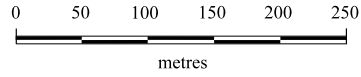


# Warmley Forest Park and Siston Common

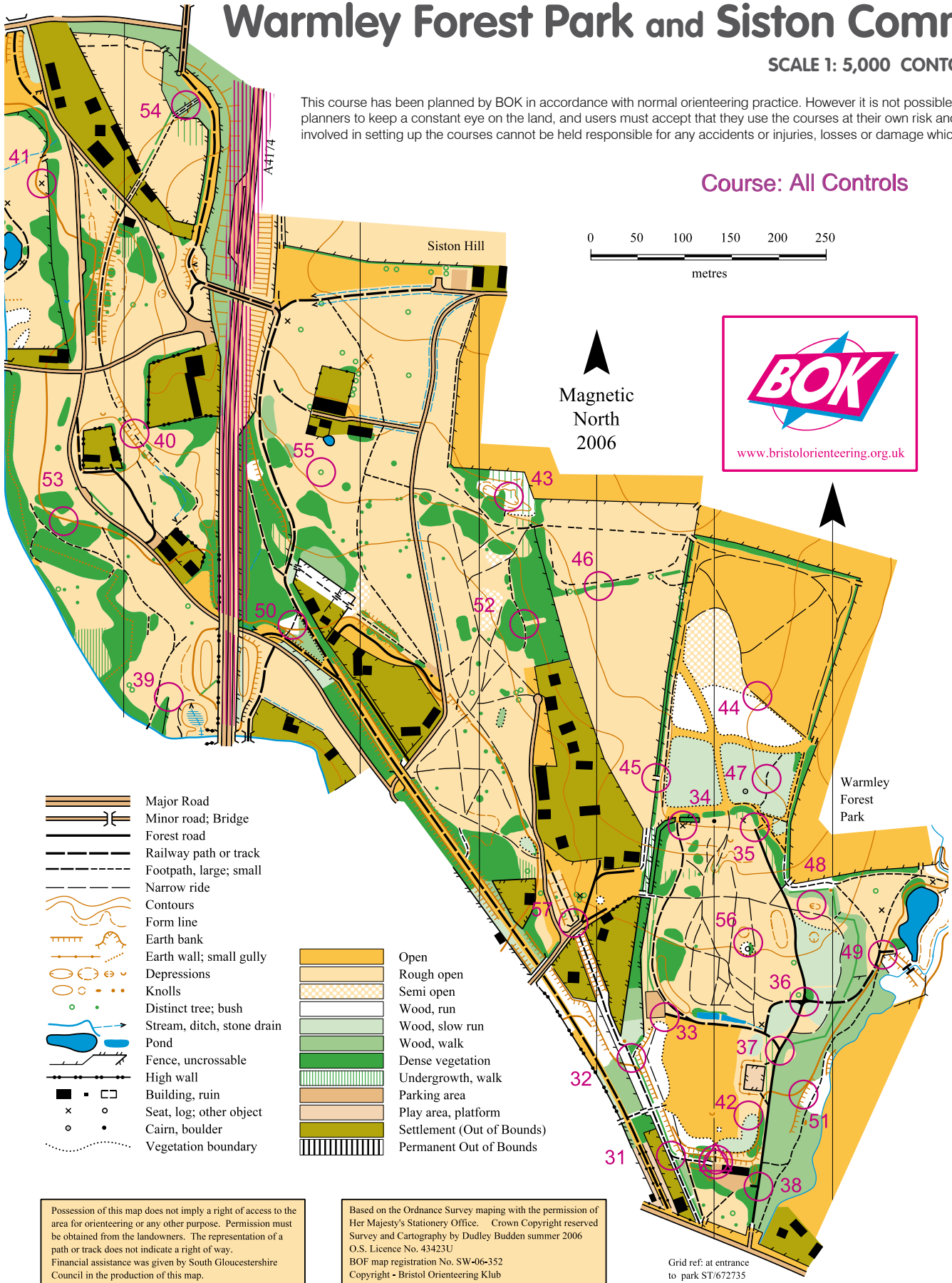
SCALE 1: 5,000 CONTOURS 5M

This course has been planned by BOK in accordance with normal orienteering practice. However it is not possible for the planners to keep a constant eye on the land, and users must accept that they use the courses at their own risk and that parties involved in setting up the courses cannot be held responsible for any accidents or injuries, losses or damage which may occur.

Course: All Controls



Magnetic North 2006



- Major Road
- Minor road; Bridge
- Forest road
- Railway path or track
- Footpath, large; small
- Narrow ride
- Contours
- Form line
- Earth bank
- Earth wall; small gully
- Depressions
- Knolls
- Distinct tree; bush
- Stream, ditch, stone drain
- Pond
- Fence, uncrossable
- High wall
- Building, ruin
- Seat, log; other object
- Cairn, boulder
- Vegetation boundary

- Open
- Rough open
- Semi open
- Wood, run
- Wood, slow run
- Wood, walk
- Dense vegetation
- Undergrowth, walk
- Parking area
- Play area, platform
- Settlement (Out of Bounds)
- Permanent Out of Bounds

Possession of this map does not imply a right of access to the area for orienteering or any other purpose. Permission must be obtained from the landowners. The representation of a path or track does not indicate a right of way. Financial assistance was given by South Gloucestershire Council in the production of this map.

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Grid ref: at entrance to park ST/672735

31	32	33	34	35	36	37	38	39	40	41	42	43	44
45	46	47	48	49	50	51	52	53	54	55	56	57	

# Permanent Orienteering Course

## Warmley Forest Park and Siston Common

The aim of orienteering is to navigate between control points (on wooden posts) as marked on the orienteering map overleaf and decide the best route to complete the course in the quickest time. It does not matter how young, old or fit you are, as you can run, walk or jog the course and progress at your own pace.

From the control points marked on the map overleaf we have set out a choice of courses for you to try. The start is marked as a red triangle on the map. Visit each control post in the order given to you by your group leader or select a course from those suggested on the right. Each control marker has a letter on it for you to find. Write the letters in the correctly numbered boxes overleaf.

Use the post location descriptions below to help you find the control markers.

### CONTROL DESCRIPTIONS

Post no.	Post location description
31	Path Junction
32	Path Junction
33	Paved area, Southeast corner
34	Seat
35	Western Road, North End
36	Path Crossing
37	Path Junction
38	Path Junction
39	Fence, North End
40	Path
41	Seat
42	Veg. boundary
43	Depression
44	Veg. boundary
45	Crossing point
46	Gap in hedge
47	Path
48	Depression, West edge
49	Northeastern Fence, Northwest corner
50	Path
51	Earth bank, Top
52	Clearing, West End
53	Clearing
54	Northern Fence
55	Distinctive tree, South side
56	Copse, North side
57	Tunnel, Northwest side

### SUGGESTED COURSES

#### Very Easy Course (wheels friendly)

**0.6 km**

Visit posts **31, 32, 33, 37** and **38** and return to start.

#### Easy Course

**1.0 km**

Visit posts **31** to **38** and return to start.

#### Medium loop

**1.2 km**

Visit posts **33, 45, 44, 47, 48, 49, 36, 42** and return to start.

The 2 long loops extend to Siston Common and involve road crossing so adult supervision is advised – please refer to the group leaders notes.

#### Long loop 1

**3.2 km**

Visit posts **51, 49, 46, 52, 53, 54, 55, 56** and return to start.

#### Long loop 2

**3.1 km**

Visit posts **57, 50, 39, 40, 41, 55, 43, 44, 42** and return to start.

#### Stars

Visit one control, note the letter on the post. Report back to group leader, if you have the correct letter the leader will give you another control to visit. Use controls near to the start for this session.

#### Loops

Visit a group of 3 controls in the order given by your group leader. Start with controls near the start, as you gain confidence increase the length of the loops.

#### Score Event

How many controls can you visit within 30 minutes? Score 10 points for each control visited. Return to the start within 30 minutes, lose 10 points per minute for late return.

#### Useful websites

- [www.southglos.gov.uk/orienteering](http://www.southglos.gov.uk/orienteering)
- [www.bristolorienteeing.org.uk](http://www.bristolorienteeing.org.uk)