

Vegetation 1

Orienteering maps show different types of vegetation (trees and bushes) with colour.

Yellow is used to indicate clear areas and green is used to show dense vegetation, with darker shades for denser vegetation.

White on the map is forest cover with ample space between trees. You can see a reasonably good distance and run as fast as you want.

As vegetation becomes denser, running speed decreases. It also becomes more difficult to see other features you might use for navigation.

Note well that yellow is used for clear land and shades of green for thicker and slower forest. White areas on the map have tree cover.

Yellow, White and Green

Faster Running,
Better Visibility

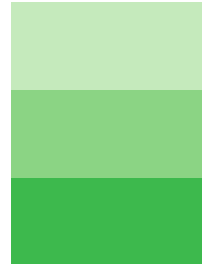


Open

Rough
Open

Nominal

Runnable
Forest



Slow Run

Walk

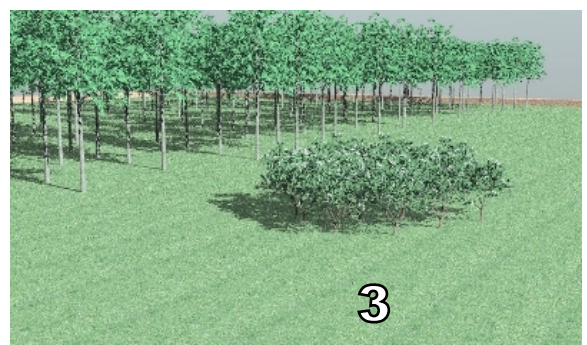
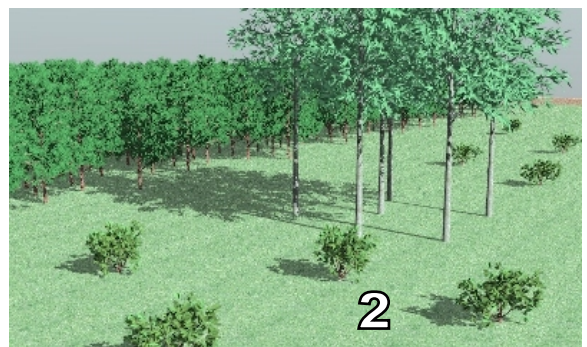
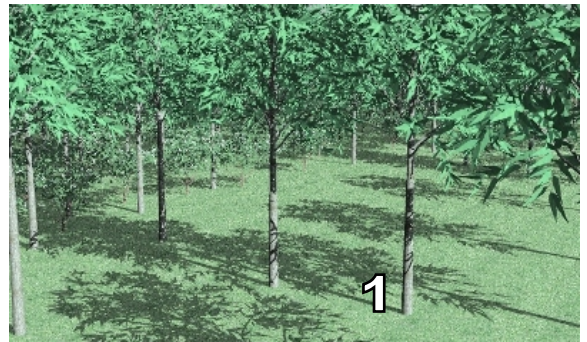
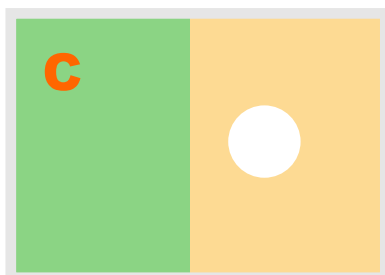
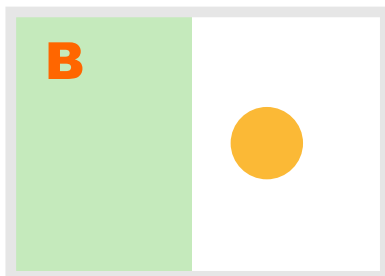
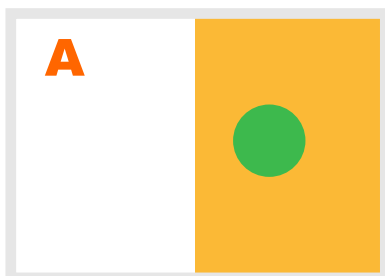
Fight
(Impenetrable)

Slower Running,
Worse Visibility

Vegetation boundaries can be indistinct. Look carefully at the examples below.

Task

Match the maps on the left with the views on the right



ORIENTEERING MAPS

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