RELOCATION

RELOCATION - A KEY SKILL

Relocation is an important skill, continually used throughout a run. Travelling fast in an approximate direction, then relocating on a prominent feature near a control is a frequently used technique.

COMPLETELY LOST?

There are also those (infrequent?) occasions when relocation is required because we haven’t a clue where we are. If this happens:

1. **STOP!** - Set about calmly working out where you are.
2. **LOOK AROUND** - for prominent features likely to be on the map, (contours, buildings, dense forest etc)
3. **CHECK COMPASS** - Orientate your map in your direction of travel.
4. **LOOK AT MAP** - Can you see the features around on your map? Where was your last known point? Where could you have run? Remember the common mistakes:
   - 90/180 degree errors
   - Over running
   - Parallel errors
   - Dragged off course by undergrowth, contours, other runners

STILL LOST? - If you cannot quickly locate yourself, it is best to head oft for a prominent feature nearby and relocate there. One useful technique is to stand on a high point to look around.

FINALLY - Having put yourself back on course, put the mistake behind you. Do not rush to make up time.

RECOGNISING FEATURES

An ability to recognise features is key:

PATHS - Orienteers moving quickly in the distance easily give away a path location

CLEARINGS - Sky directly visible overhead, no tree canopy. Thicker low vegetation.

RE-ENTRANTS - Watch for a lowering tree line.

STREAMS / DITCHES - Can be tricky in Summer. Look for banks, tree lines and vegetation changes.

MARSHES / PONDS - Watch for vegetation changes.