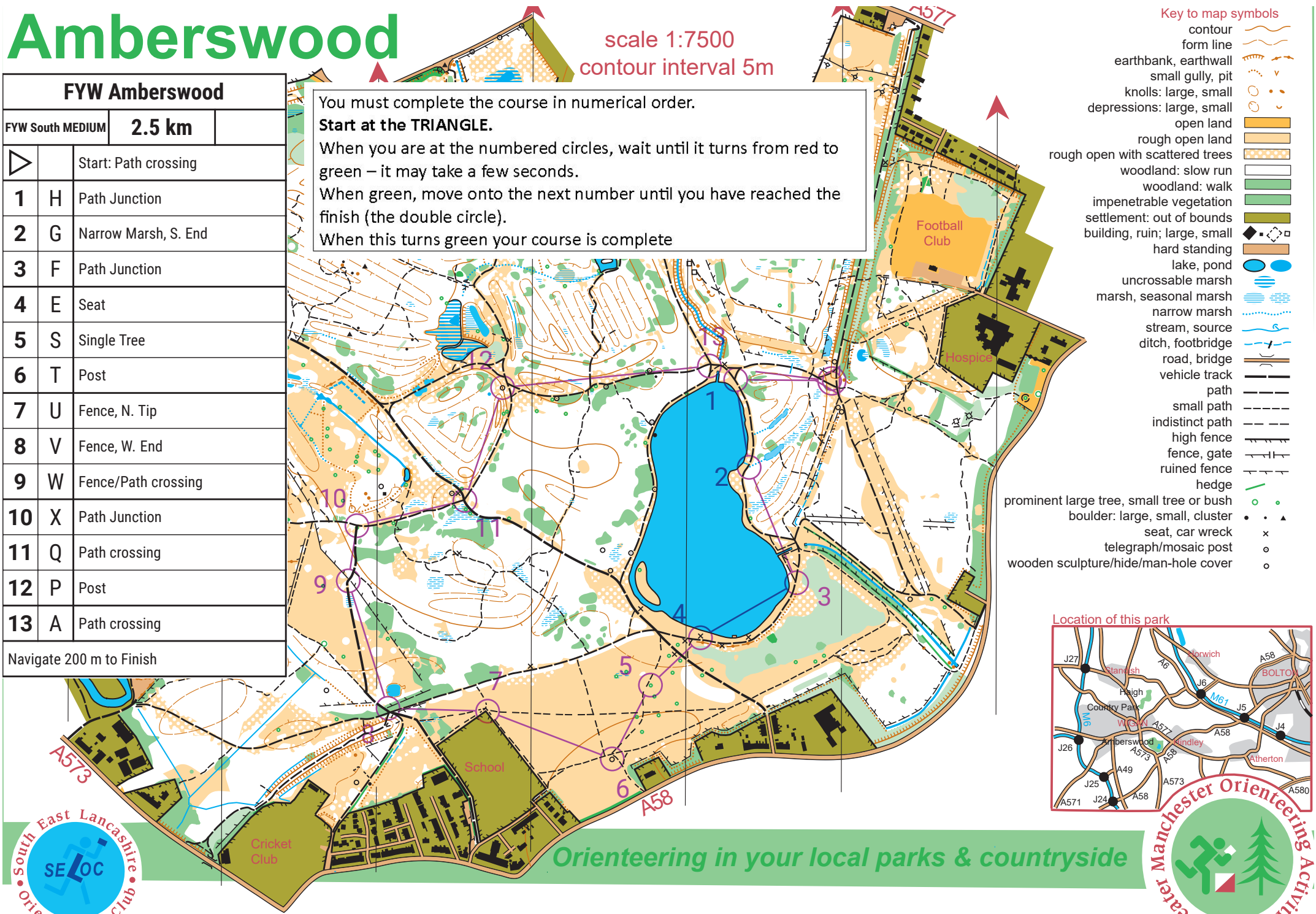


Amberswood

scale 1:7500
contour interval 5m

FYW Amberswood		
FYW South MEDIUM	2.5 km	
		Start: Path crossing
1	H	Path Junction
2	G	Narrow Marsh, S. End
3	F	Path Junction
4	E	Seat
5	S	Single Tree
6	T	Post
7	U	Fence, N. Tip
8	V	Fence, W. End
9	W	Fence/Path crossing
10	X	Path Junction
11	Q	Path crossing
12	P	Post
13	A	Path crossing
Navigate 200 m to Finish		

You must complete the course in numerical order.
Start at the TRIANGLE.
 When you are at the numbered circles, wait until it turns from red to green – it may take a few seconds.
 When green, move onto the next number until you have reached the finish (the double circle).
 When this turns green your course is complete



- Key to map symbols**
- contour
 - form line
 - earthbank, earthwall
 - small gully, pit
 - knolls: large, small
 - depressions: large, small
 - open land
 - rough open land
 - rough open with scattered trees
 - woodland: slow run
 - woodland: walk
 - impenetrable vegetation
 - settlement: out of bounds
 - building, ruin; large, small
 - hard standing
 - lake, pond
 - uncrossable marsh
 - marsh, seasonal marsh
 - narrow marsh
 - stream, source
 - ditch, footbridge
 - road, bridge
 - vehicle track
 - path
 - small path
 - indistinct path
 - high fence
 - fence, gate
 - ruined fence
 - hedge
 - prominent large tree, small tree or bush
 - boulder: large, small, cluster
 - seat, car wreck
 - telegraph/mosaic post
 - wooden sculpture/hide/man-hole cover



Orienteering in your local parks & countryside

