

Orientation

BT_010_Orientation_1

Norda

Introduction

A map is a drawing of the landscape from above.

For orientation in the terrain it is useful to proceed according to the NORDA principle. Over time, this procedure becomes so ingrained in the memory that it runs automatically.

It is not always easy to find your way around

Since in some languages it is difficult to explain the letters in a meaningful way, I have added symbols. You can also explain it using the five fingers on one hand.

North direction

Align map to north

There are 2 ways to determine north:

1. Compass: Place the compass horizontally on the map. North lines of the map must point in the same direction as the north needle of the compass
2. The sun is at noon in the Süden.

Orientate map by gel

Lines in the terrain (stream, path, forest edge) and their depiction on the map must run in the same direction.

Orientating

It's about determining where you are, figuring out where you stand.

Direction

Determine the direction of march. Determine continuation of the run to the next post.

Determine lines of approach or guidelines: Forest edges, stream, road, etc. can indicate which way to go and how far to go.

Distance

How far is it to the next point or branch? Estimate how far you have to go. There are 3 ways to do this:

1. Using the **scale**. On each map, the scale is given, showing how many times it has been scaled down. This allows you to calculate how far a distance on the map is in reality. You only have to delete the three 0's from a millimeter value to get a value in meters. For example, on a map with a scale of 1:25 000, 1 mm corresponds exactly to 25 m.
2. If a **grid** is available, the distance can be roughly estimated from it
3. Using **proportions**. You can compare the distance with a known size. (three häusers long, twice the last distance...)

Up or down?

This is about figuring out if it's an incline or a decline. Identify if it's level or steep. This helps to control the direction.