

WAYFARING AT SHIPLEY COUNTRY PARK – GROUP ORGANISATION NOTES

NOTE TO NON-EDUCATIONAL GROUPS (i.e. not part of formal education system):

- a) Maps are available from the visitor centre for a small charge; the price includes a leaflet giving information on how to go about wayfaring.
- b) If you are liable to be using the course on a regular basis, it may be worthwhile marking up your own maps with the controls you wish to use and having the maps laminated. They can then be used over and over again. You can also highlight important symbols e.g. paths, if your group needs extra support.
- c) The Master Map is available at the visitor centre, or if you wish to mark maps at home a photocopy can be provided.

NOTE TO EDUCATIONAL GROUPS

- a) Please see note above.
- b) For one off visits we can loan a limited supply of laminated maps of the suggested “courses” mentioned in the leaflet and the score event (but see note b) above if you intend using the course more often or to start from somewhere other than the visitor centre.
- c) There will be a charge for any loan maps that are lost or damaged.

1. HOW TO BEGIN

- 1.1 Read the Wayfaring leaflet!
- 1.2 Chose which course(s) to use. This will depend on how able / experienced the members of your group are, number of leaders available, how much time you have, how many there are in your group (see section 5 below).
- 1.3 Prepare equipment (see section 2 below).
- 1.4 It is worth doing some pre-visit preparation with your group (i.e. to cover some / all sections 3.1 – 3.8, 3.10, 3.12 and 3.13 below). This is particularly worthwhile if you are going to be tight on time when you get to Shipley Country Park.

2. EQUIPMENT

- 2.1 Equipment for each group
 - a) Map (either pre-marked or blank for filling in by the group)
 - b) Control description list / blank answer sheet (on back of leaflet or answer sheets can be provided)
 - c) Pen/Pencil
 - d) Watch
 - e) Plastic bags (if applicable)
 - f) Clipboards (if necessary)

2.2 Leaders Equipment

- a) Master Map
- b) Start list. This details: Names of people in each group, course being done, Start/Finish times (if running event on a competitive basis – not suitable for beginners).
- c) Answer list (available from visitor centre).
- d) Certificates (available from visitor centre).
- e) Watch

3. **BRIEFING TO YOUR GROUP** (refer to the Wayfaring Leaflet).

- 3.1 Brief explanation of what wayfaring is.
- 3.2 Sort into groups (ideally, minimum of 3 in a group, maximum of 5 – but realise this may not always be possible and will vary according to groups abilities and leader numbers).
- 3.3 Issue map to each group.
- 3.4 Cover the 'BEFORE YOU GO' section of the leaflet (i.e. map symbols/location of visitors centre etc).
- 3.5 Issue control description lists/answer sheets and pencils.
- 3.6 Describe what the control points are and how they are marked on the map (if the groups are marking their own maps leave this until later – 3.13).
- 3.7 Cover the 'YOU HAVE FOUND A CONTROL' section of the leaflet. Assure them that the letters and the code numbers are completely jumbled up so they will not be able to work out the answers without visiting the controls.
- 3.8 Cover the 'SETTING OFF' and 'ON THE MOVE' techniques described in the leaflet.
- 3.9 Cover group care / health and safety issues.
 - a) Group must stay together at all times (except in the case of c) below.
 - b) If they get completely lost, stay on main tracks.
 - c) If one of the group is injured, with your minimum of three per group, one can go for help (the best navigator) and one can stay with the injured person.
 - d) Watch out for traffic around the car parks, roads and on some of the tarmac surfaced bridleways.
 - e) Do not climb any walls, fences and locked gates and avoid the OUT OF BOUNDS areas.
- 3.10 Confirm what happens when they come back (answers checked, certificates etc) and where they come back to.

- 3.11 Set a time when all groups wherever they have got to, must be back at the centre (allow 15 minutes or so before you need to leave).
- 3.12 Any questions?
- 3.13 Groups to copy control points onto their maps (if applicable).
Set the groups off, noting the course done and, if applicable, start time.
Allow for an interval between groups doing the same course – ideally a minimum of five minutes.
- 3.14 For complete beginners it is often a good idea to lead the group or groups to the first control going through the techniques of setting the map, working out the best route, checking off features as you go, checking you are at the correct a control etc.

4. SUPERVISION

The level of supervision must be a matter for you to decide, given your knowledge of the group. The Country Park is an area of free public access. There must be someone at the finish to check people in.

5. LARGE GROUPS

- 5.1 You can obviously increase the number in each group but remember the larger the group the lower the quality of the experience and the greater the likelihood of the group splitting up. This can be overcome by allocating a leader/supervisor of each group.
- 5.2 Groups can be put around the courses in reverse order. This is also quite a good way of keeping tracks on groups, as there is a good chance that the two groups will cross each other half way around.
- 5.3 Large groups with some experience are easily catered for by a score event (see page 4).

6. LATE/LOST WAYFARERS

- 6.1 Check with other wayfarers to work out when and where the people overdue were last sighted and which direction they were heading at that time.
- 6.2 Alert and pass on the above information to the Information Staff at the visitor centre – they may be able to make radio contact with other staff on the park.
- 6.3 Send one or two leaders who are confident map readers to search specified areas of the park with a specified time of return.
- 6.4 If this fails to track them down, immediately alert the Information Staff who will in turn alert the Ranger Service – they will then take over the search.

7. ACCESSIBILITY / VISIBILITY

- 7.1 Most of the control points are accessible to all including wheelchair users. Our information staff can confirm the few points that are least accessible.
- 7.2 The control numbers and letters are routed in the wood immediately below one of the red and white faces of the posts, to facilitate use by people with visual impairment.

8. FURTHER INFORMATION

- 8.1 The Countryside Ranger Service can provide further support and advice if you have any additional needs.
- 8.2 Recommended reading for more information on techniques, orienteering and ideas for more advanced types of event etc is – “Orienteering” by John Disley.
- 8.3 Our local club contact is: Mike Godfree of Derwent Valley Orienteers, Highfields, Mapleton Road, Ashbourne, Derbyshire, DE6 2AA.

SCORE EVENTS

NB: To be read in conjunction with our Wayfaring Leaflet (and if applicable, our group organisation notes).

WHO FOR

Score events are popular with people who have done some Wayfaring before and are looking for a change / development from the basic courses.

So long as the people taking part have some Wayfaring experience, score events are useful for particularly large groups and /or for those people who wish to introduce a competitive element.

DESCRIPTION

People/groups are issued with a map, which shows the control points of the entire wayfaring course. The idea is to find as many posts / collect as many points as possible within a set time.

The control points have all been allocated a score, based on their distance from the visitor centre and how difficult they are to locate, i.e. points close to the centre and easy to find will score less than those that are further away and/or harder to find.

Groups can all be set off at the same time and are given an exact time limit e.g. 1 hour. Points are deducted from groups that are late back (e.g. 10 points per minute).

Master Score Event Maps can be loaned from the visitor centre.