings.

There's a map as part of this document showing the locations which you can use to plan a suitable route in advance from home, as well as a blank map to mark up for the teams if needed.

In addition to their distinctive colouring, each control point carries its own unique letter of the alphabet which can be used as an alternative to traditional orienteering control punches. Teams can record the letters they find on each post to show they visited it.

Each control point also has an eye fixing so that you can attach items such as clues for where to go next, rewards or control punches (we have a small selection of punches which can be borrowed on request).

Activity ideas

The suggestions below include items suitable for all sections and abilities, and can be used to develop skills such as:
- finding a location using *what.3.words*;
- knowing where you are on the map and working out which way you have to go next;
- moving from one control point to another using compass bearings.

Activities can of course be tailored to each section by changing the method of navigation or the number of control points used.

what.3.words trail

The app *what.3.words* is increasingly used to identify precise locations when dealing with delivery and the emergency services. Developing a familiarity with this app is a useful skill.

Each square-meter of land has a unique three-word reference. This can be typed into the *what.3.words* app, which will then point the way to the location when you select 'Navigate' then 'Compass'. This directs users in a similar way to many geocaching apps.

The site map shows the *what.3.words* references for each control point to assist with planning. Each control point on the trail can then have the reference for the next planned control point attached to it.
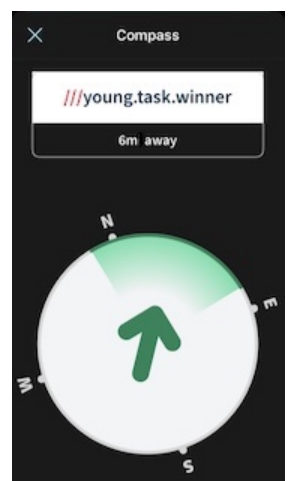
Pirates!

Use a code breaking activity to get a *what.3.words* reference, which starts a trail leading to lost pirate 'treasure' or a cuddly toy that has been kidnapped and tied to a control point.

Where am I?

Get them to work out where they are on a site map, maybe by standing next to a key feature. Ask them to locate a nearby lettered control point identified on the map, either by orienteering with other features on the ground, or by using a compass to align the map with north and work from there.

Give them the letter of the control point they are looking for so they know they have found the right one.

Map-based trail

Mark up a blank site map with the control points that the teams need to visit using whatever route they like. Activity options to consider include:

- making it competitive by timing each team, or running it as a race;
- choosing the control points so that their letters form an anagram which the team must solve to complete the course;
- using a meaningless group of letters, just to prove that each required control point was visited;
- numbering the locations on the map with instructions to find them in order, so that the letters make a word (beware of canny teams guessing the full word and missing out elements of the trail!);
- using orienteering punches attached to the control points to evidence each one found;
- letting teams use a compass in combination with the map;
- running it at night, with glow sticks attached to the posts you are using; and
- considering a prize/reward at the end for the first ones back.

A list of suggested words connected with British wildlife has been included below. These could be used if the control point letters are being used to form a word or anagram. The suggested words are arranged by length for shorter and longer routes, and they avoid multiple use of the same letter to keep it simple. You can of course use any word, maybe reflecting a camp theme.
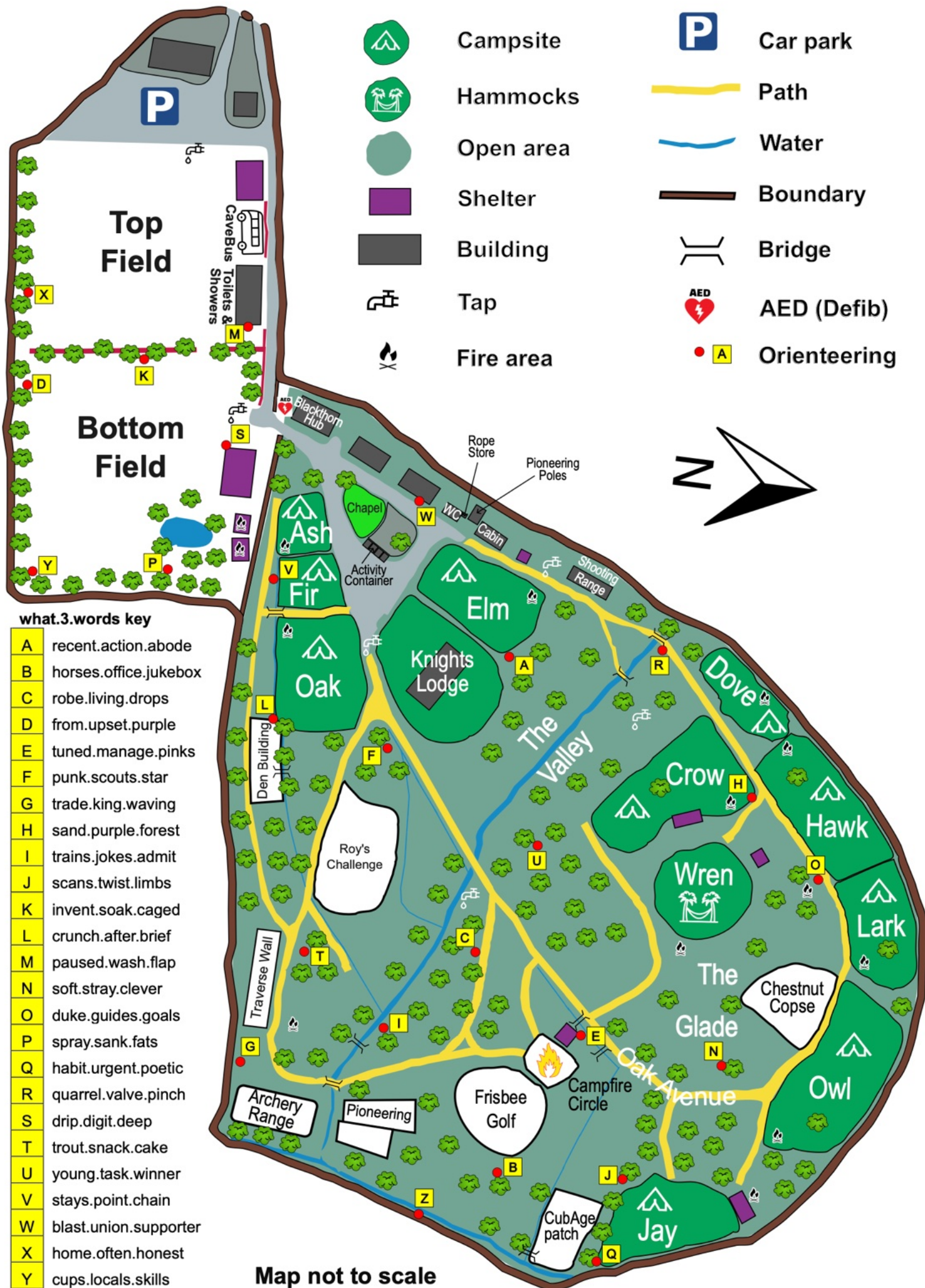
Compass work

A route can be planned based on compass bearings taken from each control point visited. Each control point should have the bearing of the next post attached to it.

Set a trail

Teams *set* a trail using maps or bearings or *what.3.words* (or a mixture), then switch to completing a trail set by another team.

Legend

- **Campsite**
- **Hammocks**
- **Open area**
- **Shelter**
- **Building**
- **Tap**
- **Fire area**
- P — **Car park**
- **Path**
- **Water**
- **Boundary**
- **Bridge**
- AED — **AED (Defib)**
- A — **Orienteering**

Top Field

P

CaveBus
Toilets & Showers

X
D
K
M

Bottom Field

S

Y
P

Blackthorn Hub

Chapel
Activity Container

Ash
Fir
Oak

V

L

Rope Store
Pioneering Poles
WC
Cabin
W

Elm
Knights Lodge
Shooting Range

A

F

Den Building

Roy's Challenge

Traverse Wall

T

Archery Range

Pioneering

G

I

C

U

The Valley

R

Dove
Crow
H
Hawk
Wren
O
Lark

The Glade
Chestnut Copse
N
Owl

E
Campfire Circle
Frisbee Golf
Oak Avenue

B

Z

J

CubAge patch
Q

Jay

Map not to scale

N

what.3.words key

A	recent.action.abode
B	horses.office.jukebox
C	robe.living.drops
D	from.upset.purple
E	tuned.manage.pinks
F	punk.scouts.star
G	trade.king.waving
H	sand.purple.forest
I	trains.jokes.admit
J	scans.twist.limbs
K	invent.soak.caged
L	crunch.after.brief
M	paused.wash.flap
N	soft.stray.clever
O	duke.guides.goals
P	spray.sank.fats
Q	habit.urgent.poetic
R	quarrel.valve.pinch
S	drip.digit.deep
T	trout.snack.cake
U	young.task.winner
V	stays.point.chain
W	blast.union.supporter
X	home.often.honest
Y	cups.locals.skills
Z	glow.bared.bunks

Example words for trail setting

9 Dragonfly	6 Badger	5 Raven	4 Swan
9 Goldfinch	6 Magpie	5 Snake	4 Wren
9 Water vole	6 Pigeon	5 Squid	4 Moth
9 Goldcrest	6 Spider	5 Shark	4 Mole
9 Sea urchin	6 Urchin	5 Acorn	4 Pike
	6 Oyster	5 Maple	4 Wasp
8 Wild boar	6 Walnut	5 Whale	4 Stag
8 Starling	6 Shrimp	5 Birch	4 Frog
8 Sycamore	6 Salmon	5 Rowan	4 Orca
8 Starfish	6 Inkcap	5 Snail	4 Seal
8 Bank vole	6 Earwig	5 Robin	4 Toad
	6 Spruce	5 Mouse	4 Crow
7 Wildcat	6 Lizard		4 Newt
7 Polecat	6 Hornet		4 Crab
7 Dolphin	6 Conker		4 Hare
7 Lobster	6 Merlin		4 Pony
7 Barn owl	6 Osprey		4 Nest
7 Juniper			4 Worm
7 Antlers			

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- Orienteering

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Map not to scale