

How to do TrailO

- TrailO uses a conventional orienteering map with what looks like a conventional course, but you must not visit the control sites. You must stay on the main track and view the controls from a distance. You should not cross any tapes across paths at ground level. The map is 1:5000, 5m contours, enlarged from the 1:10,000 foot orienteering map.
- The course decision points are marked 1, 2 etc on a post but are not marked on the map. Pin punches (labelled with the control number) are placed within a few metres of decision points.
- There will be up to 5 control kites visible from the decision point for each control site, you have to identify the correct one using the centre of the control circle on the map and the control description.
- Kites are identified by letter from left to right, with kite 'A' being the left-most. (This is the convention, the kites are not actually labelled). Column two of the Control Descriptions indicates how many kites are used at each control. Thus A-B would mean two kites, A on the left, B on the right. A-E would mean five kites, from A on the left, through B, C and D, to E on the right. The identification of which kite is which takes place from the marked decision point.
- There is a further possibility that none of the kites is correct. This is indicated with a punch in the 'Z' box. Any 'Z's will be clear; do not punch Z just because the map is not perfect or the control is placed 6 inches from where you think it should be.
- You may move up and down the track to obtain a clearer view of the kites, but you must use the order of the kites when viewed from the decision point to determine your answer.