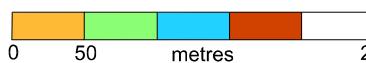


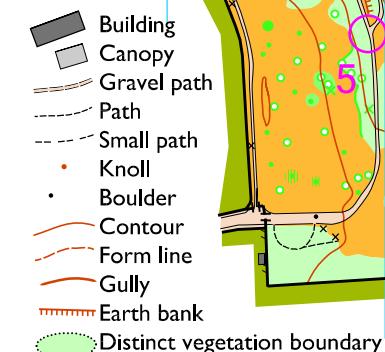
Darley Parks

Scale 1:5,000
Contour interval 5m



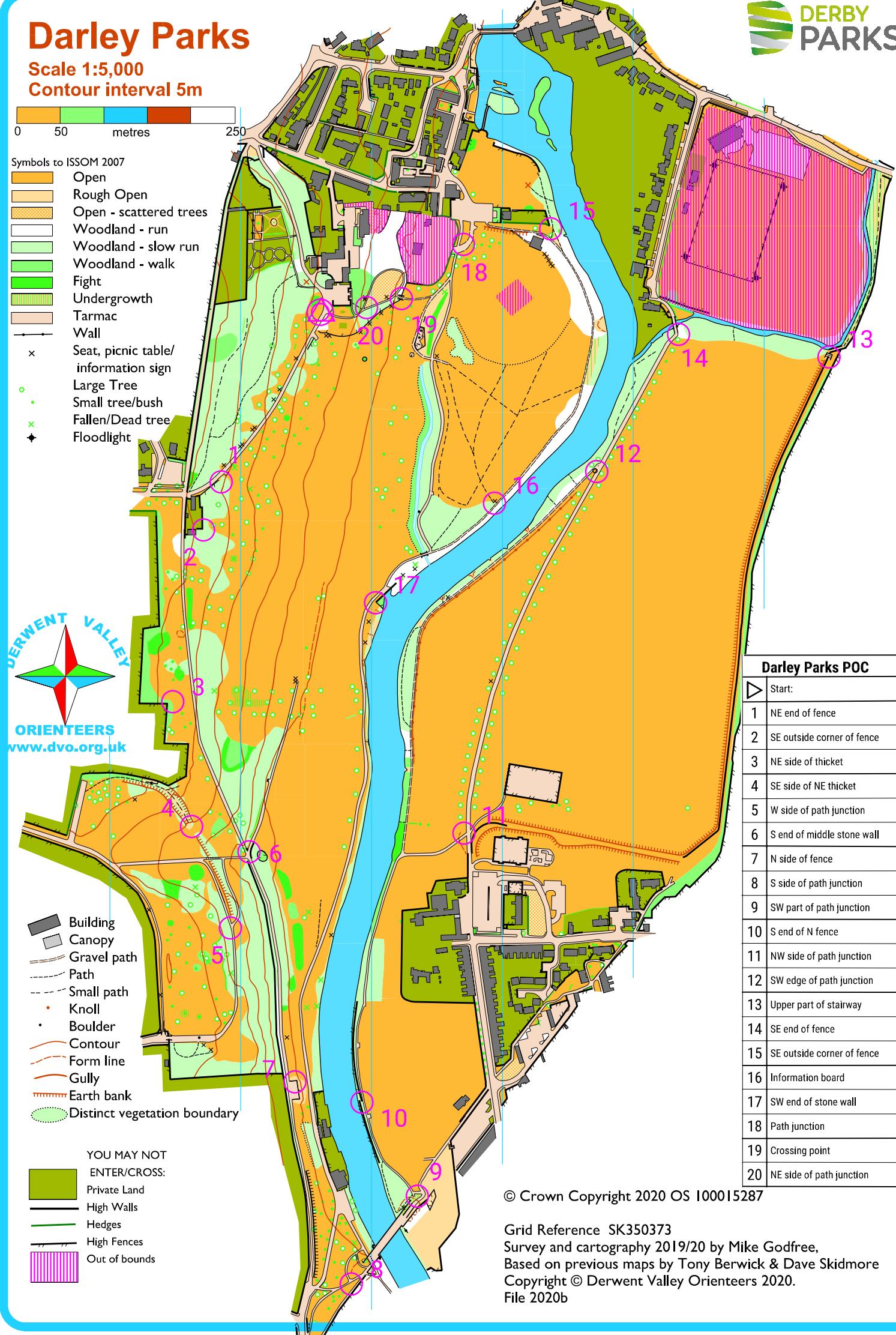
Symbols to ISSOM 2007

[Symbol]	Open
[Symbol]	Rough Open
[Symbol]	Open - scattered trees
[Symbol]	Woodland - run
[Symbol]	Woodland - slow run
[Symbol]	Woodland - walk
[Symbol]	Fight
[Symbol]	Undergrowth
[Symbol]	Tarmac
[Symbol]	Wall
x	Seat, picnic table/ information sign
o	Large Tree
.	Small tree/bush
x	Fallen/Dead tree
♦	Floodlight



YOU MAY NOT

[Private Land]	ENTER/CROSS:
[High Walls]	
[Hedges]	
[High Fences]	
[Out of bounds]	



Darley Parks POC

►	Start:
1	NE end of fence
2	SE outside corner of fence
3	NE side of thicket
4	SE side of NE thicket
5	W side of path junction
6	S end of middle stone wall
7	N side of fence
8	S side of path junction
9	SW part of path junction
10	S end of N fence
11	NW side of path junction
12	SW edge of path junction
13	Upper part of stairway
14	SE end of fence
15	SE outside corner of fence
16	Information board
17	SW end of stone wall
18	Path junction
19	Crossing point
20	NE side of path junction

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Grid Reference SK350373

Survey and cartography 2019/20 by Mike Godfree,
Based on previous maps by Tony Berwick & Dave Skidmore
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File 2020b

Darley Parks Orienteering Course

The Map

Study the map carefully before you start, particularly the colour scheme and the scale. On orienteering maps open land is shown in yellow, wooded areas as white where you can still run. Denser areas of woodland are shown as progressively darker shades of green. Private areas as well as gardens are shown with an olive green colour, do not enter these areas. You will find easier if you orientate the map so that the map is the same way round as the features on the ground. Keep doing this each time you change direction and identify the features as you go. If you have a compass you can orientate the map very simply by ensuring the red (north) end of the compass needle lines up with the Magnetic North on the map.

The Controls

(Note – as at 23/3/20 there are no markers in place but each site has an obvious post or feature)

Also shown on the map as numbered purple circles are the positions of a number of controls. At each of these points you will find a red plate with the corresponding number and a letter. You can record the letter at the bottom of this sheet to show that you have been there. If you visit all 20 posts you will be able to solve the anagram that the letters make up. Visit these controls in any order. The triangle on the map marks the start to the right of the path leading uphill away from the café terrace. You should see the red triangle marker on a post to the right of the main path.

1	NE end of fence	11	NW side of path junction
2	SE outside corner of fence	12	SW edge of path junction
3	NE side of thicket	13	Upper part of stairs
4	SE side of NE thicket	14	SE end of fence
5	W side of path junction	15	SE outside corner of fence
6	S end of middle stone wall	16	Information board
7	N side of fence	17	SW end of stone wall
8	S side of path junction	18	Path junction
9	SW part of path junction	19	Gap in fence
10	S end of N fence	20	NE side of path junction

Orienteering is a competitive sport which combines navigation with running. Careful navigation and route choice can be more important than speed. The map symbols are internationally agreed so that it is possible to compete worldwide on an equal basis.

For more information about the sport of orienteering see www.britishorienteering.org.uk. This map has been produced by Derwent Valley Orienteers (DVO) on behalf of Derby City Council. DVO hold frequent events with most being suitable for beginners. For more information about local events and other permanent courses like this see www.dvo.org.uk. If you have enjoyed this course there are other courses at Markeaton Park in Derby and elsewhere in Derbyshire.

1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20

You can time yourself and view the map on your Smartphone using the free MapRun app. The link to download the app is at <http://maprunners.weebly.com/>. Within the app go to Event List, choose (MR) UK, then MR Derwent Valley, and choose Derby Parks/Darley Park. When you press “go to start” the PIN code you need is 1023. Once you approach the start the timing starts. As you approach within a few metres of each control site the phone will record a “punch”. Timing stops when you approach the finish which is at the same location as the start. Whether you use the map on the phone or the printed map is your choice. You may upload your time to the MapRun server if you wish and compare your time with others. More information coming soon on the Derwent Valley Orienteers web site www.dvo.org.uk. Comments are welcome to permanentcourses@derwentvalleyorientees.org.uk