

Beddington Park

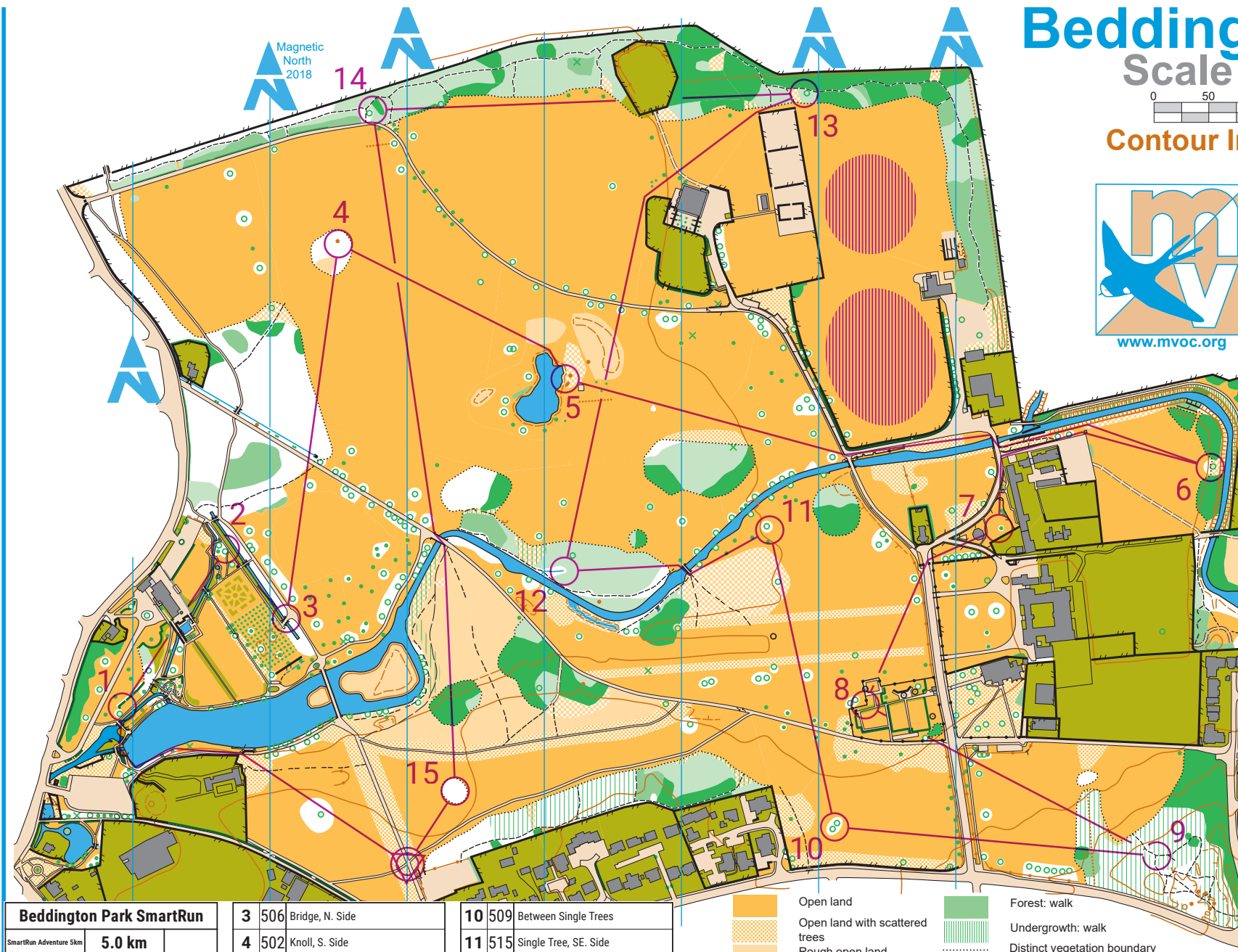
Scale 1:5,000

0 50 100 150 Metres

Contour Interval : 2.5m



- Bridge
- Passable stone wall
- Passable wall
- Impassable wall -- DO NOT CROSS
- Passable fence or railing
- Impassable fence -- DO NOT CROSS (except by open gates)
- Building -- DO NOT ENTER
- Canopy
- Pillar
- Paved area, road, pavement or car park
- Gardens, flowerbeds or private ground -- DO NOT CROSS
- Stairway or steps (narrow, wide)
- Edge of road/pavement
- Memorial or monument
- Raised manhole cover
- Out-of-bounds area
- Contour
- Form line
- Earth bank
- Small earth wall
- Small erosion gully
- Small knolls
- Small depression
- Pit or hole
- Impassable cliff
- Passable rock face
- Boulder
- Stony ground (rockery)
- Lake -- DO NOT CROSS
- River -- DO NOT CROSS
- Pond
- Stream/Ditch
- Seasonal Ditch
- Impassable marsh
- Marsh
- Unpaved footpath or track
- Unpaved footpath or track
- Small unpaved footpath or track
- Less distinct small path
- Narrow ride/mow line
- Prominent large tree
- Prominent bush or small tree
- Tree stump
- Impassable hedge -- DO NOT CROSS



Beddington Park SmartRun

SmartRun Adventure 5km 5.0 km

**Take care crossing all roads
between controls 5 & 10**

	Start: Path crossing
1	504 Hedge, W. Corner (inside)
2	503 SE. Single Tree, N. Side

3	506 Bridge, N. Side
4	502 Knoll, S. Side
5	513 Lake, E. Side
6	512 Single Tree, W. Side
7	511 Single Tree, W. Side
8	508 Wall, SE. Corner (inside)
9	510 Path Junction

10	509 Between Single Trees
11	515 Single Tree, SE. Side
12	507 Spring
13	514 Single Tree, W. Side
14	501 Single Tree, NE. Side
15	505 Copse
Navigate 80 m to Finish	

- Open land
- Open land with scattered trees
- Rough open land
- Rough open land with scattered trees
- Forest: slow running
- Undergrowth: slow running
- Forest: walk
- Undergrowth: walk
- Distinct vegetation boundary
- Vegetation: fight
- Hedge
- Orchard
- Impassable vegetation -- DO NOT CROSS