

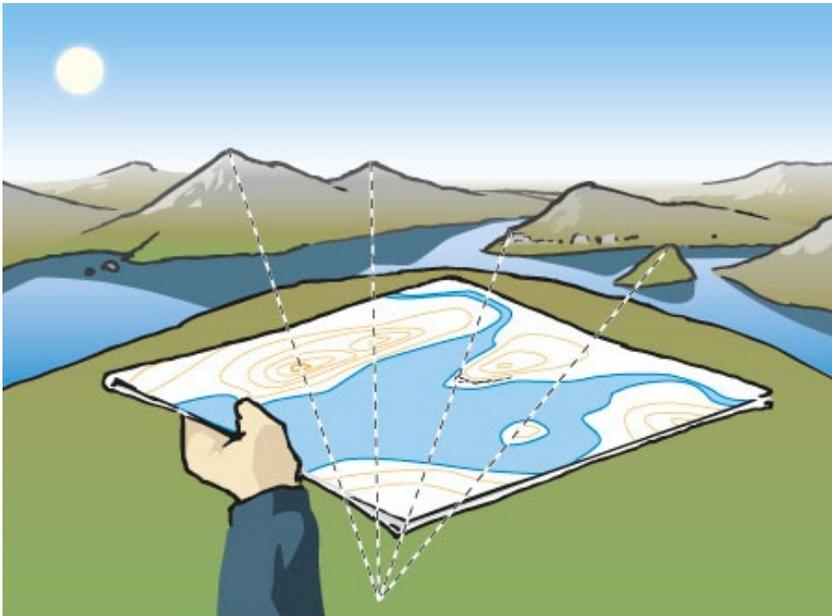
Navigation 3:

Setting a map and bearings



Setting the Map

Maps only make sense when held the correct way round



from 'Navigation in the Mountains' © MTUK/VG 2012

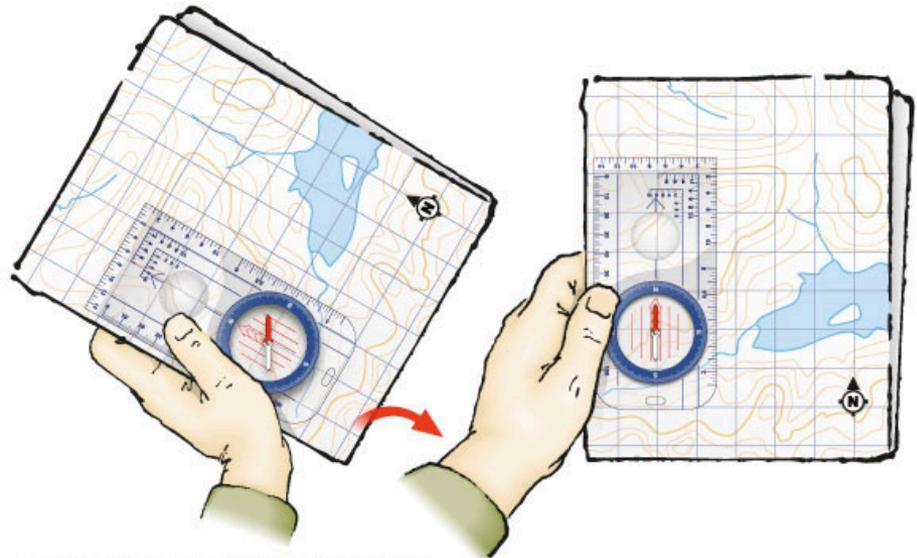


Illustration from 'Navigation in the Mountains' © MTUK/VG 2012

1. Orientate using features

2. Orientate using a compass



Bearings

(Using a compass to work out which way to go)



Poor weather

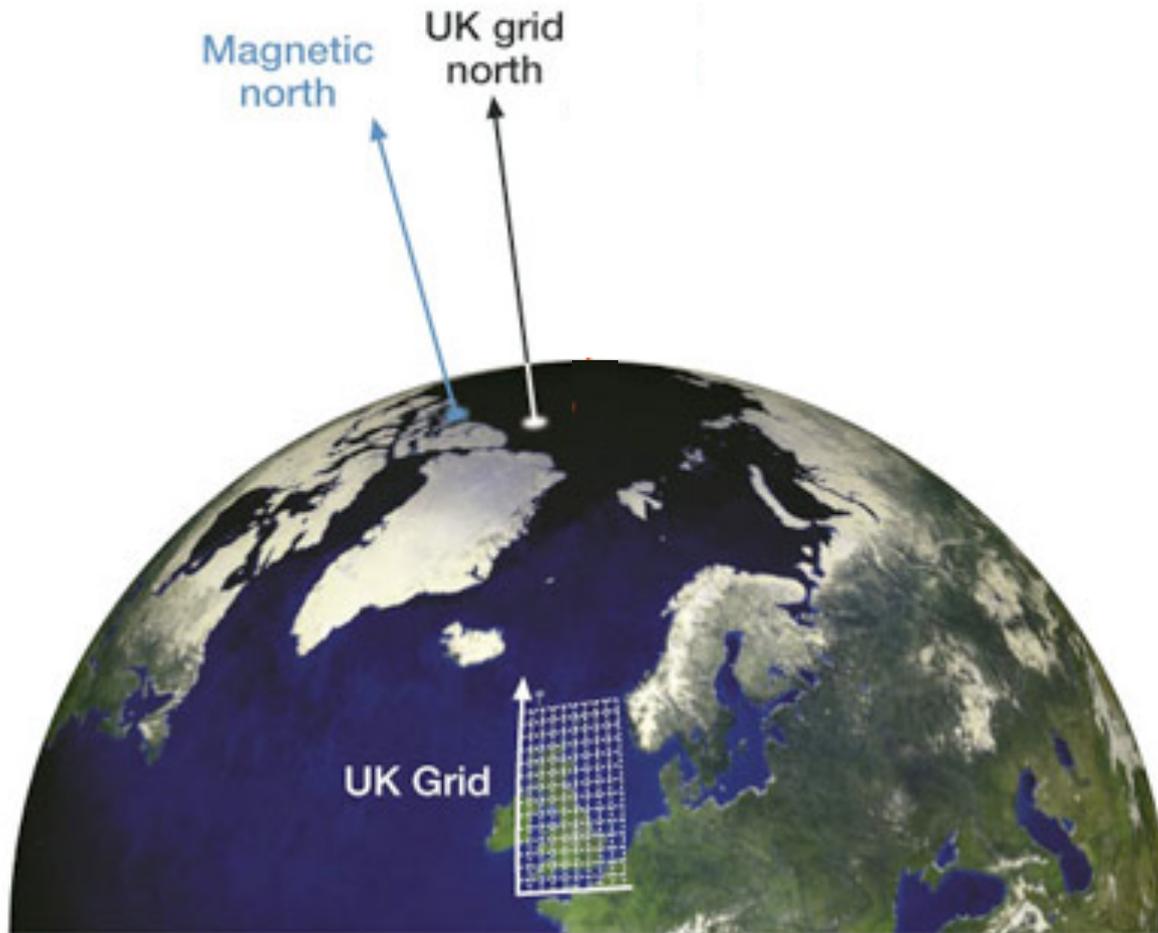


Confirm route choices



No path

Grid and Magnetic North



Grid (map) North and magnetic (compass) North don't match up.

As of July 2017 the difference is 1° which is small enough to ignore.

[Click here to check](#)

Beware!



Taking Bearings



I. Line up the edge of the compass (baseplate) with the route you want to take

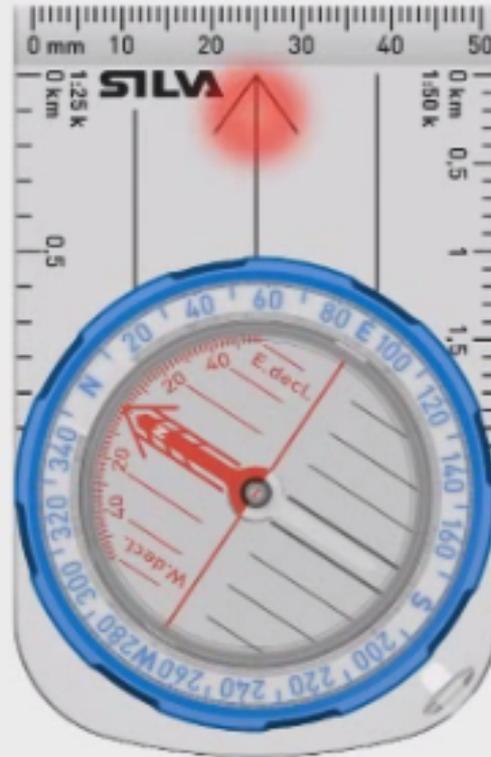
Taking Bearings



2. Rotate the dial so that the inner lines are parallel with the (North – South) gridlines on the map

Walking on a Bearing

3



3. Rotate your body to put 'red Fred in the shed'. Follow the direction of travel arrow.