# Margam Country Park Green Orienteering Course

## Green (Short) Course CAUTION this route takes you through the 'Go Ape' woodland. Keep alert!

• The track passes several muddy circles where no vegetation grows. These were the target areas for a Victorian firing range. The high levels of lead left in the ground from the bullets have prevented any plants growing.

Many of the Park deer can be seen in this area the chestnut red of the Pere David is particularly striking in the Summer.
You will pass an old quarry seen on the hillside as you follow the route.

 After the hard slog up the hill you will be glad of the rest at the pulpit, viewpoint with its 'Bro' stone. Used originally as a shooting perch, this stone-walled, circular structure overlooks the banks of Craig-Y-Lodge; it is probable that some of C. R. M Talbot's famous guests were brought up here to shoot pheasant. The large stone here was unveiled recently by Prince Charles to celebrate the Princes Trust in Wales, the word 'bro' was used on the stone to represent 'community'.  Across the track from the 'Pulpit' you may just make out the site of a small dwelling place, probably Lodge-isaf, a keeper's lodge. This would have been associated with the deer herd, which was at one time confined to the higher grounds of the Park.

• The route follow a sheltered valley downhill through Rhododendrons, in June the pink flowers are spectacular.

• The lake is New Pond, which was man-made! It was dug out by hand in 1926. A workforce was easily available from the large numbers of local people who were unemployed at the time due to the great depression .

• Christopher Rice Mansel Talbot who was known as the 'wealthiest commoner' was responsible for building the impressive Margam Castle. He was born in 1803 the only son of Thomas Mansel Talbot. He was educated at Oxford before representing Glamorgan as M.P from 1830-1890. In 1848 he was appointed Lord Lieutenant for the County. When he died in 1890 his estate was valued at £6 million.



# Orienteering - Basic Techniques - 5

### **Route choice**

At the more advanced level of orienteering you will notice that your course takes you across country and away from paths. Going across country offers you alternative ways of getting from one control to the next (known as a 'leg'). This is deliberate on the part of the course planner, to force you to make route choices and to make the best choices for your abilities, both technically and physically.

Follow this procedure:

- **1** If the target control is a point feature, select an attack point from the map.
- **2** See what the map tells you about the corridor of terrain between the

control you are at and the target control or the attack point. Are there obstacles, eg lake, cliffs, hill, dense forest, uncrossable fence etc that need to be avoided? Are there line features and major point features that can help your navigation? Pay attention to the runnability.

3 Different sections of the leg will need to use different techniques. Break the leg down into sections accordingly. You have now planned your route. It only remains to navigate it.....

In the diagram, route A makes use of a path run and strong features. Route B is the most direct but possibly slower going than A. Route C is no longer than B, but locating the start of the stream at S could be a nightmare.

WARNING: Near the beginning and end of your course you pass through the Go Ape adventure area. Beware of wire ropes at head and body height and people sliding down them.





