

# ATTACK POINTS

An attack point is an obvious and precise feature close to the control, from which the control can be located.

- When controls are on point features such as, boulders or termite mounds, you will leave the handrail to find them.
- Choose a safe route to a large, obvious attack point.
- From the attack point, set a compass bearing and estimate the distance to the control feature.
- Good attack points include precise features along a handrail such as, junctions, crossings, corners and sharp bends.



Junction



Sharp bend



Root mound along track

There may be several possible attack points ranging in difficulty for finding any one control site. For the beginner, choose large obvious attack points along handrails.

- Large point features along a watercourse such as dams, ponds or marshes make good attack points.
- Along a power line easement, the pylons make obvious attack points.
- Vegetation features such as a clearing, a copse, a thicket, or a distinctive tree can be useful as attack points.
- Distinctive mounds; earth, termite or tree root, beside a track can be used as attack points.
- Manmade objects such as wreckages, sign posts, bridges, gates, and cattle grates along a track or fence indicate a precise point which can be used as an attack points.

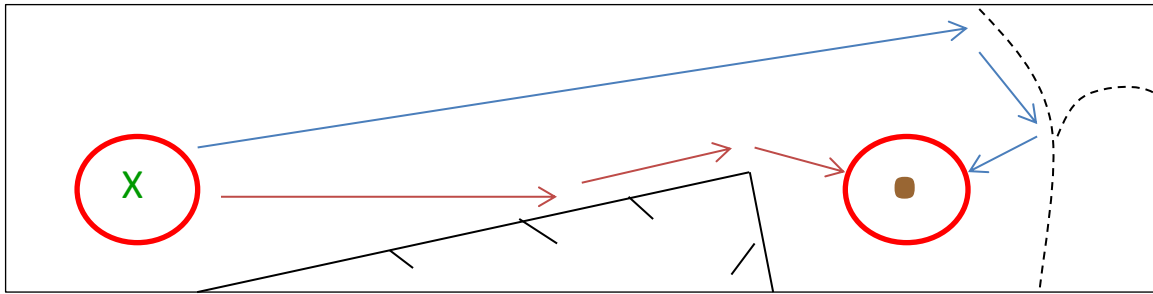
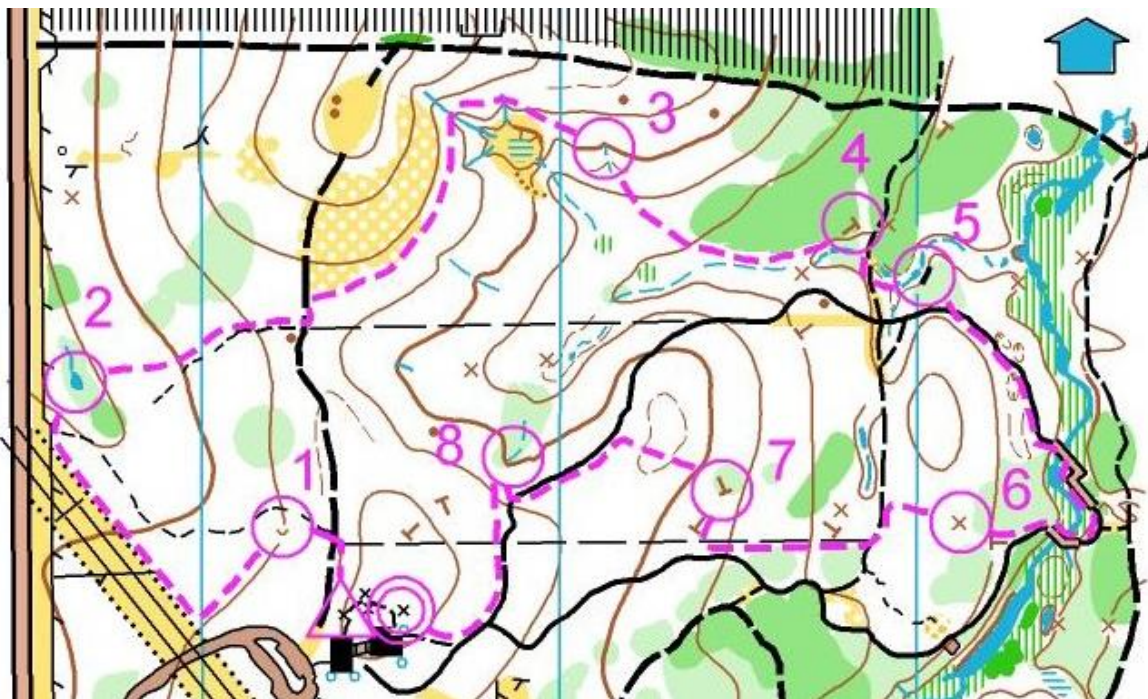


Diagram: Shows fence corner being used as an en route attack point.  
The track junction is a beyond the control attack point.



Map: Shows the competitor's route, navigating by en route attack points.

- Control 1:** Attack from the track/ride junction as the indistinct track may be difficult to identify in the bush.
- Control 2:** Attack from the fence corner where the indistinct track begins.
- Control 3:** Attack from the far side of the marsh.
- Control 4:** Attack from the track/watercourse junction.
- Control 5:** Attack from the watercourse/watercourse junction
- Control 6:** Attack from the root mound beyond the second bridge.
- Control 7:** Attack from the root mound beside the track.
- Control 8:** Attack from the sharp bend in the sealed path.

## Orienteering Basics Navigation Series – pamphlet 2

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