

## Relocation

I'm not sure where I am! What do I do now?

At some point during a competition, orienteers may lose contact with their position on the map. How big an error this becomes, will depend upon the ability to relocate. The more experienced and familiar the orienteer becomes with maps, the easier this skill becomes.



### How to relocate

1. Stop immediately, as soon as the problem is recognised.
2. Orient the map, using the compass.
3. Try to recall the route taken and features passed on the map. Where was the last point that you knew definitely where you were?
4. Try to fit the terrain with the map— direction of slope, major features matching up. Ensure that the map is correctly oriented. If you determine where you are now, then you can continue on carefully checking that you pass the correct features.
5. If this fails, you must move onto the next stage of the process. This may involve going some distance to a catching feature (track, creek or even a prominent contour feature), and then determine the exact position on it by using smaller features near it. This may require moving, typically, 250metres (each way), but may be a lot quicker than searching aimlessly for a recognisable landmark.

Once you've relocated, carry on cautiously and carefully. Do not dash off trying to regain lost time. Get back into a good rhythm, and regain your confidence. Mental control is especially important when mistakes occur.

The best way to reduce mistakes is to catch them early. This can be achieved by keeping close contact with the map through frequent reading. Refer often to the map, as much as six times per minute. Different terrains dictate different recovery techniques. In flat terrain, direction and distance are important. In detailed contour terrain, map reading of distinct features becomes necessary. In dense vegetation, compass direction is important because of reduced visibility.

## Use of Catching features

Moderate navigational courses will have catching features after the control to "catch" the orienteer if the control is not found.

Typical catching features are fences, large watercourses, tracks, large hills or a ridge line.

People on ORANGE courses should include the recognition of the catching feature as part of the analysis of their route choice.

1. What is the Attack Point?
2. What is the Catching Feature?
3. Which is the best Route Choice?
4. What direction do I go?
5. How far do I have to go?
6. What features will I see along the way?

RED courses will also have catching features but they will not always be as obvious.

If the control is not found, then you will come to the catching feature. Stop, relocate and navigate carefully back to the control.

Catching features can also be used during the course, rough navigating quickly to a large linear feature that will be passed on the way to the control. These features enable the competitor to run fast through the terrain with little risk of error as the catching feature will slow them just before the control, when fine navigation will take over.