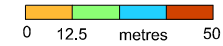


Eureka Park, Swadlincote Scale 1:2,000 Contours 1m.



Eureka Park, Swadlincote	
Permanent	12 controls
Start:	
1	NW outside corner of fence
2	Telegraph pole
3	SE end of stone wall
4	SW side of distinct tree
5	W side of distinct tree
6	NW outside corner of fence
7	N end of hedge
8	E side of distinct tree
9	Vegetation boundary
10	N side of distinct tree
11	Vegetation boundary
12	S end of hedge

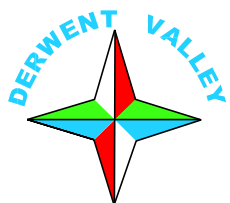
Magnetic North
2011

PERMANENT COURSE

YOU MAY NOT ENTER OR CROSS:

Private Land or Gardens	
High Walls	
Hedges	
High Fences	
Other Out of bounds	

Open		Trees: large, small	
Rough Open		Contour	
Roads		Index contour	
Other paved		Form line	
Wooded		Low fence	
Scattered trees		Low wall	
Dense shrubs		Building	
Water		Canopy	
		Paved path	
		Unpaved path	
		Equipment	
		Steps	
		Steep slope	
		Rootstock	
		Signs	
		Bins/ Lamppost	
		Seats	
		Play equipment	
		Telegraph pole	
		Boulders	



ORIENTEERS
www.dvo.org.uk

Orienteering maps are drawn to an internationally agreed standard. This map uses ISSOM 2007 symbols but is drawn to an enlarged scale. Orienteering is an adventure sport for all the family. For more information see the British Orienteering web site at www.BritishOrienteering.org.uk Derwent Valley Orienteers is the local club for Derbyshire, see www.dvo.org.uk for local events

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Orienteering at Eureka Park, Swadlincote

1. Walk, jog, run or cycle any of the following courses, alternatively you can devise your own (times approximate)

• **short**

time: 10 minutes walking approx. (also suitable for wheelchair users)

distance: 0.64km

controls to visit: 1 - 3 - 5 - 7 - 12

easy to follow along tarmac paths

• **medium**

time: 20 minutes walking approx. (also suitable for wheelchair users)

distance: 1km

controls to visit: 11 - 9 - 6 - 5 - 2

slightly harder than the short route, follow gravelled paths

• **long**

time: 30 minutes walking approx

distance: 1.2km

controls to visit: 2 - 4 - 6 - 8 - 9 - 10 - 11

harder than the medium course


route choices to make

score

visit all 12 controls as quickly as you can

average running time is 10mins

2. Choose your preferred course then draw lines on your map to connect the controls you need to visit in the order you think is the quickest or easiest

3. You are now ready to start. Go to the start / finish post  and off you go

4. In the spaces down the side of this page write the code letter that you find at each control you visit on the course

5. When you have finished, **work out the anagram using the clues below:**

short course: **organised activity**

medium course: **exercise is good for the**

long course: **stay this for a long life**

6. The answers can be found online at www.south-derbys.gov.uk

We hope that you enjoyed completing the Orienteering Challenge today.

If you would like to try orienteering in different areas around the country there are events to suit all abilities in plenty of interesting places

Event organised by



ORIENTEERS
www.dvo.org.uk

Supported by



British Orienteering

Website: www.britishorienteering.org.uk



South
Derbyshire
District Council

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