Navigation Techniques

StarSailing
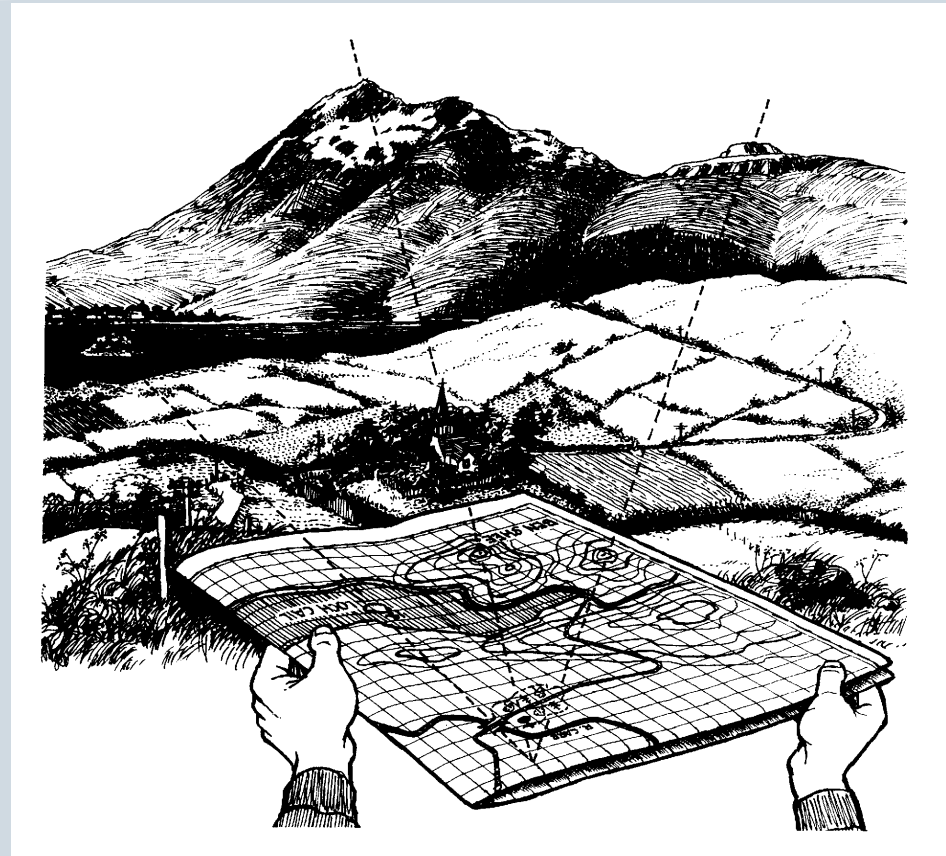and adventure centre
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Orientate/Setting the Map

- *Turn the map the right way round!*

Identify a feature/features around you
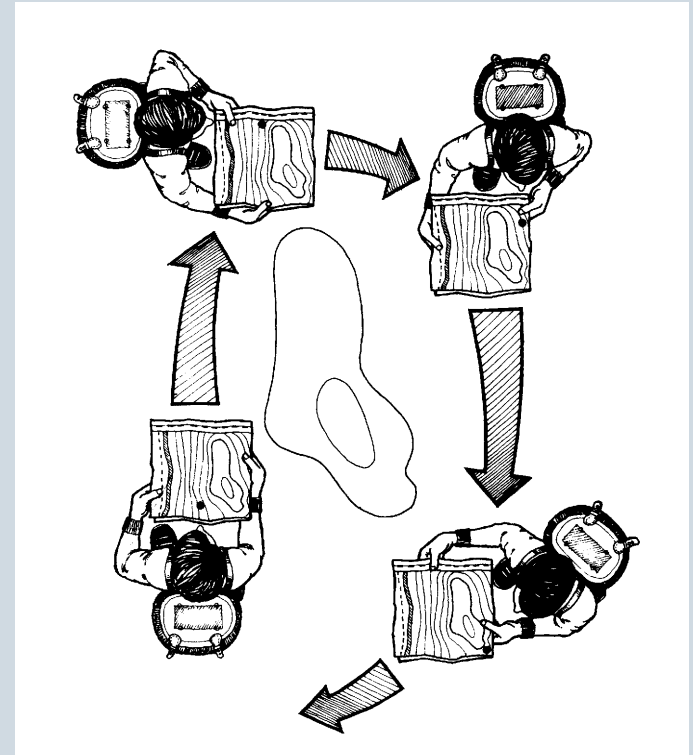
Locate them on the map using the contours and symbols

Rotate the map until the features on the map and the features on the ground are in their correct relative position

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Get into the habit of always walking with the map set

When you have the map set, the feature (e.g. Col) that you are looking for on the ground should be in the same relative direction as it is on the map

E.g. If the Summit/top that you are looking for is to the left of you on the map, then it should be to your left on the ground

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Navigation Techniques

There are 5 main techniques for navigating using the map

Handrails or Linear Features

Tick List

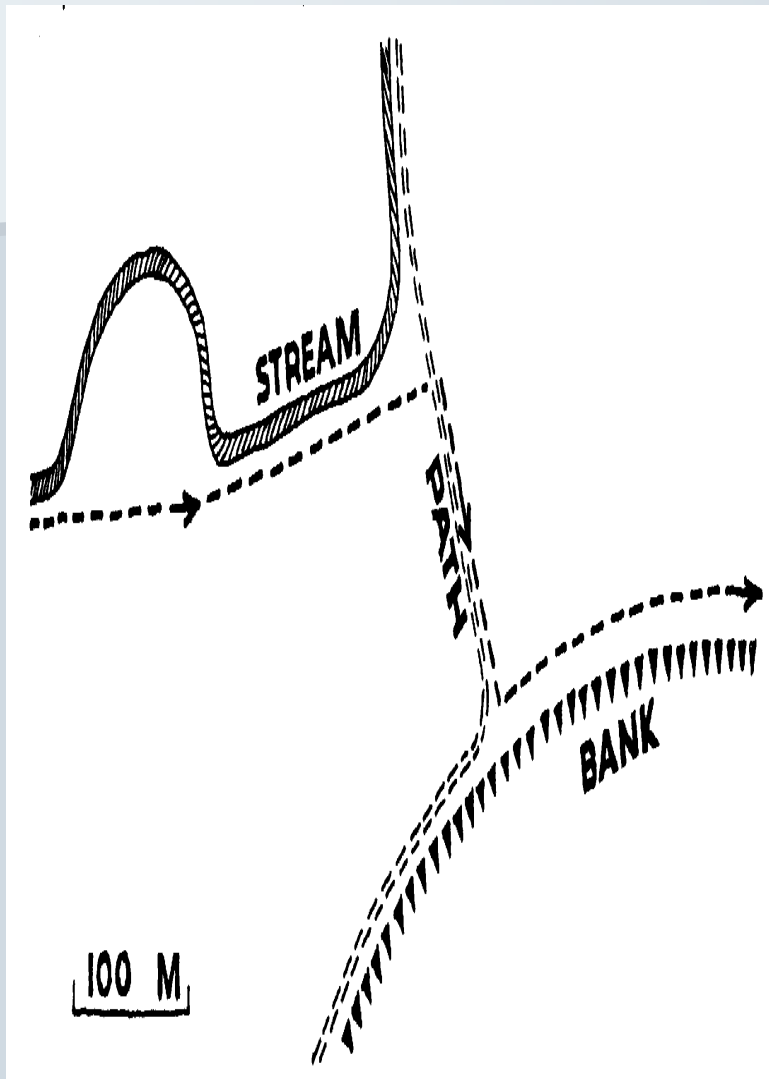Over Shoot or Collecting Features

Aiming Off

Attack Point

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Handrails are features such as

Streams

Paths

Edge of forest

Along top of Spur

Along bottom of Re-entrant

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Following handrails may be longer than the direct route, but you have a definite line that you can follow to get to your target
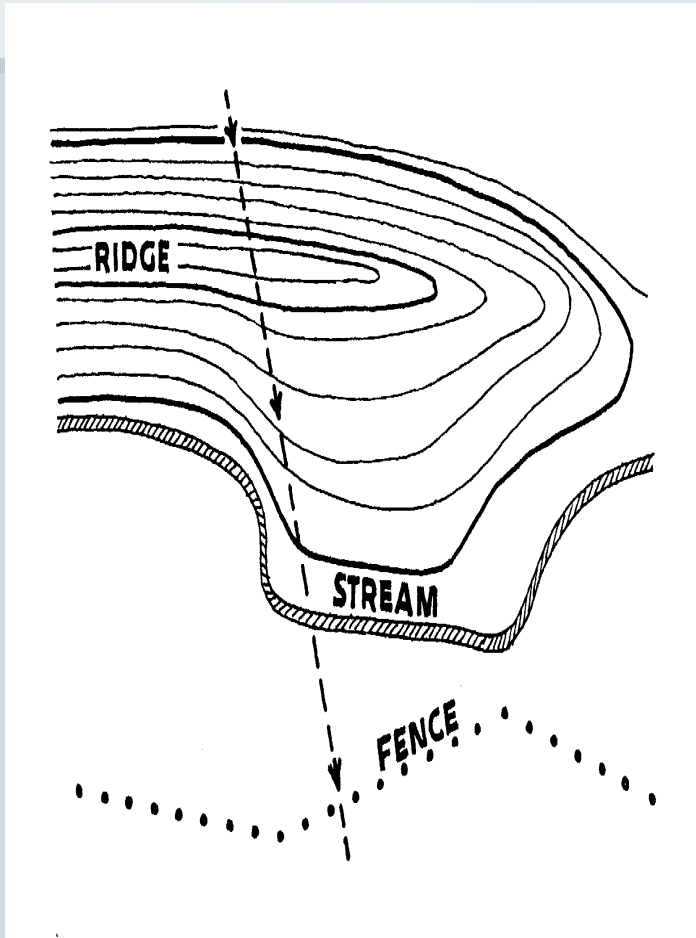
You can also go from one handrail to another to get you to your target

Tick list

Make mental note of features that you will cross en route, and tick them off your list as you pass them

If a feature does not appear on schedule, something must be wrong
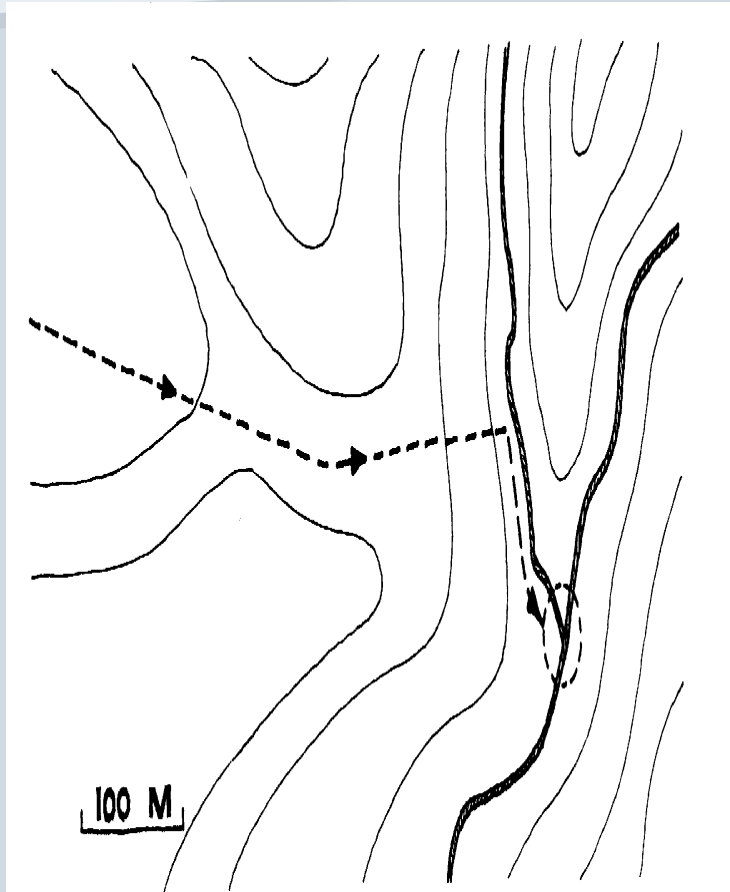
If this happens, stop and rethink

Over shoot or Collecting Feature

Identify a feature that is clearly defined which you will recognise if you go to far, or if you veer off to the left or right

If you find this feature, then you must have gone to far, or gone to the left or right

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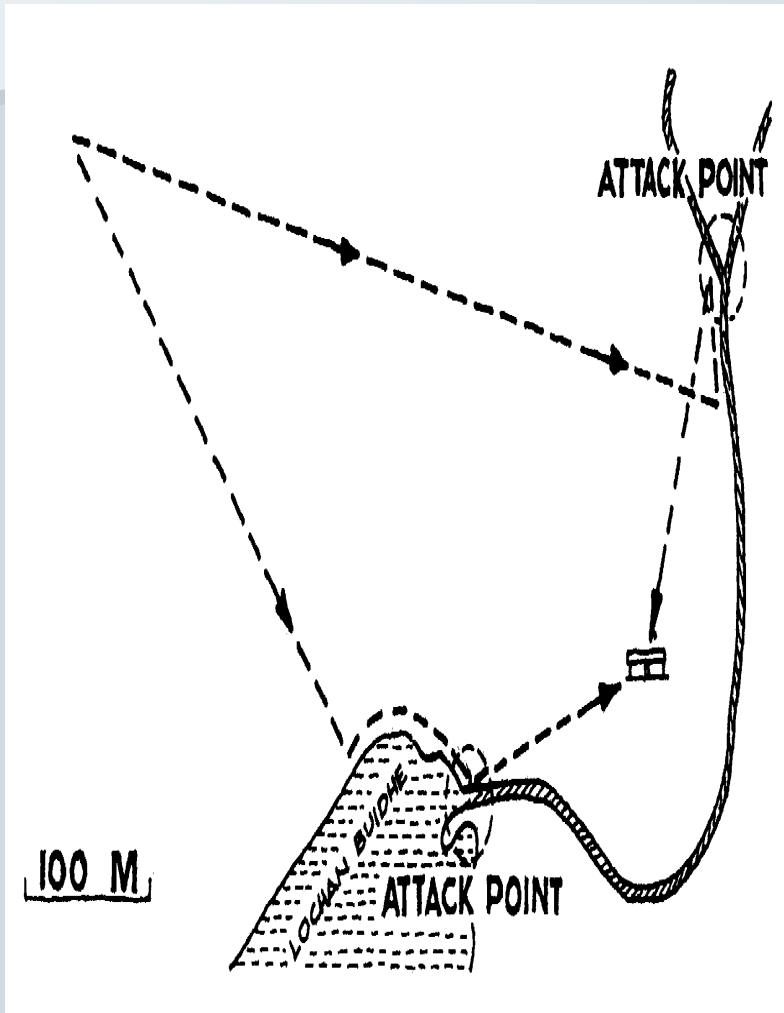KENMARE

Aiming Off

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Used when you are trying to find a specific point on a linear feature e.g. a stream junction

If you aim straight for the junction, the likelihood is that you will miss the junction, but to which side, left or right?

If you deliberately aim off to one side e.g. upstream of the junction, then when you find the stream you know that if you follow it down stream you will find your junction

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Attack Point

If the objective is a small or difficult to find feature

Aim for another more obvious feature

When you find this intermediate point

– ATTACK POINT – it should now be less of a distance to your main objective, and therefore easier to find