



Hertfordshire Orienteering Club

informally known as Happy Herts

DIY Street-O – A Newcomers’ Guide (1)

Format

See how many of the locations marked on the map you can visit and get back to the start within 45 minutes. Print your own map and turn up whenever you want during daylight, at courses across Hertfordshire. **Use a smartphone** to track your run & score if you wish.

What you need

Map (download & print yourself). Magnetic North is always up. The start/finish is a magenta triangle & double circle. Locations to visit are marked as numbered circles. The map is based on OpenStreetMap mapping so isn’t always perfect.

- Solid lines – roads
- Dashed lines – tracks/paths
- Green areas – woodland
- Yellow areas – open land
- Salmon areas – hardstanding
- White – everything else. Assume no access unless clear on the ground
- Magenta – other restrictions:



- thick line = DO NOT CROSS (eg busy road)
- cross = forbidden route (eg private road)
- hatching = out-of-bounds (eg private property)
- saddle = crossing point - use this if you can for safety

Clue sheet (on the map or on the reverse). For each location an item there is described – this is so that you know you were in the right place.

GPS device or smartphone – optional - so you know where you’ve been!

Watch – so you know how long you’ve been going for...

Compass – not essential but helps if you get completely disorientated.

Safety

By far the most serious risk is of a traffic accident. Therefore this is not suitable unaccompanied under-16s, and you must take care when crossing roads. We carefully assess these risks and avoid identified hazards but you are responsible for your safety. Please read the Pre-read and any further safety information on the map itself.

No	Description
S/F	Green box south of crossing
1	Green box 2040
2	Lamp post 11
3	North playground gate



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Event details and results

Event details and results are all available from <https://www.herts-orienteering.club/fixtures/diy-street-o/>

Scoring is straightforward – you get 20 points for every location you visit, and -10 points for every minute or part-minute taken over 45 mins.

Smartphone app

Each of our Street-O courses is smartphone enabled. Download the **MapRun6** app (Android/iPhone) and read the guide at <http://maprunners.weebly.com/quick-guide.html>

Find our courses in the UK/Hertfordshire area.

The app will track your route and alert you when you find each location. It'll also keep track of your score and auto-upload at the end of the event.

Street-O Hints and Tips

Running, jogging or walking are all OK. Courses are designed to be accessible to all so don't worry about speed if that's not your thing.

Keep an eye on the time, you need to get back to the start! It's a good idea to see how far you are after 15-25 minutes then decide whether to be more or less ambitious.

Events are designed so that the best people in our club might or might not get to all the locations in the time. So don't expect to get to them all.

Before you start take some time to look at the map and roughly plan your route. Ideally you want to visit clusters of locations that are a short running distance apart.

If there are rivers or railway lines on the map, look to see where the bridges are – you don't want to be stuck on the wrong side.

Near the end of your route, keep an eye open for short cuts to get you back quickly if you're running out of time. It's very easy to spend 2 or 3 minutes visiting one location, scoring 20 points but losing 20 or 30.

Have fun! These events are informal and light-hearted. No matter how well you do this time, take pride in being able to think, read and run at the same time.