

Route card writing

The plan:

My plan is for each member of the scout section to complete one section of the route plan for our expedition part of summer camp. That way when we come back after the lock-down we can put all the bits together and have a route to take.

It can seem a little daunting, the amount of information required on a route plan, but it is all necessary, and if looked at in individual sections is not that hard to do.

I have endeavoured to make instructional Youtube videos for each section on the route card that I would like for you to do.
(ongoing process)

I have also put some useful videos from other people, for more information on and different explanations.

https://www.youtube.com/channel/UCJyKn_Dho0X0xSYRZTXVZhg

To the right is a blank rout card but:

What is a Rout card?

Why do we do them?

What do we do with them?

How do we use them?

Route Plan							Escape Routes	
Date: DAY... OF... OR... ONE DAY							Map(s) used:	
Objective:							Magnetic Variation	
Place or grid reference	Magnetic Bearing	Distance (km)	Height gained (m)	Description of route	Est time for Leg	Total time	(1) From... (2) From... (3) From... Use HATHORWORTH'S RULE – adjust to suit the abilities of your particular party – to calculate the estimated timings for each leg. It is usual practice to add 10 minutes per hour for a rest, again adjust timings to suit your party.	
Start:								
To								
To								
To								
To								
To								
To								
To								
To								
Totals								
Add 10 minutes per hour for safety					...thus estimated total journey time			
START TIME		FINISH TIME OR REACH CAMPSITE			DARK AT			

- A rout card or plan is what it says on the tin, it is a plan of the route that you intend to travel.
- We do them to learn the route that we intend to take and to make sure that the rout that we end up taking is the safest and most suitable for us.
- We use them for reference and instruction when on the journey.
- When we reach way points or bits involving difficult navigation on our route they remind us of key bits of information that will help navigate that section.

They also serve as a record to anybody who is not on your journey of, where you intended to go and what time you intend on returning, for safety reasons.

The parts of the route plan that I would like you to do are shown in the picture below.

Place or grid reference	Magnetic Bearing	Distance (Km)	Height gained (m)	Description of route	Est. time for Leg	Total time
Start:						
To						
To						

The grid references will be filled in so for the magnetic bearing go from one to the other.

The easiest way to do this is with a compass, however with a bit of faffing and a protractor it can be done.

Distance may be a little tricky as the PDF of the map may not be to scale, but the grid squares will still be 1km apart, so the string method should still work.

The string method is to lay a piece of string along the section of route that you want to measure, following the turns as closely as you can, then mark the beginning and the end, then lay the string straight out along the grid lines and see how many it crosses or the scale bar on the bottom of the map.

Height gain should be simple enough to work out, counting the contours or reading the numbers.

On 1:2500 scale maps the brown contour lines are 5 meters apart and 1:50000 scale they are 10 meters apart, the brown numbers on some of the lines always count up hill.

If the leg of the journey has several up sections then you add them together, you don't add any time for descent.

Description of route is what it says.

try to put information that you will be able to use when walking, e.g. landmarks, roads, and what side they should be, anything that describes the terrain, what sort of path or road.

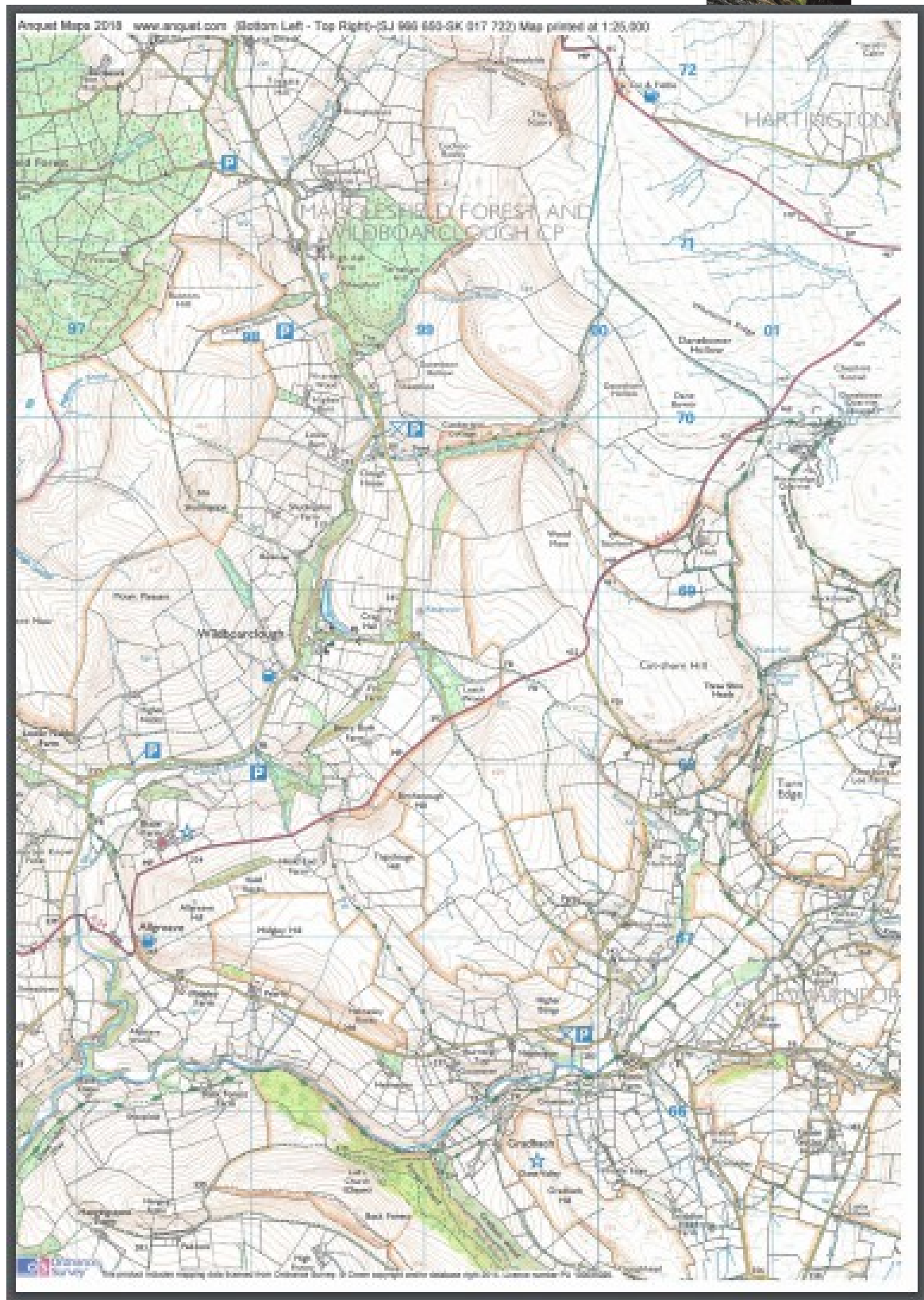
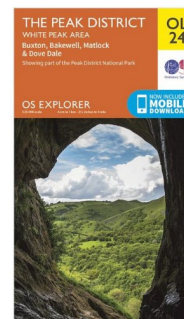
Estimated time is simple maths from distance plus time from height gain.

Time for distance is worked out at 3km per hour plus 1 minuet for every 10m of height gained.

Total time is the accumulative of all legs plus 10 minutes per hour for safety and a lunch break, so don't worry if you re only doing one section.

The map we will be using is The Peak District white peak area OS explorer OL 24

We have a PDF version of the are for summer camp available on the website or you could use the version below if the quality is good enough.



Route Plan

>To be completed in accordance with Policy, Organisation and Rules
 >Take a copy with you AND leave a copy with a responsible local person – cancel on your return.

Date: DAY... OF... OR ONE DAY Map(s) used:

Objective: Magnetic Variation

Place or grid reference	Magnetic Bearing	Distance (Km)	Height gained (m)	Description of route	Est time for Leg	Total time
Start:						
To						
To						
To						
To						
To						
To						
To						
To						
To						
Totals						
Add 10 minutes per hour for safety						
			thus estimated total journey time		
START TIME		FINISH TIME OR REACH CAMPSITE		DARK AT		

Escape Routes

(1) From....

(2) From....

(1) From....

Use NAITHSMITH'S RULE – adjust to suit the abilities of your particular party – to calculate the estimated timings for each leg. It is usual practice to add 10 minutes per hour for a rest, again adjust timings to suit your party.

There is another page to a route plan but the information on that is not needed until closer to the time, such as expected weather conditions.

We will also look at escape routes another time, nothing complicated.

The link to our Youtube channel is on the website.

On the channel you will find videos explaining how to do the parts I have asked you to do as well as play lists for the different sections, with our videos and some by other people covering the same subjects in more depth or in different ways.

There is also a very good PDF called:

ORDNANCE SURVEY MAP READING

From the beginner to the advanced map reader on our website

<https://www.15thwisbechscouts.org/wp-content/uploads/2020/04/OS-map-reading-for-Cubs-Scouts.pdf>

Eagles patrol pick a green section and Kestrels pick a yellow.

<h1>Rout Plan</h1>				>To be completed in accordance with Policy, Organisation and Rules >Take a copy with you AND leave a copy with a responsible local person – cancel on your return.		
Date:	DAY....	OF....	OR	ONE DAY	Map(s) used: OL 24	
Objective:					Magnetic Variation +1°	
Place or grid reference	Magnetic Bearing	Distance (Km)	Height gained (m)	Description of route	Est. time for Leg	Total time
Start: 990 658						
To: 995 664						
To: 993 679						
To: 982 685						
To: 976 696						
To: 977 714						
To: 987 699						
To: 007 689						
To: 990 657						
To:						
Totals						
Add 10 minutes per hour for safety		thus estimated total journey time			
START TIME	FINISH TIME OR REACH CAMPSITE			DARK AT		

Escape Routes

(1) From....

(2) From....

(1) From....

Use NAITHSMITH'S RULE – adjust to suit the abilities of your particular party – to calculate the estimated timings for each leg. It is usual practice to add 10 minutes per hour for a rest, again adjust timings to suit your party.