

Wayfaring Information Sheet

What is Wayfaring?

It is really an exploration with a difference. Instead of following a marked path or using a self-guided trail, you decide on your route (or use a pre-set route) to find a number of control points with the help of a map.

Wayfaring is similar to orienteering, except the posts are permanent. Wayfaring is as easy or as difficult as you want it to be. It can be timed and competitive, or just done for fun.

Wayfaring is Fun - For Everyone!

You may use the search for controls as added interest on a gentle walk round the park, as a treasure hunt for the family, or to liven up a jogging session.

Most of the controls are accessible for people with additional needs, including wheelchairs users.

Easy or Difficult - You Choose!

The position and number of controls you choose to visit is entirely up to you. However, a number of courses starting from the Visitor Centre, and graded according to length and difficulty, are suggested on the back page along with a full list of all controls with their descriptions. It may be best to try the short courses for your first attempts.

How to start

There are 3 different ways to do wayfaring:

1. Use our 'pre-set route' maps and find the posts marked on them.
2. Use a Master Map of all the posts to pre-set your own route, by carefully marking the chosen posts onto your own colour map.

(The above 2 methods are non-score events - but you can time yourself if you want to).

3. Use a Master Map for a '**Score Event**' (These maps show all the post locations in the park, and teams must find as many as they can / score as many points as they can within a set time.

Before You Go

Study the map carefully - especially the colour scheme, the scale and useful features such as paths, tracks and fences.

Check where you are on the map - the Visitor Centre is clearly marked on the Master Map.

On the wayfaring maps, the location of each post is marked with a red circle.

The red number is the number carved on the post, (it is also called the 'control number'). This number will be listed on your answer sheet, along with a description of where the post is.

The number in black is the number of points scored for finding the post and recording on your score sheet the letter carved on it. (NB: The black numbers only appear on Score Event maps).

Setting Off

Look for the number and description of your first control and decide which is your best route. Please do not climb on any walls, fences, locked gates and avoid the out of bounds areas. Please beware of traffic on the roads.

On The Move

Do not rush! Keep a check on your position as you go along, checking off features on the map as you pass them.

You Have Found a Control!

At a control you will find a wooden post with a red and white top. The number on the post is the one shown on the Control Description List/score sheet and on the map - make sure you are at the right one!

Copy the code letter on the post onto your Description List/score sheet.

Look for the description and position of your next controls on your chosen route, repeat the 'setting off' procedure - and away you go again!

When You Get Back

Bring your list of control code letters to our friendly staff at the Visitor Centre (don't worry if you haven't been able to find them all) and receive a well-earned certificate.

The following are available at the Visitor Centre:

A Wayfaring Leaflet
Blank Colour Maps
Master Maps (Photocopies) } 50p

Master Score Event Maps (Laminated) - available for loan to schools and other groups free of charge.

Pre-set Route Maps (Laminated) - available for loan to schools and other groups free of charge.