

Suggested Courses

(You can plan your own course as well if you wish)

Course	1	2	3	4	5
Rating	Easy; Use the 1:3000 map	Slightly harder 1:5000 map	A good Challenge 1:3000 map	Hard 1:5000 map	Hard; 1:5000 map
Length	2.5 km	2.9km	2.4km	2.9km	3.1km
Start and Finish: Building Corner					
Control 1	59	51	20	59	42
Control 2	31	52	22	30	22
Control 3	33	50	42	41	57
Control 4	43	29	21	32	48
Control 5	32	38	41	23	54
Control 6	55	26	55	24	56
Control 7	21	43	32	25	26
Control 8	30	32	23	39	45
Control 9	40	55	33	50	24
Control 10	42	21	31	52	41
Control 11	20	40	59	20	30
Control 12	Go to Finish	Go to Finish	Go to Finish	51	40
Control 13				Go to Finish	

The Controls (or Checkpoints)

- The centre of each circle on the map marks the position of one of the control markers. These are mainly wooden posts or seats (where the number is on the side) that have a red/white top with a number and two letters marked on it.

- The number on the top of the post (or on the seat or post) corresponds to the number of the control on the control description sheet and on the map. The two letters should be written on your control card to prove that you have been to that control.

- Please report any lost or damaged controls to the Warden at Talkin Tarn.

Control Description Sheet

Post Number	Location of Post	
Start/Finish	Building Corner	40
20	Building E Corner	41
21	Path Junction	42
22	Small Pond (Edge)	43
23	Re-entrant (Small Valley)	44
24	Stile	45
25	Path Bend	46
26	Stile	47
27	Seat	48
28	Small Hill (Top)	49
29	Path Junction	50
30	Path	51
31	Seat	52
32	Path Bend	53
33	Seat	54
34	Seat	55
35	Small Hill (Top)	56
37	Large Post	57
38	Seat	58
39	Depression	59
		60