

Red Orienteering Courses

Red (Short) Course

- At the 'Go Ape' woodland the track continues up to the Pulpit viewing point, you will see the large 'Bro' stone at the pulpit, this was unveiled by Prince Charles.
- Continue along the ridge above the five plantations that cover the mountain slope. These were planted by Sir Evans Bevan during the second World War on instruction of the Ministry of Agriculture. Often Raven can be seen along this ridge. You may hear them before you see them with their unique 'kronk kronk' call.
- The plateau here provides good grazing for the Park deer. Which of the three species we have can you spot? Fallow, red or Pere David deer?
- The track leads parallel to the stone wall and continues upwards before dropping down into the Cwm Philip valley. Philip was an ancient chieftain.
- At the track in Cwm Philip valley cross the stream and climb parallel to the wall, upwards until dropping down into a stream crossing known as 'the ford'. Your route will take you through different habitats, what birds can you spot?. Your trail returns past the stone building and to your starting point.



Red (Long) Course

- Go Ape high wire forest adventure provides a challenge for the more adventurous! Take care when you go close to the zip wire. This area is a great spot for bird watching, many small woodland birds can be easily seen here, even with all the activity of 'Go Ape' so close.
- The lake is known as Furzemill, it was dug by hand in the 18th Century. The lake has coarse fish in it with some large specimen carp.
- The five blocks of woodland on the mountain slope are very distinctive and can be seen for miles around.
- Look out for the three patches of mud where no grass grows. During the 19th century a rifle range target was here, the splintered lead fell onto the ground, the quantity was great enough that the lead in the soil has prevented any plants growing.
- Many deer from the three species of fallow, red and Pere David deer can be seen grazing here.
- The track continues outside the park, your route stays within the Park boundary wall and heads uphill past a mineshaft. This mineshaft can be dated back to monastic times.
- There are great views from the uplands, overlooking the low ground of the Park and along the coastline. Ahead, Port Talbot steelworks looms out of the vast hummocky dunes, only broken by Eglwys Nunydd reservoir and the smaller waters of Kenfig Pool. The distant forestry looks like a patchwork quilt with the varying colours of the different tree species.
- The route takes you upwards to the highest point in the park, parallel to the stonewall. This wall continues right around the park, it provides a great habitat for different species of plants and animals.
- From the top of the Park head into the valley, crossing the stream on your way. This quieter part of the Park is often a haven for wildlife, keep voices low and you may be surprised by the glimpse of a fox.
- The track bears left leads to the hidden valley and then returns you to your start point.



Orienteering - Basic Techniques - 3

Distances and Pacing:

- Purpose:** to work out how far to travel from one feature to find another.
- Know:** how many double paces you take to cover 100 metres, both walking and running. (NB It is approx 100m from the Start triangle to the gate on the road to the south-east)
- Procedure:**
- 1 Using any scale along the edge of the compass measure the distance between the features on the map;
 - 2 Place the compass edge along the scale line on the map and convert the measured distance to metres;
 - 3 Knowing how many double paces you take to 100m, work out (by mental arithmetic) how many double paces you will take to cover the measured distance between the two features.

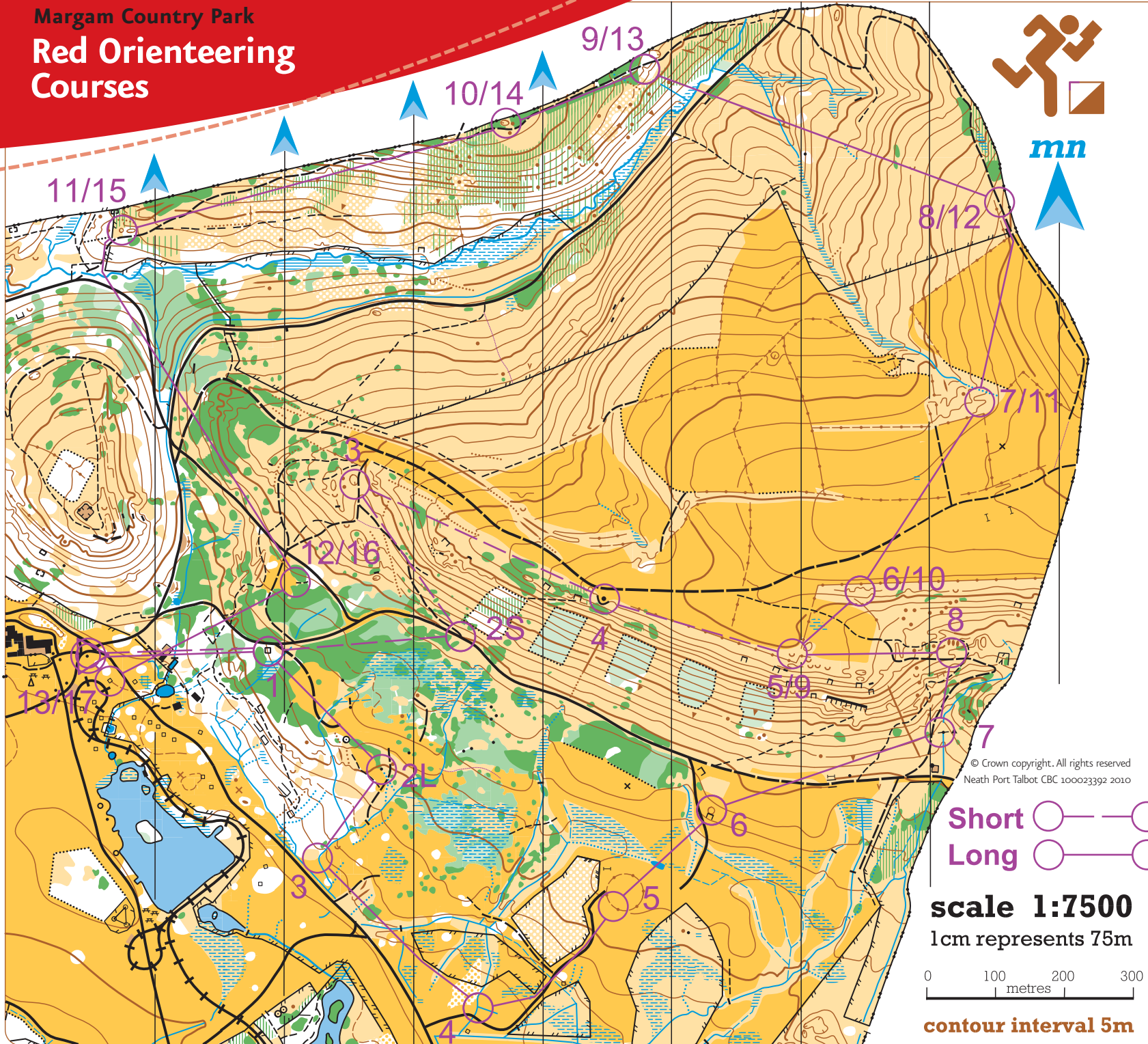
- Use:** with a compass bearing when using an 'attack point' to find a point feature; when looking for another feature along a line feature.
- Limitations:** pacing is difficult over rough ground; accuracy drops with distance, especially beyond 150m.

Types of Features

- Line features:** Features that are continuous over a distance, eg, streams & ditches, walls & fences, vegetation boundaries, valleys & ridges, foot of a line of crags.
- Point features:** Isolated and generally small features, eg pits & depressions, knolls, single trees & small thickets, boulders.
- Areas:** eg blocks of vegetation, boulder fields & stony ground, lakes & marshes.
- Contour features:** the topography, or shape of the ground, as delineated by the contours, eg hills, ridges & valleys, spurs & re-entrants.

Margam Country Park

Red Orienteering Courses



legend

- Road
- Narrow or unsurfaced road
- Vehicle track
- Large footpath
- Small footpath
- Less distinct small footpath
- High fence
- Ruined fence
- Wall; crossing point
- High wall
- Earth wall
- Small earth wall
- Earth slope
- Contours with shallow gully
- Index contour with gully
- Form line with platform
- Pit (dry, wet, steep sided)
- Depression: small, large
- Large knolls; small knolls
- Crossable wide stream
- Pond; stream
- Footbridge; ditch; narrow marsh
- Marsh, seasonal marsh
- Fodder rack; horse jump
- Sculpture; object; seat
- Enclosed tree, large log
- Dangerous cliff
- Passable rock face
- Building, ruin
- Boulder (large, small, cluster)
- Stony ground, boulder field
- Distinct vegetation change
- Open land
- Open land with scattered trees
- Rough open land
- Rough open land with scattered trees
- Woodland: runnable
- slow run
- difficult to run
- Impassable vegetation
- Undergrowth: slow run
- difficult to run
- Out of bounds

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scale 1:7500
1cm represents 75m



contour interval 5m

NOTE: Runnability represents conditions in winter and spring. In summer and autumn dense bracken on the rough open areas makes off-path going very difficult.