

## SEJS Virtual O Questions and Answers. 02/05/5050

The first 5 controls are on open sand dunes, Kenfig in S Wales. Then 2 from the New Forest, Salisbury Trench, an area of coniferous plantation. The next 5 are from Great Tower in the Lake District, typical knobbly terrain. The final few are from the sprint map of Gordons School in Knaphill.

The control description for this control would most likely be:

31



- A Spur
- B Depression, west part**
- C Depression, east part
- D Re-entrant

The tags point downhill on contours, so this is a depression. The control numbers are always written correctly aligned to North, so North is at the top of this map. It is therefore the West part. There is a C-shaped hill just West of the control.

32



- A Boulder
- B S knoll
- C NW knoll**
- D Middle hill

The control number is always aligned to North, so North is on the left. The brown dot is a knoll and there are two in the circle, so it is the NW one. A hill is usually shown as a contour, not a brown dot.

33



- A Re-entrant**
- B Spur
- C NE Spur
- D Terrace

The tags point downhill, so it is a re-entrant. Just to the North is a dot knoll, which is usually on top of a hill (not always), giving an extra indication that the control is at the bottom of a feature not the top.

34



- A W knoll
- B S knoll**
- C N knoll
- D Depression

There is no control number, but there is a North line, so North is either to the left or the right. Map symbols are drawn aligned to North, as shown on a legend/key; the small depression just right of the centre of the circle is aligned to the right, so North must be on the right. Pits are also useful for this (the pointy end points south). The only exception is a cave (black V symbol), where the pointy end points into the cave entrance.

35



- A Re-entrant
- B Saddle
- C Hill S side
- D Spur**

There are two depressions (tags pointing down), one left and one right of the control. Just East there are two dot knolls, which can be assumed to be on the top of a ridge, which then spurs out to the control. There is a marsh to the South, which is usually not on high ground.

36



- A Stream crossing
- B Middle stream junction
- C W stream junction
- D W stream/ ditch junction**

North is up (control number drawn correct way up), so it is the Western feature. The two water features are different; solid blue is a stream, dashed is a ditch. The two features join, rather than cross, so it is a junction.

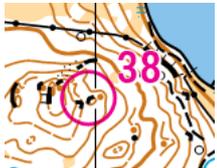
37



- A E thicket W side**
- B W thicket E side
- C Single tree
- D W bush

There are lots of green patches, so the description must indicate which one. North is up, so this is Eastern.

38



- A Path
- B Middle knoll
- C E crag foot**
- D W crag

Crags are shown either with tags on the downhill side, or without tags if the crags are too small or numerous to show them clearly, as here. Paths usually lead somewhere, so if there is a short line of random black dashes, it is more likely a line of small crags. You need at least 3 matching features to be able to describe one as "middle"; here there is only one hill and one knoll.

39



- A Hill
- B Middle knoll**
- C Depression
- D NW knoll

North is on the left (control numbers face North). There are 3 dot knolls shown, on a hill, the circle is centred on the middle one.

40



- A Middle spur
- B Knoll
- C Middle re-entrant**
- D Clearing N part

The large crag to the left is the clue here. It wraps around a big hill, the highest part of the map extract. The marsh to the South is on lower ground. The ground therefore mainly drops away to the North and East. A line of dot knolls heads NE down a spur from the big hill top. The dot knoll just South of the control is above it. The re-entrant is in a small clearing, but at the S end of it.

41



- A **Re-entrant**
- B Path
- C Spur
- D Thicket S part

There is a line of crags without tags just next to the control –this is not a path. The actual path is left of the control and bends away from it. The large crag with tags points away from the control, just up from it. The contours then bend back around the small hill into the re-entrant with the thicket in. There is no way of telling if North is left or right from the map.

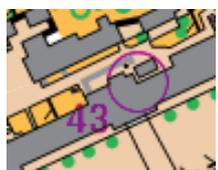
42



- A Wall N corner
- B **Wall E corner**
- C Building E corner
- D Paved area W corner

This is a sprint map, so a solid black line is an uncrossable wall (this might be an old map). Buildings are dark grey, paved areas beige. North is up, so this is the East corner.

43



- A N building S inside corner
- B S building N outside corner
- C S building N inside corner
- D **S building S inside corner**

There are two buildings, hence N or S. The outside corner is on the Northern building. There are two inside corners on the Southern building, of which the control is on the S one.

44



- A S fence N end
- B Gate
- C N fence corner
- D **S fence inside N corner**

It's not on the end of anything. There are two fences, the control is on the S one, so it must be the inside corner.

45



- A Open land S tip
- B Covered area E end
- C **Covered area S end**
- D Building NE corner

North is on the left (control number clue). Buildings are dark grey, canopies (covered areas with no walls) are lighter grey.

So, some useful points to note:

- Control numbers and point features are aligned with North. Having folded your map, if you can't find a North line, you can use these features as a guide, but don't rely on them for long compass bearings if you use a baseplate compass.
- Tags point downhill, on contours, earthbanks and crags. They are often omitted on crags in rocky terrain, where the tags would clutter the map. A line of crags with no tags can sometimes look like a path, but paths generally lead somewhere... Contour tags are used more in terrain where the slope direction changes frequently, such as on moraine or sand dunes.
- Water usually gathers at the bottom of a hill, with streams running down re-entrants not spurs.
- It's useful to know which of several features you should be looking for as you approach the control.
- Note the difference between sprint map symbols and classic terrain maps. Know which features are crossable and which are not. This is particularly useful on army areas with 10' high razor wire fences....