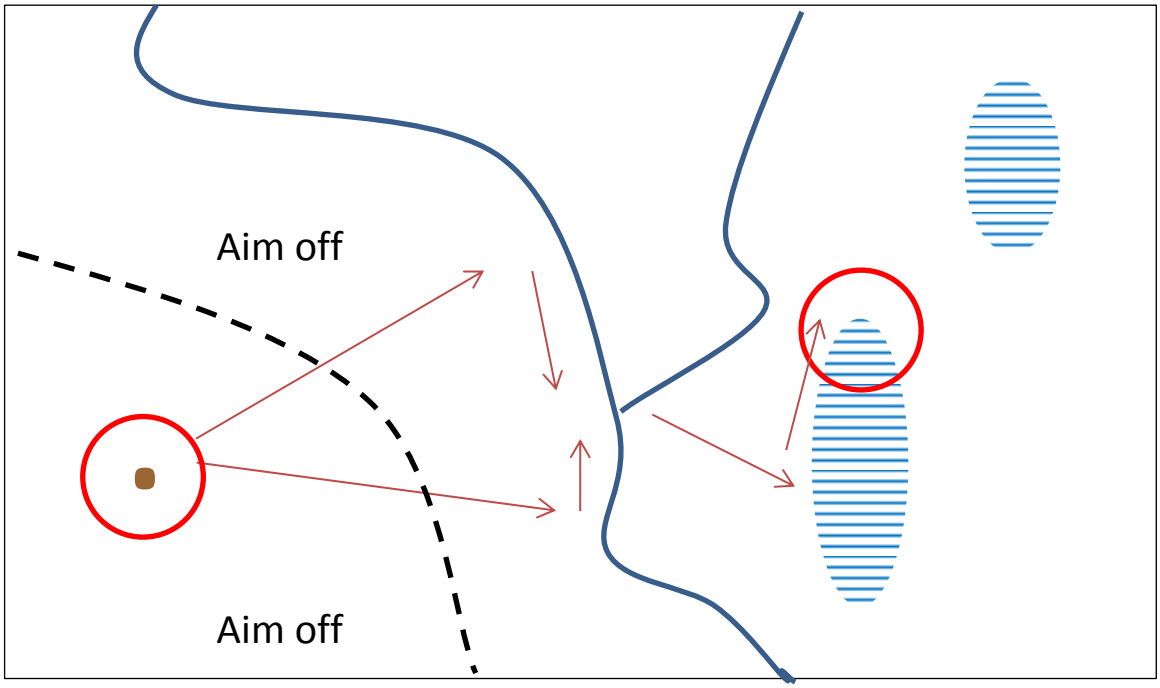
AIMING OFF

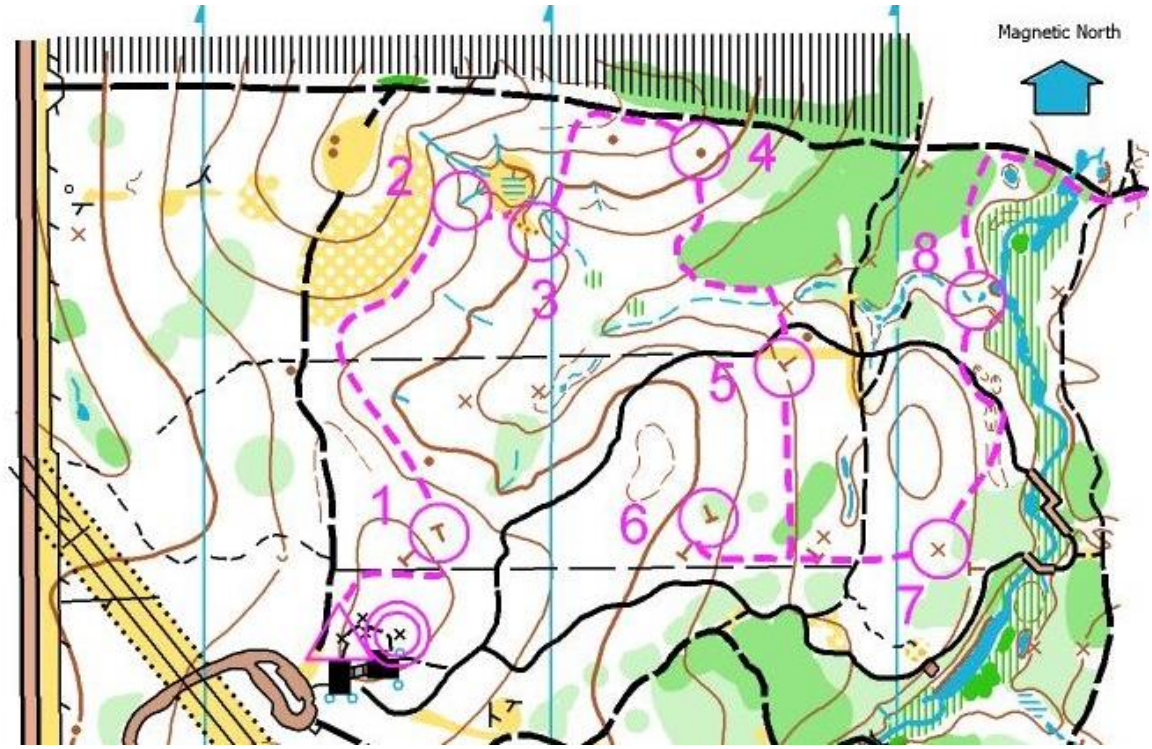
When heading for an attack point or control along a linear feature the most effective way of finding it is to aim off. Aiming off is deliberately heading to one side of a linear feature.

- Aiming off can be used in several situations. In the diagram below, the stream junction is the attack point – you aim off either side of this.
- From the attack point at the stream junction, aim off to find the marsh, south west of the control. You will know to head north east to find the control.



Advantages of aiming off:

- You can move faster because you are running for a linear feature rather than a precise point.
- You can run more confidently as you are certain of hitting the linear feature.
- When you reach the linear feature and cannot see the attack point or control you will know which way to turn to find it.



Map: Shows the competitor's route, choosing to aim off taking advantage of the available handrails.

Leg 1 to 2	Aim off until you reach the vegetation boundary. Use the vegetation boundary as a handrail to the control. The watercourse beyond control 2 will act as a 'safety' collecting feature.
Leg 2 to 3	Aim off to find the dry ditch, and then follow it downstream to control 3.
Leg 3 to 4	Aim off to reach the track uphill from the western mound. Now pace count. As it will be difficult to distinguish between the two mounds, this will give you confidence about where to leave the track.
Leg 4 to 5	Aim off to hit the watercourse, avoiding the dense vegetation. Follow the watercourse downstream to the attack point at the termite mound.
Leg 5 to 6	Aim off to hit the ride. You will know which way to turn to find the root mound, an attack point beyond the control.
Leg 6 to 7	Aim off to hit the ride, and then follow it to the junction, your attack point for control 7.
Leg 7 to 8	Aim off to hit the track before the depressions. The last depression becomes an attack point into control 8.

Refer to oq.asn.au for further information about orienteering in Queensland.