

# Haywood Plantation

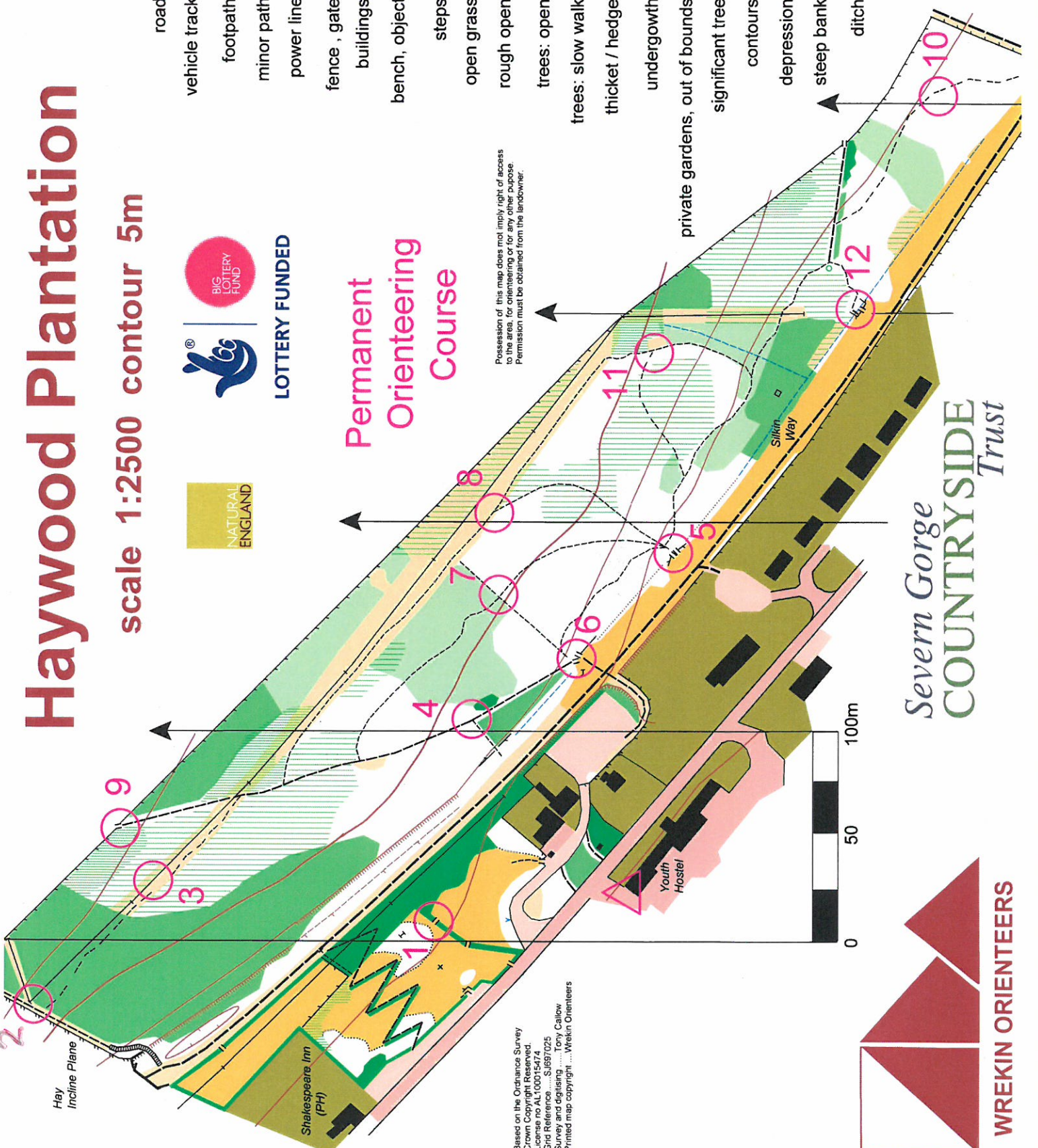
scale 1:2500 contour 5m



## Permanent Orienteering Course

Possession of this map does not imply right of access to the area, for orienteering or for any other purpose. Permission must be obtained from the landowner.

- road
- vehicle track
- footpath
- minor path
- power line
- fence, gate
- buildings
- bench, object
- steps
- open grass
- rough open
- trees: open
- trees: slow walk
- thicket / hedge
- undergrowth
- private gardens, out of bounds
- significant tree
- contours
- depression
- steep bank
- ditch



WREKIN ORIENTEERS













Severn Gorge  
COUNTRYSIDE  
Trust

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# HAYWOOD PLANTATION

## PERMANENT ORIENTEERING COURSE.

### Control descriptions

	1. gatepost
	2. telegraph pole
	3. path, N.side
	4. path junction
	5. gatepost
	6. gatepost
	7. path junction
	8. path junction
	9. gate
	10. path bend (on tree)
	11. path junction
	12. ditch / gate

If you have enjoyed using this permanent orienteering course, you may like to try other local ones ,or even a proper event. Further details and links via local 'O' club  
**WREKIN ORIENTEERS**  
[www.wrekinorienteers.co.uk](http://www.wrekinorienteers.co.uk)

For further information on the sport  
[www.britishorienteering.org.uk](http://www.britishorienteering.org.uk)

### Start / finish

Shown by a triangle on the map, outside the Youth Hostel.

### Map

The map is at a scale of 1:2500

This means that 1cm on the map represents 25m on the ground. Note the symbols and colours used in the key, these are standard for orienteering maps.

### Controls

These are square, flat, red+white markers with letter and number codes on, positioned at the centre of a red circle on the map. Many, but not all, are on posts. They may not be immediately visible from the direction you approach them. Use the **control descriptions** to help locate them and record the codes in the boxes or on a control card. Find as many or few of the markers as you like, or try a suggested route.

### Some suggested courses:

**Short / Easy** approx. yellow standard course

All controls on paths or directly visible from paths.

Find the following controls in this order..

**1,2,3,9,4,6,7,8,11,12,5.**

**Medium/ Easy** approx. yellow standard course

**6,4,9,8,5,12,10,11,7,3,2,1**

Take care crossing the road.

Groups leaders are strongly advised to do a 'map walk' of the area first with their group and to start and finish from one of the car parks or a point on the Silkin Way.