

# 12. On Course

To complete an orienteering course, you must navigate from the start point to the finish, via a series of control points. The competitor who completes the course fastest is the winner.

Orienteers use special symbols to indicate these points on the map. At major events, you first see the map and the course that is drawn on it when your time starts! Therefore, it is important to understand these symbols.

Additional symbols are used to help inform your choice of route: dangerous or forbidden areas, forbidden routes, routes marked with flags, uncrossable boundaries, crossing points and water and first-aid points.

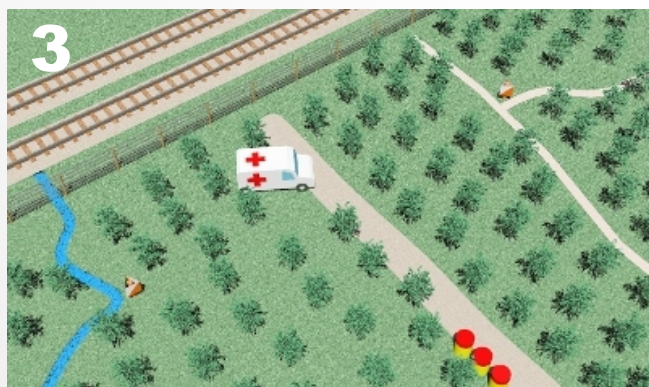
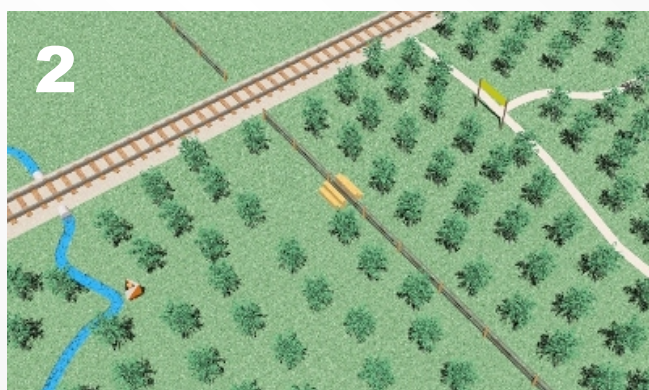
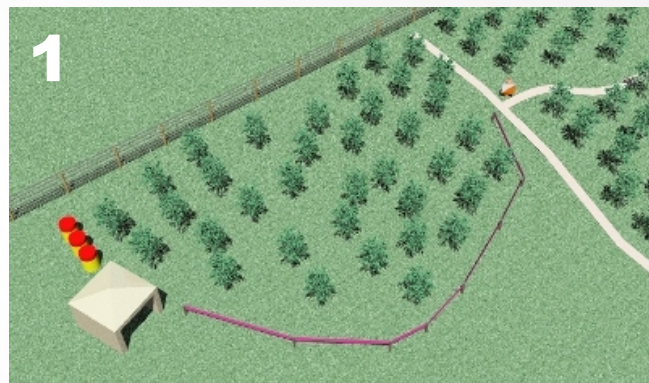
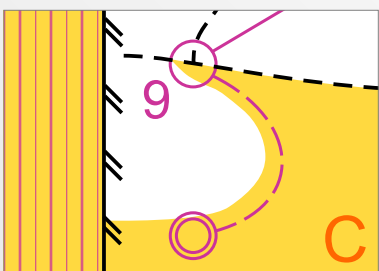
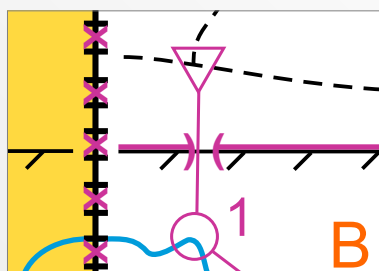
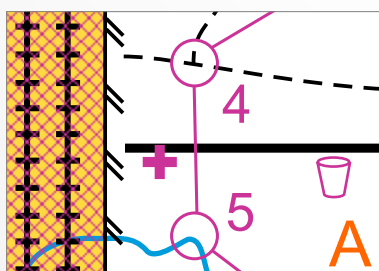
**A white and orange control flag will be found in the centre of the marked circle.**

	Start
	Control Point (with number)
	Line (shows order of controls)
	Marked Route
	Finish
	Uncrossable Boundary
	Crossing Point
	Forbidden Route
	Forbidden Area
	Dangerous Area
	Water Point
	First-Aid Point



## Task 15

Match the maps on the left with the views on the right. (All match.)



Note that water and first-aid are always available at the finish, but are not marked on the map.