



Orienteering with map and compass

AT A GLANCE



Place

Outdoors: woods or park (approx. 1 × 1 km)



Key idea

Reading a map, using a compass, finding checkpoints as a team



Effort

Materials 20 min · Preparation 60 min



120 minutes



teams of 3–4



12–16 years



basic skills helpful



Materials

- ☐ copies of a 1:25,000 map with the checkpoints marked (1 per team)
- ☐ a compass per team
- ☐ 8 checkpoint signs with letter codes
- ☐ control cards to fill in
- ☐ stopwatch
- ☐ emergency phone per team



Schedule

0–20'	Introduction – Orienting the map and taking a bearing (see Scout skills “Map and compass”).
20–30'	Practice checkpoint – One checkpoint within sight to try things out.
30–100'	The course – Teams start at 3-minute intervals and look for all 8 checkpoints.
100–110'	Results – Check codes, compare times.
110–120'	Closing – Thought: orientation in life (Psalm 119:105).



Orienteering with map and compass

How it works – simply explained

- 1 Orient the map: turn it so that north on the map points north.
- 2 Find where you are on the map.
- 3 Lay the compass from where you are to the next checkpoint and take the bearing.
- 4 Set off and watch out for landmarks (paths, streams, junctions).
- 5 At the checkpoint, write the letter code on your control card.

 **Example:** "We are at the path junction. The checkpoint is 300 m to the north-east, just past the stream."

Safety

- Teams of at least 3 people, never alone.
- Fixed return time, whistle as stop signal.
- Choose an area without big roads or water.
- Emergency phone with the leaders' number.

Variations

- Night orienteering with head torches (only with experience).
- Score orienteering: checkpoints with different point values.

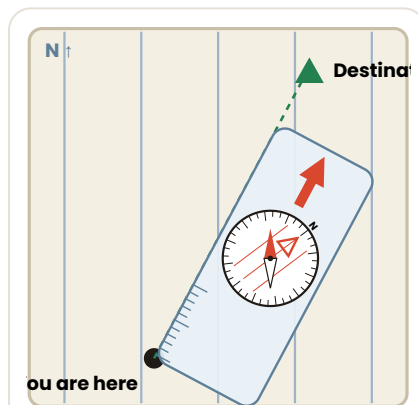
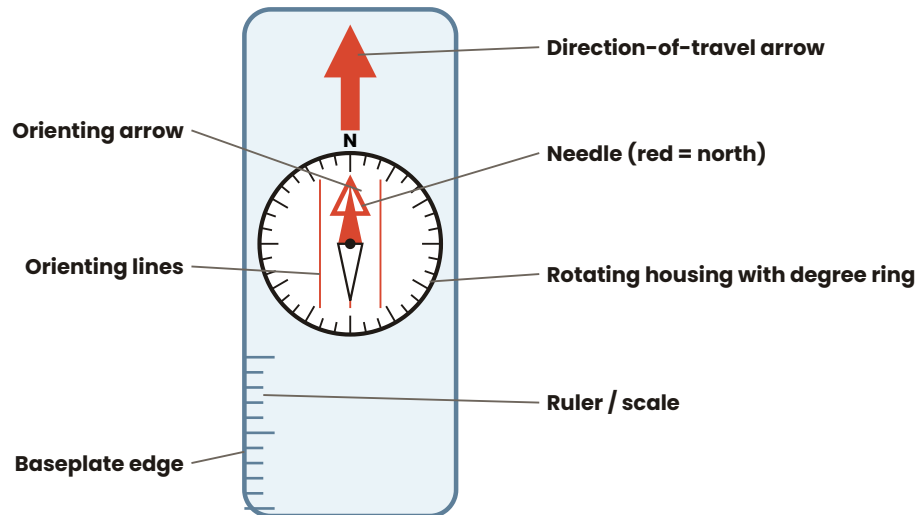
Something to think about

What gives you orientation in life when you have lost your way?



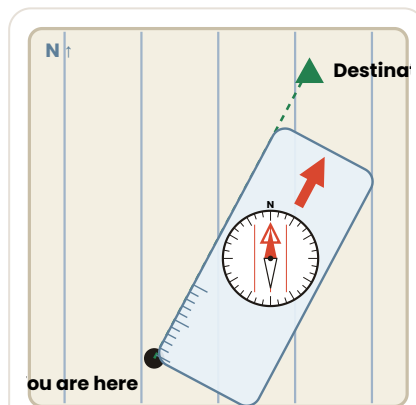
APPENDIX

The baseplate compass – parts and three steps



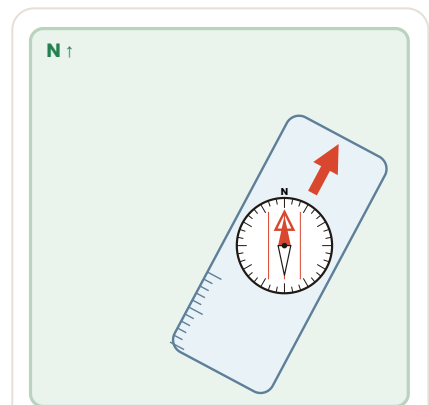
1 Line up

Place the edge on the map from where you are to your destination. The direction arrow points to the destination.



2 Turn the housing

Turn the housing until the orienting lines are parallel to the map grid and the orienting arrow points to the top of the map.



3 Red in the shed

Hold the compass flat in front of you and turn until the red needle sits in the orienting arrow. Then follow the direction arrow.



Control card (copy template, 2 per page)

Team: _____

Start: _____

Finish: _____

Control	Code	Time	Note
1			
2			
3			
4			
5			
6			
7			
8			

✂ cut here

Team: _____

Start: _____

Finish: _____

Control	Code	Time	Note
1			
2			
3			
4			
5			
6			
7			
8			