

# The Grid System

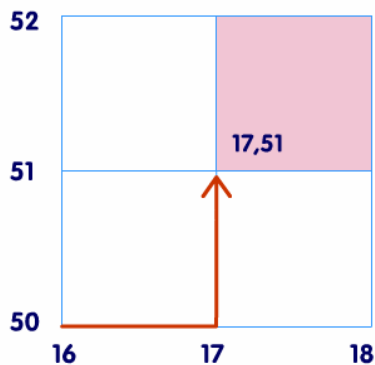
This sheet is a quick guide to grid references. It should help you when you are asked to find something on a map, such as a town, or even an individual building. It is essential to learn the grid system if you ever wish to pinpoint your or other positions accurately. If you are unable to pin point positions accurately you will get lost quickly and often

Every OS map is covered by grid lines. The grid lines are called eastings (along the corridor) and northings (up the stairs). These enable particular points on the map to be located. The grid lines on all OS maps are spaced 1km apart, regardless of the map scale. This means that the approximate distance between places can be judged by counting the squares. The eastings are numbered along the top and bottom of the map and the northings are labelled on each side of the map.

## Key Points

- Always start from the bottom left hand corner of the square.
- A grid reference must always contain an even amount of numbers.
- Always quote eastings before northings ('Along the corridor and up the stairs')

Describing a position on a map is both lengthy and confusing, so a method must be used to make the description clearer. By making use of the numbered grid lines, we can produce a grid reference.



## Four-figure grid references

Each square has a grid reference which you get by putting together the numbers of the easting and northing that cross in its bottom left hand corner. Four figure grid references describe a whole square.

## Six-figure grid references

Six-figure grid references describe a point and are read by subdividing a square into 10 further eastings and northings each representing 100m. The method is the same: the third and sixth numbers are the tenths. So in the diagram to the left the six figure grid reference is 175 512.

Estimation is a common fault with this method, but this can be eliminated by using a romer found on a compass.

