

Dunnet Forest is part of the Dunnet Links Site of Special Scientific Interest, owned by Scottish Natural Heritage and managed by Dunnet Forestry Trust, a charitable company limited by guarantee with local community membership. You can find out more about the work of the trust at www.dunnetforest.org Access to the forest is governed by the principles set out in the Scottish Outdoor Access Code. For further information see www.outdooraccess-scotland.com

Travel Directions The Forest is between Dunnet and Castletown, adjacent to the A836 Thurso – John O’Groats road. There is a toilet block (open: April – September) at the Ranger Station / Caravan site 1km to the north.

Orienteering maps use a special set of symbols – check the legend next to the map – the colour of which is very important. **BLACK** is used for man-made features like paths, buildings, sculptures and fences. **BROWN** is used to show landform, including contour lines, gullies, pits and knolls (small hills). **BLUE** is used for water features such as lakes, ponds and streams. **GREEN** is used to show the density of woodland. Open 'runnable' woodland is left **WHITE**; progressively darker shades of green mean increasing density, ranging from 'slow run' through 'difficult' to 'impenetrable'. **ORANGE** is used for land without tree cover, such as moorland, rough grassland or clearfelled areas.

Permanent Orienteering Course The Start/Finish post is just inside the main entrance to the forest, about 30m east of the carpark. Its position is marked by a red triangle on the map. The centre of each red circle on the map marks the position of one of the 29 “control” posts. Each of these green posts has the red and white triangle/square orienteering symbol, and the code number corresponding to that on the map. There is also a secret code letter which you can copy down as proof of your visit.

Suggested Courses You are free to visit the controls in any order, however we have suggested six possible courses; if this is the first time you have tried orienteering we suggest you start with Course A and use the notes provided. These are to help you get the feel of the map and should not be used instead of it!

Courses

A 1, 18, 19, 29

Introductory: see notes below

B 1, 18, 17, 26, 21, 27, 29

Longer but easy: all controls are on or by paths.

About 1.5 km – 30 minutes easy walking.

C 29, 27, 21, 6, 5, 4, 16, 3, 2, 1

A tour of the southern half of the forest: a few of these will take some finding, but nothing too difficult!

Distance 2km - 45 minutes

D 19, 8, 7, 22, 11, 12, 24, 26, 17, 18

Like Course C, but exploring the north side of the forest.

Distance 2.5 km – 1 hour

E 3, 20, 25, 5, 15, 14, 13, 23, 10, 9, 7, 21, 28

This is more of a challenge: most of these controls are away from paths and this course is for experienced and confident navigators.

F Visit them all in numerical order

For masochists only!

Notes for Course A

The Start/Finish post is marked on the map with a red triangle.

Stand at the crossroads by the post with your back to the car park and turn the map to match the way you are facing.

To reach Control 1 (“clearing, east side”) you need to follow the path straight ahead into the trees. The path bends to the left, then emerges into the clearing. The control post is visible on the far side, next to a small path.

Follow this path into the trees, until you reach a five-path junction. Take the second right, and then turn left at the next crossroads. The next Control (18 – “Fence end”) is just ahead. Continue along this path, crossing two streams, until you emerge into a more open area – check the legend: “rough open land with scattered trees” – turn left, cross the main path and you should see Control 19 “Fence corner” next to the tree nursery.

Go round the nursery and follow the path through the tree out to the front of the forest, and turn left to see Control 29 by the pond. Continue south along the main path until you reach the finish post. Congratulations!

Control Descriptions		
1	Clearing, east side	
2	Path junction	
3	Path bend	
4	Path junction	
5	Depression	
6	Clearing	
7	Copse, SW corner	
8	Fence corner	
9	Between 2 hills	
10	Depression	
11	Stream junction	
12	Path / ditch crossing	
13	Clearing, NW corner	
14	Copse, south tip	
15	Ditch bend	
16	Stream bend	
17	Path junction	
18	Fence end	
19	Fence corner	
20	Re-entrant (shallow valley)	
21	Ditch junction	
22	Hill, east side	
23	Re-entrant (shallow valley)	
24	Ditch end	
25	Hill, north end	
26	Path junction	
27	Marsh, west end	
28	Stream bend	
29	Pond, NW corner	

For more information on orienteering:
www.scottish-orienteering.org
www.britishorienteering.org.uk