

Permanent Orienteering Course

Instructions

This Permanent Orienteering Course has been designed in the park to give you the opportunity to try a noncompetitive, or leisure form of orienteering, using your map reading skills to navigate around a course of markers, or 'controls'.

There are four suggested courses on the map. Firstly, a 'wheel friendly' course which is negotiable with a pram or a wheelchair. Then the three courses, starting with 'Easy', which require increasing navigation skills to negotiate. You could also set your own course or attempt to locate all the controls by finding the optimum route.

The Map

Study the map carefully and use the 'Legend' to discover the type of feature for each control. Note the position of the enclosed games courts and the football field from the Start/Finish marker and use these to align, or 'orientate' the map. The scale of the map is 1:3000 which means that 1cm on the map represents 30 metres on the ground. The purple circles \bigcirc with accompanying letters on the map represent

the controls, and each control has it's own description eg. D is a Wall Corner. The Start \triangle and Finish O symbols are combined O and can be found on the wall to the North West of the games courts. Each control marker will have a letter and a number A, and the description of each one, shown in the 'Control Descriptions' on the map, will help you find them. Find the controls on your chosen course in the correct order and record the number at each one. Then add the numbers at the end of the course to give the correct total.

The Park

In 1872, Colonel Edward Akroyd promised to build a park, in Halifax, on a piece of barren scrub land covered in dwarf oak scrub, from which the park was named. In 1879 the partly completed park was handed over to the Halifax Corporation for the benifit of the town.

A comprehensive history of the park can be found on;-

https://historicengland.org.uk/listing/the-list/listentry/1001557?section=official-list-entry