"RELOCATING"

If truly unsure of your location, stop and "Relocate".
Have drink, have a seat, involve any companions.

You cannot be further from your last Pinpointed position by more than the distance you can walk since that point.
2-3 miles/hr.

-Can you tell what direction you have walked?
-Recall what features you passed since last pinpoint?
-Can you use that to track from last pinpoint to here?
-Are there any distinct features in sight?
-If you see them on map, then triangulate.
-Check the bearing of your path, and note curves.
-Search the map for such paths/curves/juntions.

PLAN A – Does the information above let you plan a route back onto planned route?

PLAN B – Retrace your steps back to last pinpoint?

PLAN C – Find a "Collecting Feature" that you can be certain of meeting if you walk in a defined direction. Once there, revert to PLAN A.

Eric Crichton. 15 Dec 2019.

Walk Navigation – Pocket Guide
Key Skills & Tools for Walkers

Contents:

Relocating

Planning

Before The Walk.

Plot the route on a map to find weaknesses in description and ensure description is viable.

Where there are problems, find backup paths in area.

Check the Magnetic Deviation (in new location)

On The Walk – For Each Stage/Leg

-Pinpoint Position.

-Decide next leg.

-Memorise waypoint and features to pass.

-Judge distance and time for leg.

Choose an Overshoot Block

A Feature?, Time? Distance?

Tips

Remember to write grid on map.

Copy Map?

Measure distances of obvious stages?

Does someone know where you're going?

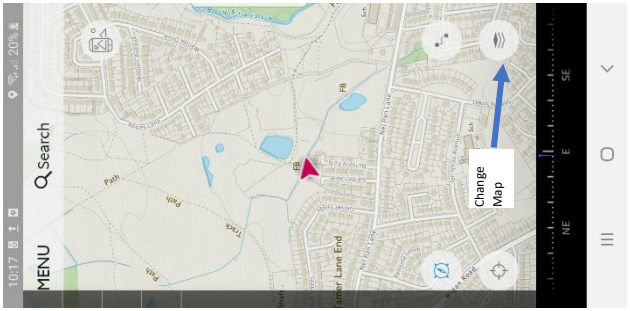
Registered with 999 text? Loaded "What3Words"?

Ticklist

Boots, waterproof, gaiters,

phone, map, compass,

flask, snack/food



Mobile Apps – OS Locate – OS Maps

OS Locate -Free

-Tells exact location

-and height.

- Can look like a Compass.

-

OS Maps

-Simpler but less able than Viewranger

-Free Maps OR Paid OS Maps (annual)

-Record Route

-Plot Route

-Find Routes

-No Grid Ref (use OS Locate)

-Mainly needs internet.

-Possible compass. ALWAYS CALIBRATE.

-

Pinpointing, Directions, Observe

Every Time You Use the Map:

SET THE MAP

1. **Align Grid Arrow and Direction Arrow.**

2. **Align Compass on Grid Lines of Map.**

3. **Align *MAP* & Compass with North.**

4. **The Map MUST stay looking North even if you look another direction.**

Mobile Apps - Viewranger

–Bit more effort to learn, than OS Maps

-Free Maps

-OR Paid OS Maps (annual, Area, Tiles)

-Grid Reference

-Record Route

-Plot Route

-Find Routes

-Use GPS Tracks/routes

-Compass – if in phone – Always calibrate

-Incremental Payment,

-Just the bits you need.

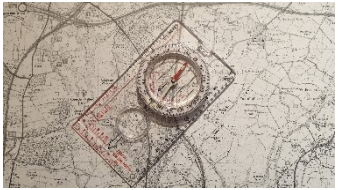
-Internet for free maps

-Internet NOT NEEDED for Paid **maps**

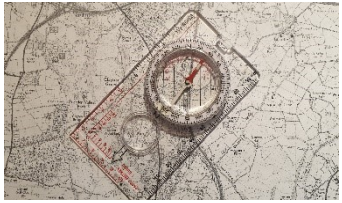
Which Direction

-Know where to look for feature?
-Which angled path to take?
-Direction to Walk?

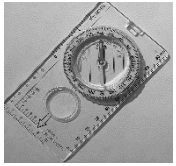
1. **Align Edge of compass between "Here" and target "Feature". Or along angled path wanted.**



2. **Rotate Bezel to align Bezel grid lines with Map grid Lines. (bezel arrow to North!)**



3. **Position YOU & COMPASS so that Needle is over bezel grid Arrow. That is chosen direction.**



Grid References

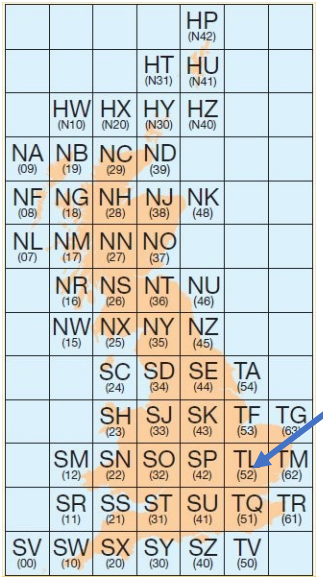
SD1234567890

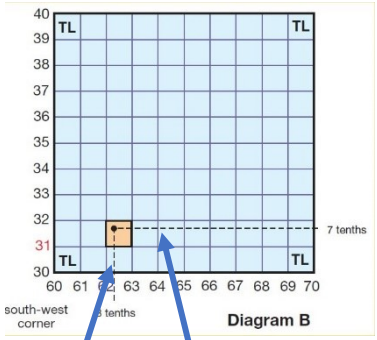
SD 12345 67890

SD 12.345 67.890

East North

Along the corridor, up the stairs.
Or BS Bottom then Side





TL 62.3Km 31.7Km

Subtract Refs
628213
-625210
0.3 0.3

Distance & Height & Time & Steps

Distance:
Grid Lines = 1 Km = about 2/3 rd Mile.

1.6 Km = 1 Mile
4 Km = 2.5 Mile
8 Km = 5 Miles
12 Km = 7.5Miles
16 Km = 10 Mile
Yards = Metres + 10%

On Map or Compass
25K map, 1 mm = 25 m
40K map, 1 mm = 40 m
50K map, 1 mm = 50 m

Time

Average speed 1.9 – **2.5** – 3 Mile per hr

Average speed 3 – **4** – 5 Km per hr

That is 20 or **15** or 12 min per Km

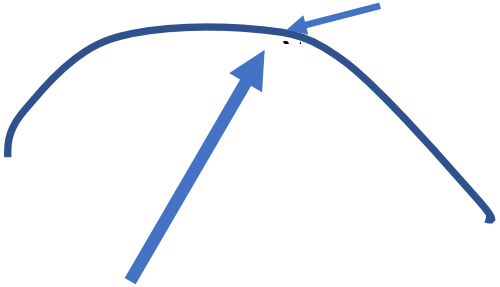
This is 2 or **1.5** or 1.2 min per 100m

Steps per 100m
Select your height then use the "Steps" in the next column.
VERY APPROX.
Your Steps =?

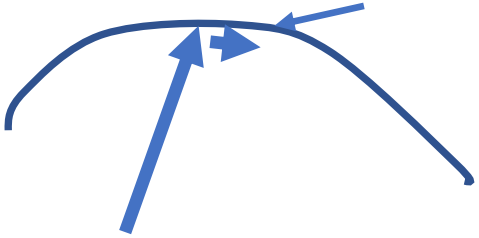
Ft/In	Steps	Ft/In	Steps
6 - 6	58	5 - 9	65
6 - 5	58	5 - 8	66
6 - 4	59	5 - 7	67
6 - 3	60	5 - 6	68
6 - 2	61	5 - 5	69
6 - 1	62	5 - 4	70
6 - 0	62	5 - 3	71
5 11	63	5 - 2	73
5 - 10	64	5 - 1	74

Aim Off

If you cannot see the Feature of interest, such as a stile or down path.



Then "AIM OFF" by say 10 deg. West.
Then you know to go right at the barrier.

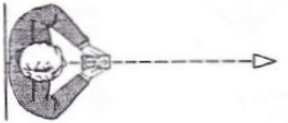


If you forget to Aim Off, go right anyway as magnetic deviation will probably be to west.

Where Am I? – Triangulation

1. **Take a Bearing to a Feature.**

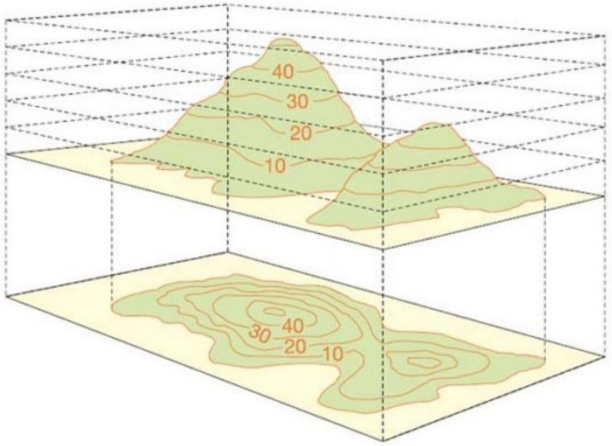
Hold the compass in front of you so that the Direction Line points accurately at the Feature.



Rotate the Bezel so that the red of the needle lies over the red grid arrow (needle points at 0).
The numerical bearing is where the Direction Arrow meets the Bezel.

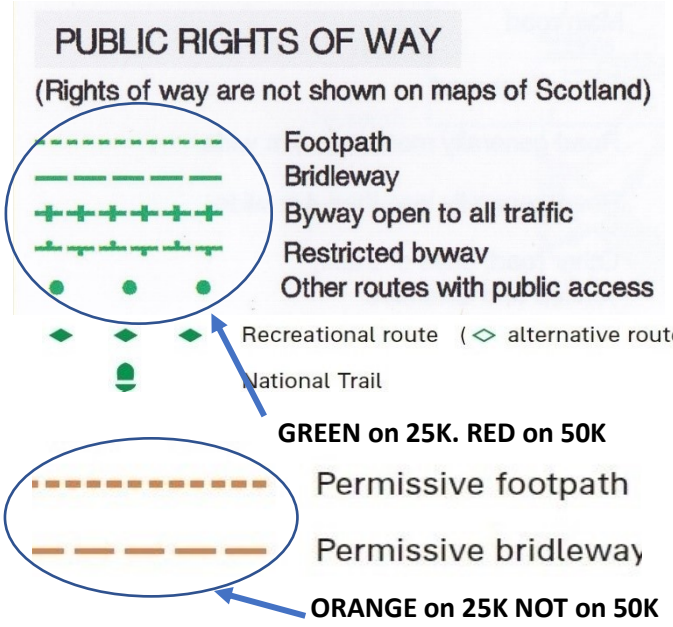
2. **Place the Compass on the Map with one edge at the Feature.**
3. **Rotate the COMPASS (not bezel) till bezel grid lines align with map grid lines.**
4. **Draw a line from the Feature**
5. **Repeat with one or two more Features.**
   Where the lines cross is your location

Contours

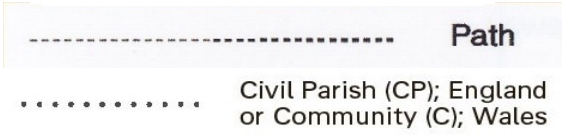


Every point on a contour line is the same height.
Each contour is an enclosed loop.
A contour with no contours within it is a
PEAK or HOLLOW
The closer together lines are, the steeper the land
Contours are intermittently labelled with their height.
Top of numbers points uphill.
Every 5th contour line is thicker.
The contour lines are 10m or 5m apart in height.
Often Spot height at significant peaks.

Where Can You Walk?



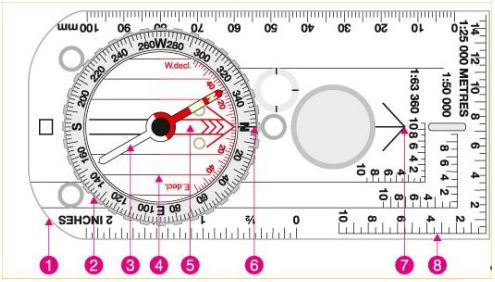
Don't Confuse Path and Boundary



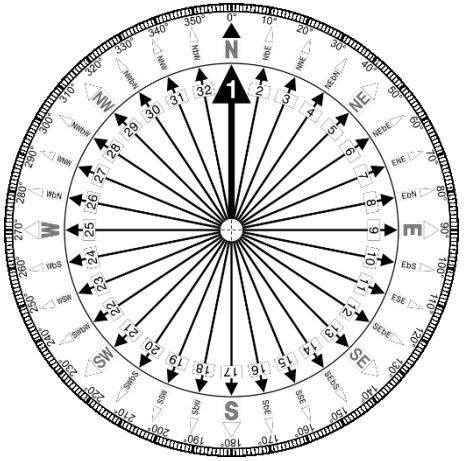
Follow line of path through Crops.

If path blocked you have right to detour

Compass



1. Base plate with scales.
2. Rotating bezel with bearing
3. Compass needle floating in liquid. Red end points to magnetic north.
4. Orienting(grid) lines
5. Orienting(grid) Arrow
6. Line to read the bearing.
7. Direction arrow
8. Distance



England & Scotland

DANGER AREA

Firing and test ranges in the area. Danger! Observe warning notices
Champs de tir et d'essai. Danger! Se conformer aux avertissements
Schiess und Erprobungsgelände. Gefahr! Warnschilder beachten
Visit **www.access.mod.uk** for information

England Only

Visit **www.countrysideaccess.gov.uk** for up-to-date information

Access land boundary and tint

Access land in woodland area

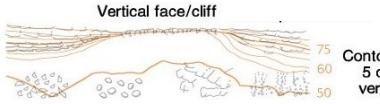
Access information point

MANAGED ACCESS

Access permitted within managed controls for example, local byelaws
Visit **www.access.mod.uk** for information

RAILWAYS

Multiple track
Single track
} standard gauge



Contours may be at 5 or 10 metres vertical interval

Water
Mud
Sand; sand & shingle

BOUNDARIES

National
County (England)
Unitary Authority (UA), Metropolitan District (Met Dist), London Borough (LB) or District (Scotland & Wales are solely Unitary Authorities)
Civil Parish (CP) (England) or Community (C) (Wales)
National Park boundary

Coniferous trees
Non-coniferous trees
Coppice

Scrub
Orchard
Bracken, heath or rough grassland
Marsh, reeds or saltings

Gravel pit
Sand pit
Other pit or quarry
Landfill site or slag/spoil heap

\+ Place of worship

Current or former place of worship { with tower / with spire, minaret or dome

Building; important building
Glasshouse
Youth hostel
Bunkhouse/camping barn/other hostel
Bus or coach station
Lighthouse; disused lighthouse; beacon
Triangulation pillar; mast
Windmill, with or without sails
Wind pump; wind turbine
pylon pole Electricity transmission line
Slopes

BP/BS	Boundary post/stone
CG	Cattle grid
CH	Clubhouse
FB	Footbridge
MP ; MS	Milepost ; milestone
Mon	Monument
PO	Post office
Pol Sta	Police station
Sch	School
TH	Town hall
NTL	Normal tidal limit
W; Spr	Well; spring