BPE DofE Expedition Bitesize 09: Planning your Route



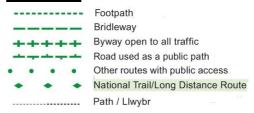
To plan your route you will need:

- A map (1:25,000 or 1:50,000 of your chosen area)
- A length of string between 56cm 80cm long
- Sharpie marker pen
- Route Information Start, Finish, Camps, Checkpoints etc.

Step-by-step approach to planning your route:

- a) Mark on your map your key locations for that day start/finish, camp, any checkpoints provided to you. Draw a small circle around the Grid Reference of these locations **NOT** the words.
- b) Lay the string along the scale at the bottom of the map (1:25k: 4cm = 1km) and ensure it is of the appropriate length (Bronze: approx 14km, Silver: approx 17km, Gold: approx 20km).
- c) Using the string, trace out your route, placing the string loosely along where you plan to travel.
- d) What you can use (**see opposite**): public rights of way (e.g. footpaths, bridleways, byways) and small use of minor roads to link footpaths.
- e) Only cross major roads (A-roads & B-roads) at safe crossing places.
- f) Know your symbols do not plan your route along boundaries, electricity lines or active railway lines. Check the legend if unsure.
- g) Link the route with your Aim.
- h) When you have a route, using the marker pen, mark your route using inverted "V"s along your route, showing the direction and changes of direction.
- i) Mark 8 checkpoints in total, including your finish/camp destination, using small circles (**see opposite**). Make sure the checkpoints are key landmarks that are easily identified or accessible e.g. church, road, footpath junction.
- j) Do a final check of your distance against the scale on the map.

OK to use



Only use in small amounts



Only cross in safe place

A 35
Dual carriageway
Trunk or Main road
B 3074
Secondary road

Linear features to avoid!

