Orienteering at Brough Park

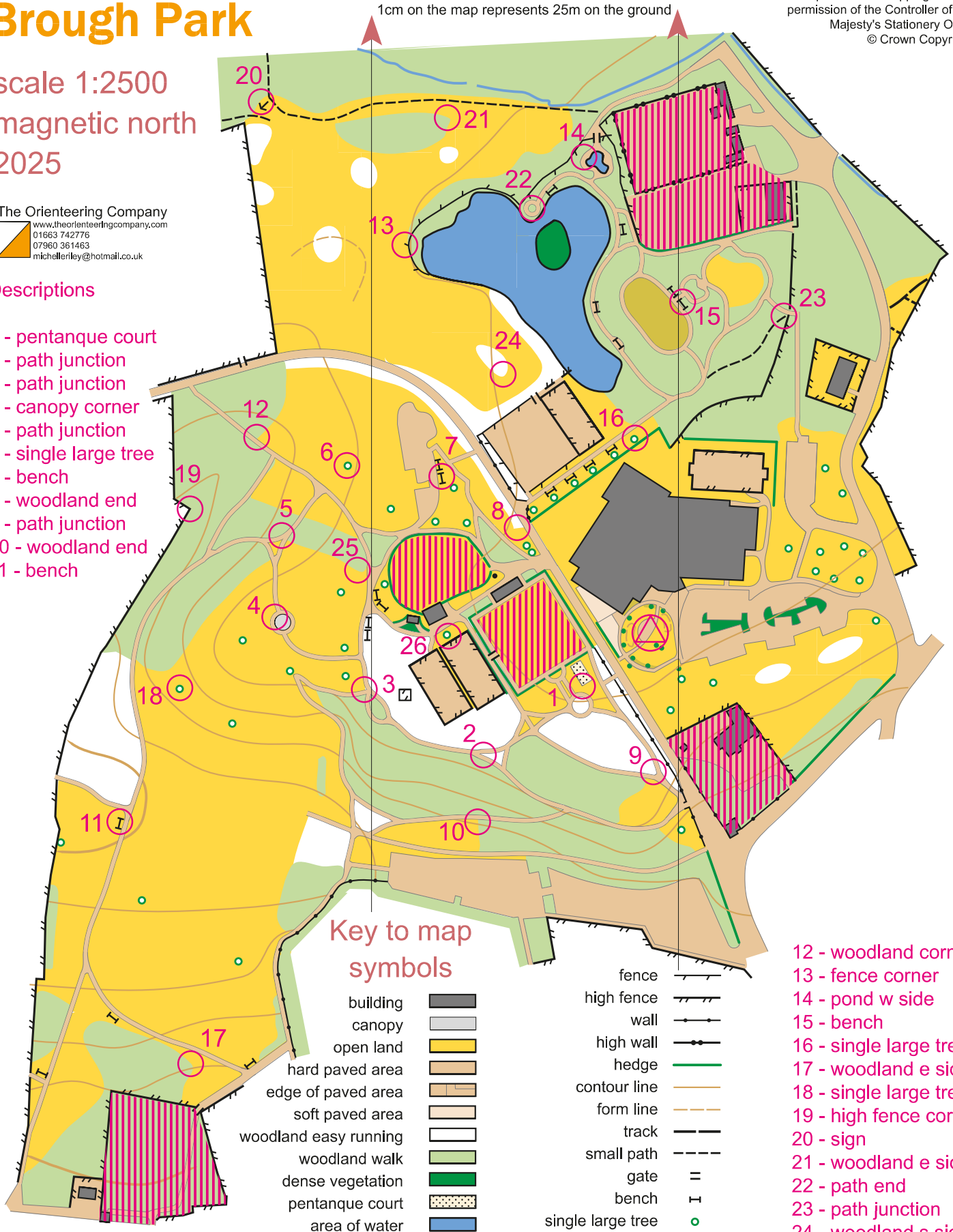
Brough Park

scale 1:2500
magnetic north
2025

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0 metres 150
1cm on the map represents 25m on the ground

Map produced by M Riley, June 2026
Based upon the OS mapping with the permission of the Controller of Her Majesty's Stationery Office
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Descriptions

1 - pentanque court
2 - path junction
3 - path junction
4 - canopy corner
5 - path junction
6 - single large tree
7 - bench
8 - woodland end
9 - path junction
10 - woodland end
11 - bench
12 - woodland corner
13 - fence corner
14 - pond w side
15 - bench
16 - single large tree
17 - woodland e side
18 - single large tree
19 - high fence corner
20 - sign
21 - woodland e side
22 - path end
23 - path junction
24 - woodland s side
25 - woodland s side
26 - single large tree

Key to map symbols

building
canopy
open land
hard paved area
edge of paved area
soft paved area
woodland easy running
woodland walk
dense vegetation
pentanque court
area of water
out of bounds
flowerbed
road

fence
high fence
wall
high wall
hedge
contour line
form line
track
small path
gate
bench
single large tree
bush or small tree
sculpture
sign

What you need

Polythene bag If available, it can protect the map if it is raining.

Pen or pencil To fill in the control card.

Compass Not essential but it can be used if you have one.

Choosing a course

Course 1 is the easiest, shortest course and is suitable for beginners, children and families. The courses get progressively longer and more of a navigational challenge. Complete as many courses as you like!
You can also complete a 'score' course. This is where you give yourself an allotted amount of time to find as many control points as you can.

What to do

This symbol shows the start/finish point and is located in front of the leisure centre.

The aim is to find the control points (markers attached to wooden posts). On the map, each control is marked with a number shown next to the purple circle. On the marker post is a corresponding number, a code letter and a symbol. Copy either the code letter or symbol into the correct numbered boxes on the control card. The letter or symbol is your evidence of visiting the control. The course should be followed in numerical order. A control description is given for additional information about where the control point (post) is located.
A key skill is setting the map. This means turning the map until its symbols line up with the corresponding features on the ground. This helps to ensure the correct direction is followed.

Key to map symbols

Note the following about the map colours:

- **White** open woodland
- **Green** thicker woodland
- **Yellow** open ground (grass)
- **Brown** land features, roads and hard surfaces
- **Black** tracks, small paths and man made objects
- **Blue** Water related features

Control Card

Course	Start time	Finish time	Time taken

21	22	23	24	25	26				
11	12	13	14	15	16	17	18	19	20
1	2	3	4	5	6	7	8	9	10

Suggested courses

Course 1
0.9km
Easy, short course

Start
1 - Petanque court
2 - Path junction
3 - Path junction
4 - Canopy W side
5 - Path junction
6 - Single large tree
7 - Bench
8 - Woodland end

Return to **start**

Course 2
1.2km
Medium course

Complete as many courses as you like!

Start
9 - Path junction
10 - Woodland end
11 - Bench
12 - Woodland corner
13 - Fence corner
14 - Pond W side
15 - Bench
16 - Single large tree

Return to **start**

Course 3
2.1km
Longer more technical course

Start
17 - Woodland E side
18 - Single large tree
19 - High fence corner
20 - Sign
21 - Woodland E side
22 - Path end
23 - Path Junction
24 - Woodland S side
25 - Woodland S side
26 - Single large tree

Return to **start**

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