

BERWICK CAMP ORIENTEERING COURSE

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GENERAL ORIENTEERING EXPLANATIONS FOR THE STUDENTS.

The map is a 1D picture of the 2D world. The world doesn't change – but the way you hold your map changes every time you turn around. Always turn your map to match the world around you.

The pink triangle is the Start. The pink double circle is the Finish.

Point out the scale – 100m is the length of the flying fox. That's the real world distance between the vertical black lines, which point to Magnetic North.

HOW DO THEY PROVE TO YOU THAT THEY WENT THERE?

Use the grid squares on the corner of the map to provide their "proof" that they didn't cheat, and just say that they went to them all.

1. Take a crayon or a soft B pencil and "rub" over the small holes to copy the braille-like pattern into their boxes on the map, or use a separate piece of paper, if the map is laminated. They'll need to use a pen to write down which number it is, next to each pattern.
2. Write down the letter. If their map gets wet from dew or rain or sweat, this will be hard unless they have a felt tip or a pencil.



The answer codes at each control are listed below. Have a teacher/parent or other student check their answers upon return.

Have a Finishers sheet of paper, or whiteboard, or chalkboard, up at the Finish, where they can write their time, or points, etc.

4 COURSES, listed from easiest to hardest

1. SHORT. Fastest wins, if they get them all correctly.
2. LONG. Fastest wins, if they get them all correctly.
3. ROGAINE. Give them a time period to complete this in, eg: 1 hour. For this course, they are trying to get as many points as possible. Easier checkpoints are mostly worth 10 points, but a few are worth 20 or more points, and one is worth 70 points (it's up a steep hill). The control codes on the checkpoints are on the map, this time, not in the description list at right. The 2nd column is the points value.

If they are late, they get -10points per minute back late. So they have to plan their timing carefully.

Check they got them all correctly, and get them to add up their cumulative points. 300 points is the total maximum possible.

4. ADVENTURE COURSE.

This is for older physically able students who have done a course already, or for capable younger students in pairs, once they can read a map and are confident in terrain.

It crosses the marshy area, and includes a stream crossing, so should be avoided after rain, or after floods when the ground will be very soggy.

If the school/group have their own compasses, this would be an excellent course for them to practice taking a bearing. From 2-3, 4-5, 5-6, and 6-7.

1	10	Strainer post
2	30	Track end
3	10	Prominent feature, South side
4	20	Cliff
5	10	Signpost
6	10	Road/track junction
7	50	Stairway, Top
8	20	Bridge, East side
9	10	Eastern rope-course post
10	10	Post, near bridge
11	40	Edge of clearing, East side of track
12	10	Building, West corner
13	70	Path Path Junction

Answer codes for you or other students to cross-check when they are back

LONG	SHORT	ADVENTURE	ROGAINE
1. 67 PF	1. 87 VI	1. 32 S	1. 36 R
2. 18 J	2. 58 YO	2. 34 M	2. 89 TM
3. 32 S	3. 48 IT	3. 35 B	3. 66 QG
4. 55 BM	4. 56 AL	4. 36 R	4. 67 PF
5. 56 AL	5. 18 J	5. 37 E	5. 18 J
6. 48 IT	6. 67 PF	6. 18 J	6. 32 S
7. 27 UT		7. 89 TM	7. 55 BM
8. 65 RH			8. 56 AL
9. 58 YO			9. 48 IT
10. 87 VI			10. 27 UT
			11. 65 RH
			12. 58 YO
			13. 87 VI