

OENZ COURSE OUTLINE

5 day advanced navigation & survival course

Day 1

3:00-3:30pm - Pick-up's from Christchurch accommodation.

If OENZ is transporting you to and from the course you will be collected from your accommodation between 3:00 – 3:30pm.

5:00-5.30pm – Arrive in Arthurs Pass/Meet group/Check gear

This a good chance to grab a coffee, meet your group and ask any last minute questions. Your guide will also need to do a gear check so we know we have the essential gear needed for the course (listed in red on the packing list).

Dinner at the lodge or in the pub. Please check in with the Wobbly Kea (pub) if you have any dietary requirements.

Day 2

Please note: Access to steep and challenging terrain takes more time to get to and once there is more time consuming to navigate through.

8:30am – Weather interpretation, forecasting and understanding & trip planning.

10:30am - Arrive at organised location

- Introduction to advanced map reading
- Identifying specific terrain/contour features
- Navigating off track to specific contour features

12:30 – Lunch

- Introduce compass techniques – cross slope/down slope bearings
- Navigating above the bush line
- Walking through loose/steep/rocky/slippery terrain

4pm – Back at vehicles, time to head back to Arthurs Pass

Day 3

Specific skills focus on: Emergency shelters, fire lighting, hand lines & scree travel/steep terrain techniques.

8:30am – Continued weather interpretation, forecasting and understanding & trip planning.

10:30am - Arrive at organised location

This morning we learn the skills to build a shelter for a survival situation using nothing but natural resources. Learn how to keep yourself insulated and protected from the elements in South Island Beech Forest as well as how to survive multiple days out by yourself.

Hand lines come in useful if you hit some slippery steep terrain that has a terrible run out. We will look at affective hand lines and how to anchor them to trees in order to descend terrain safely.

12:30 – Lunch

Fire lighting is a skill often overlooked. This afternoon we will look at how to build a fire in adverse weather conditions that will not only stay alight but keep you warm and toasty for hours. You will acquire the skills to build a fire in rainy, wet conditions, how to locate dry timber and materials to keep your fire going.

Steep/ Scree travel can be challenging so we find a local scree slope to head up and practice a range of techniques to apply in steep and scree terrain.

3:30-4pm – Back at vehicles, time to head home

7:00pm Evening planning session

Tonight you will plan your overnight adventure. Your instructor will give you a location to work within and you will plan a route with their guidance that will be executed by the group over the following 2 days.

Day 4 & 5

8:30am – Group will provide the instructor with a weather forecast & final trip plan
Pack up & clean house

9:30am - Arrive at organised location

Participants will lead the instructor along their route plan, demonstrating skills along the way such as varied navigation techniques and walking techniques, stream/river crossings, hand lines and weather observations.

12:30 – Lunch

Continue shared navigation to the camp location with an approximate arrival time of 2pm

Group to build emergency shelters to sleep out in and a fire (if conditions allow) for overnight

Dinner – 5-6pm

Evening – social time

Breakfast – 7:00am

9:00am Departure

Participants will lead the instructor along their route plan, demonstrating skills along the way such as varied navigation techniques and walking techniques, stream/river crossings, hand lines and weather observations.

12:30 – Lunch

Continue shared navigation along the route to complete consolidating navigation techniques and route travel off track back to vehicle.

3:00-3:30pm – Back at vehicles, time to head home

**Please note that this is just a guide to how the course normally run and your instructor may run the course in a different order to best fit in with local conditions and the abilities or the group.*