



Navigation trail - Example route Activity Booklet



Overasseltse en Hatertse vennen



Introduction

During this orientation route, you and your group will take a beautiful walk through the nature reserve “De Overasseltse and Hatertse Fenlands.” You’ll do this using three different techniques. You’ll walk a section using a map and compass, use an orienteering map, and find your way using a bead chain. You’ll also have to complete a number of tasks along the route to earn points. It’s a good idea to read through the tasks carefully before you set off. That way, you’ll know what to look out for along the route. There are a total of 23 points to earn.

You and your group have two hours to complete this. Keep a close eye on the time and make sure you’re back at Het Buitencentrum within two hours.

Each group should bring the following:

- This assignment booklet
- A transparent oleate sheet
- A bead necklace
- A compass
- Map of the area
- Seven numbered sticks
- A first-aid kit
- Pen and paper

NOTE: Make sure at least one person per group brings a phone so that, if necessary:

- Stay in contact with the group on-site
- Call emergency services in case of an emergency

At the end of the route, everyone will return to Het Buitencentrum, where the instructor will collect the items provided.

Good luck and have fun!



Important rules:

- 1 Stay together as a group
- 2 Respect nature; throw trash in the trash can or take it with you
- 3 Stay on the existing trails
- 4 No smoking
- 5 Be careful when crossing roads**
- 6 Be considerate of people and animals, so keep your voice down

Is there not enough time to finish the route? Or have you gotten lost?

If, for whatever reason, there isn't enough time to complete the route, you may shorten or abandon it. In that case, use your phone to find your way back to the Buitencentrum. The tasks will no longer be carried out.

Medical assistance is needed

If something is wrong and you need help, please contact the instructor first. In situations where outside assistance is needed, you can always call.

The Buitencentrum
St. Walrickweg 9
6611 KG Overasselt
Phone number: 024-7470003
Press 1 for the Overasselt location

Emergency number 112





Tasks for on the go:

1. What are Paul and Franca celebrating?
2. How many steps are there on the staircase at the section of the route where the oleate is used?
3. What rare plant species can be found at 'Het Uiversnest'?
4. Which item is listed at the bottom of the Staatsbosbeheer sign?
5. What is another name for the ruins of St. Walrick?
6. How many species of amphibians are found in this nature reserve?
7. How many different species of amphibians are found in the Netherlands?
8. Which rare toad is found in this nature reserve?
9. Illustrate the story of Saint Walrick using 5 photos.

Fever Tree

The following legend is associated with the fever tree. Walrick, the leader of the bandits from Overasselt and commander of the Hoemannen (Heumen) gangs, accidentally captured the great preacher Willibrord. Willibrord convinced Walrick to convert to Christianity, but only if he could cure Walrick's daughter Berthrada of her fever. She had to hang her hairband on an oak tree, and she was healed after Willibrord prayed for her. Unfortunately, the other Hoemannen no longer wanted to follow Walrick and Berthrada now that they were Christians. They set Walrick's house on fire. Walrick and his daughter perished and died as martyrs.

10. Draw the constellation on the map. This task is described in the compass instructions.

- For assignments 1 through 8, 1 point can be earned per assignment.
- For both tasks 9 and 10, there are 5 points to earn.
- For the map and compass tasks, you can earn a total of 3 points.
- If the entire group returns on time, you'll earn 2 points for this.

Total: 23 points.

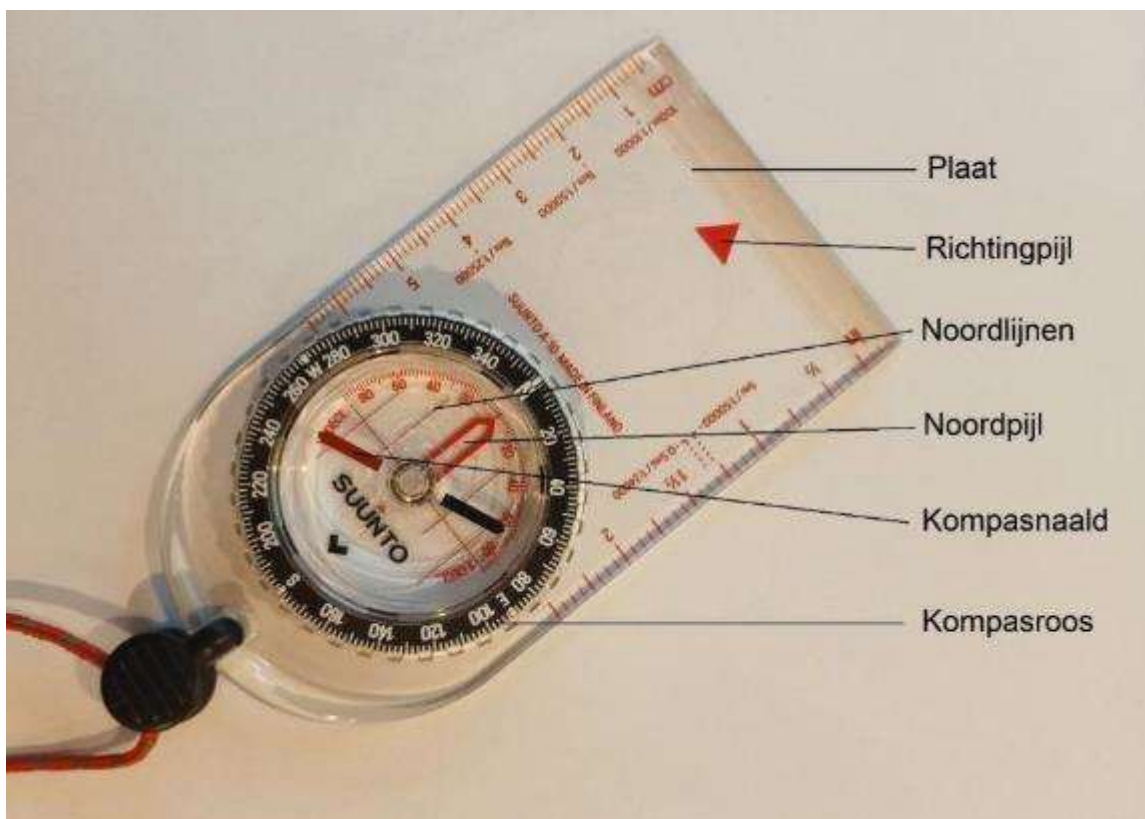


Compass instructions:

Compass Basics

Before we dive into how the compass works, it's good to go over the basics. There are many different types of compasses, but they all have one thing in common: the needle that always points decisively north (to be precise, magnetic north). Along with a few other standard components, this is a given. We'll explain them for you below:

- Base plate: Let's start with the base plate. In a plate compass, the compass sits on a transparent plate. This is super handy because you can place it on a map to determine your direction.
- Direction arrow: the arrow on the base plate. It indicates the direction you're heading.
- Compass housing: the round circle that houses the compass needle. Inside the compass housing, there are also north lines. You can place these on the grid of the map to determine your direction.
- Compass rose: also known as the degree arc. The compass rose is the rotating ring around the compass. It shows all 360 degrees. Good to know: north is 0° or 360° , east is 90° , south is 180° , and west is 270° .
- Compass needle: the arrow around which everything revolves—thanks to the degree arc. It consists of two colors. The red side always points north.
- North arrow: the red arrow inside the compass case. When you start walking, the red side of your compass needle aligns with this.



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Taking bearings and determining a course:

For this part of the route, you'll need to take bearings using the compass. Below in the instructions is a list of the number of degrees you need to take. The idea is that you do this at every fork in the road. So at every intersection and every turn, etc., you'll take out the compass. This way, you'll know which way to go.

Here's how it works:

When you know how many degrees you need to walk in a certain direction, you also know which way to go and what your course is. For example, if you want to walk a course of 230° , turn the compass dial so that 230° aligns with the direction arrow on the compass.



Now turn the compass until the north end of the needle (the red end) points north on the compass rose. The direction arrow now points toward 230° . The red arrow (triangle) then indicates which way you're going



Plotting a course on the map (Assignment 10):

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When you have a specific bearing, you can also plot it on the map. That is what you will do in this assignment. You will use the wooden sticks to mark the degrees listed in the assignment on the map. We'll start at the starting point (1) and continue from there. There's already a line marked for the first stick. From there, measure out the next bearing and place the next stick. It's good to know that the top of the map always points north. Eventually, a shape will emerge that resembles a constellation. Which constellation is this? Be sure to take a photo of it right away.

1. 200°
2. 238°
3. 230°
4. 204°
5. 306°
6. 30°
7. 94°

Here's how to plot a course on the map:

Orient both the map and your compass so that north is at the top.



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Set the number of degrees on the compass by turning the compass rose to the correct position. For this task, you need to plot a course of 200° starting from point 1 (start). Turn the compass rose 200° and align it with your direction arrow.



You have now set the compass to the correct bearing. Now rotate the compass so that the “north lines” of the compass (the red lines on the compass rose) run parallel to the north-south lines (the lines running from north to south, i.e., from top to bottom) on the map.



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Place the correct stick here along your compass and make sure the sticks are connected.



What else should you keep in mind?

A compass works based on magnetism. If you bring your compass too close to metal or another magnetic source, such as your smartphone, the compass may start to deviate. So, when using the compass, keep a sufficient distance from such sources.

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Map and Compass Assignments:

Check the map you were given to find your starting point. From here, we'll be using the compass. The idea is that at every intersection or fork in the road, you'll head in a specific direction. The instructions for the compass explain how this works.

This is your starting point



Task 1:

From the starting point, head in a 136° direction and follow this path to the next fork.

Task 2:

At the next fork, maintain a bearing of 52° . Follow this path to the bench.

Task 3:

Take a group photo with everyone sitting on the bench.

Task 4:

Continue the route heading south at a bearing of 188° .

Task 5:

At this fork, take a bearing of 176° .

Task 6:

At this intersection, set a course of 176° again.



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Task 7:

At this Y-junction, head 2° north.

Task 8:

Count how many amphibian crossings you encounter.

Task 9:

Set a course of 20° and continue on your route.

Task 10:

At this intersection, maintain a heading of 318°.

Task 11:

Maintain a heading of 304°

Task 12:

Maintain a heading of 332°

Task 13:

Maintain a heading of 22°.

Task 14:

Head up the mountain at a heading of 340°

Task 15:

There is a large tree trunk at the top of the hill.

Sit on it with the whole group and take a photo

Task 16:

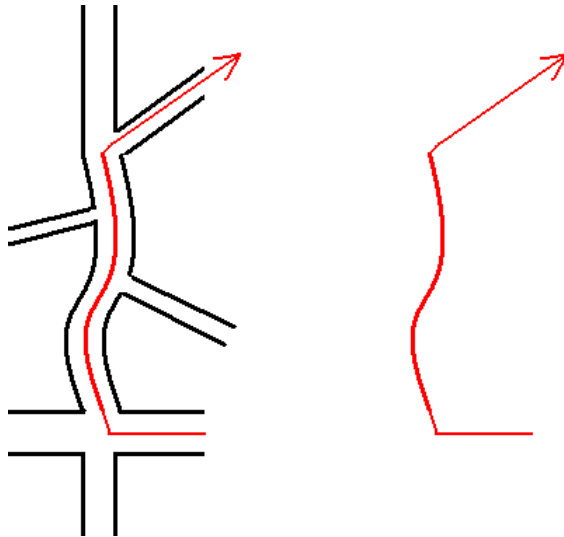
Continue along the path in a northwesterly direction and keep walking until you reach the bench. The Oleaat task will begin at the bench.





Oleate Task:

You should now be standing by a bench. From here, the oleate task will begin. Among the items you brought for this hike is a transparent plastic sheet with a line on it. We call this an oleate. You will use this together with the map. The line you see on the oleate is the route you will be walking. Make sure the line on the oleate is positioned so that it aligns with the trails shown on the map. If the line on the oleate does not line up with the lines on the map, the oleate is not positioned correctly.



Tip:

Check the map to see where you are now. This is also where your oleate starts.

This is the point where the oleate starts □





Bead Chain

The bead necklace task begins where the oleate task ended. Check the photo to see if you're in the right spot.

Among the items you received, you also got a bead necklace. It consists of several different colors. Each color has a meaning:

Black: Start of the route

Red: Turn left

Green: Turn right

Yellow: Go straight

Purple: Checkpoint

White: End of route

The idea is that you look at the string at every turn. The color of the bead indicates which way to go at that turn. You start at the black bead and work your way toward the white bead. The purple bead is a checkpoint. At these points, you can check if you're still on the right track by looking at the photos at the checkpoint.

Example:

At the first turn you encounter, you can go left or right. The first bead after the black starting bead is red. That means you have to go left. At the next turn, you can go left, right, or straight ahead. After the red bead comes a yellow bead. That means you have to go straight ahead.

Checkpoint start:



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Checkpoint 2:



Checkpoint 3:



Checkpoint end:

If all went well, you've just passed the chapel ruins and are back on your way to the Buitencentrum. Well done!

