

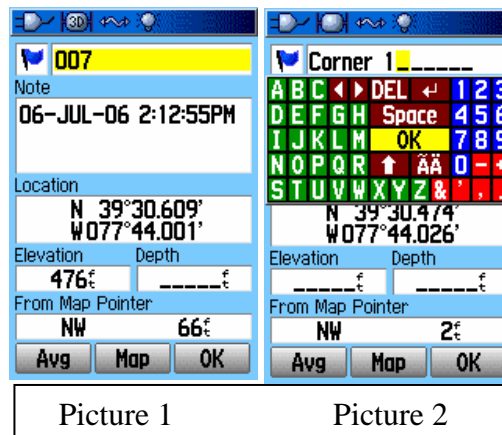
## Activity 4: Entering Coordinates and Finding Locations

Below are the coordinates for the corners and road entry location for a proposed timber sale area. You will enter the coordinates in your GPS receiver, then find this place outside.

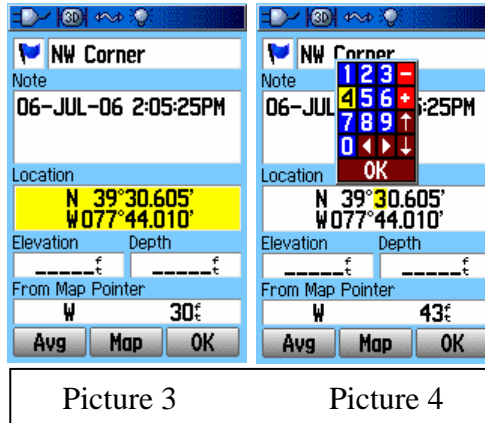
Corner 1: N 39°30.663' W 077°43.895'  
Corner 2: N 39°30.720' W 077°43.868'  
Corner 3: N 39°30.742' W 077°43.921'  
Corner 4: N 39°30.699' W 077°43.939'  
Corner 5: N 39°30.670' W 077°43.929'

To enter latitude/longitude coordinates, you must first create a waypoint. This can be done anywhere – you don't need a GPS signal.

- Create a waypoint by holding down ENTER. Give the location a name by highlighting the upper box next to the blue flag and pressing ENTER (picture 1). An on-screen keypad will pop up. Use the rocker to enter a name for your first point (highlight a letter and press ENTER after each letter/number selection). You may want to name the waypoints Corner 1, Corner 2, etc. When you are finished entering the name, highlight **OK** and press ENTER (picture 2).



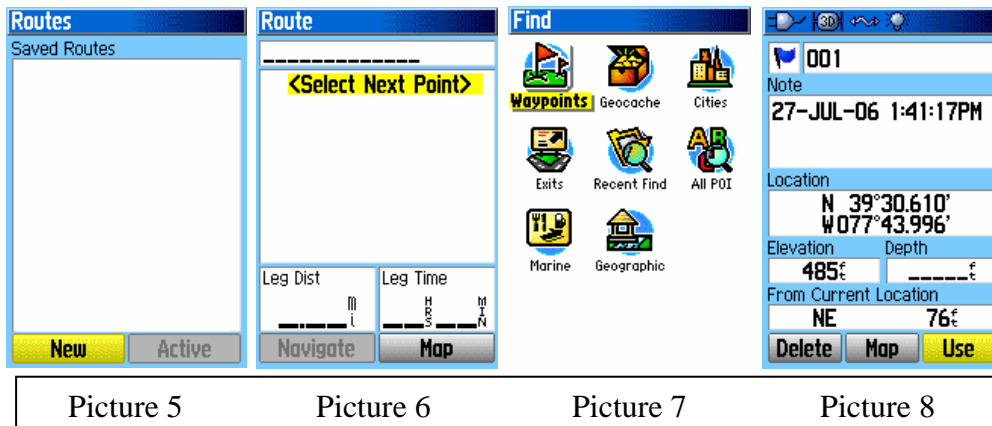
- While still on the Waypoint screen, use the rocker to highlight **Location** and press ENTER (picture 3). Using the on-screen number pad, enter the Latitude and Longitude coordinates you were given for the first point (picture 4). Highlight **OK** and press ENTER.



- Repeat these steps, creating a waypoint for each corner of the timber sale and for the road entry point – name this waypoint Road 1.

**Now make a route that will lead you around the boundaries of the timber sale.**

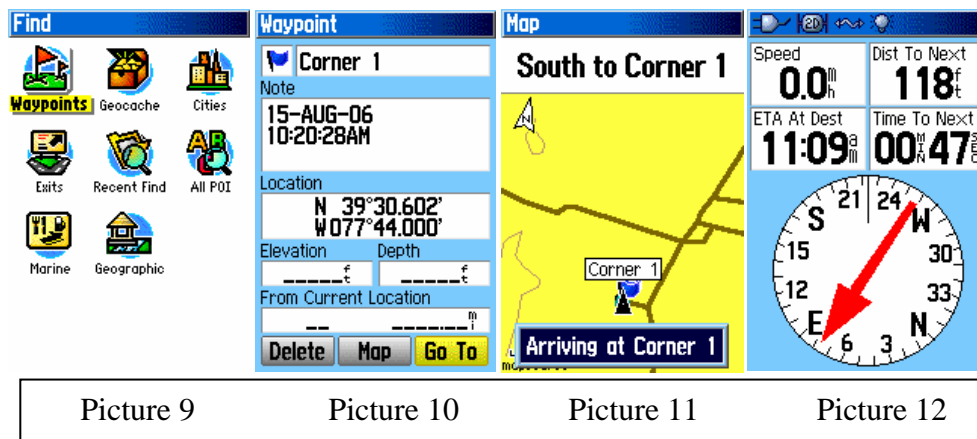
- Press MENU twice to go to the Main Menu screen.
- Highlight **Routes** and press ENTER.
- You want to create a new route, so highlight **New** and press ENTER (picture 5).
- You will now begin to select points along the route to help you navigate. Highlight **Select Next Point** and press ENTER (picture 6).
- Since you have entered the points as waypoints, highlight **Waypoint** and press ENTER (picture 7).
- Highlight the waypoint marking the first corner and press ENTER. The Waypoint screen will come up. Highlight **Use** and press ENTER (picture 8).



- Now you'll need to choose the next waypoint. Highlight **Select Next Point** and press ENTER. Select the next corner waypoint. Continue selecting the remaining Waypoints as before to complete your route.
- Your last waypoint should be the same as the first timber sale waypoint, so you'll be led back to your starting place to complete the boundary.

Now you will travel to the first corner of your route. You will need to obtain a GPS signal if you have not already.

- Press FIND. Highlight **Waypoints** and press ENTER (picture 9). Highlight the waypoint that is the first location in your Route. Press ENTER. On the Waypoint screen that comes up, highlight **Go To** and press ENTER (picture 10). The map screen will come up (picture 11). Follow the directions leading you to the proposed timber sale.
- Press PAGE to go to the Compass screen (picture 12). The compass arrow will direct you in which way you should travel. If you are traveling in the correct direction, the "Dist to Next" number will decrease as you get nearer your destination. When you get close to your selected waypoint, your GPS unit will beep and the message "Arriving at \_\_\_" will appear (picture 8).

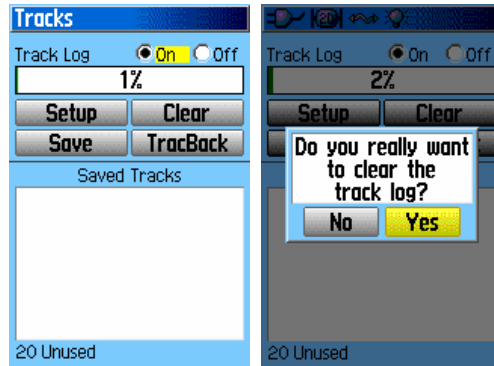


You can follow the directions on the map or compass screens. Press PAGE to switch between views. Use whichever one you are more comfortable with.

- When you reach the first waypoint and are ready to start your route, set up Tracks to mark your movement.

Tracks will allow you to find the distance of the perimeter and the area of the potential timber sale.

- Press MENU twice to go to the Main Menu. Highlight **Tracks** and press ENTER. Make sure the Track Log is **On** (picture 13) and Clear the track log by selecting **Clear** and answering **Yes** on the popup screen (picture 14).

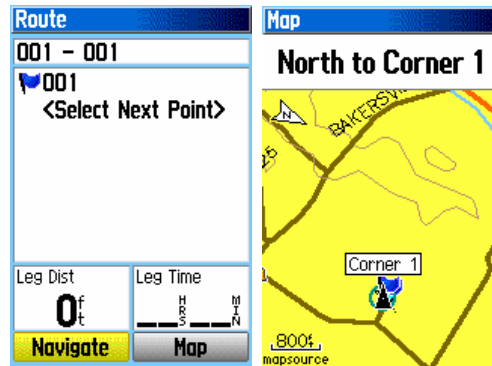


Picture 13

Picture 14

Now begin navigating your way along your route.

- Press MENU twice to go to the main menu screen. Highlight **Routes** and press ENTER. Select the route you created and press ENTER. Highlight **Navigate** and press ENTER (picture 15). The map screen will come up and directions will appear at the top of your screen (picture 16).



Picture 15

Picture 16

You can view your progress on different screens. Press PAGE to go to the Map screen. Follow the purple line to your next waypoint. Press PAGE again to get to the Compass page. The red arrow will tell you which direction to travel. As you approach a waypoint, the unit will beep. Once you reach a waypoint, you will automatically be directed to the next waypoint.

When you get back to your starting point, go to the Main Menu, then to the Tracks page and select **Save** and select **Yes** on the popup screen (picture 17). The Saved Track screen will come up providing information of the track you just traveled along your route (picture 18).

What is the distance you traveled?

\_\_\_\_\_



Picture 17

Picture 18

What is the area of the timber sale in acres? \_\_\_\_\_

Go to the road entry point. Create a new waypoint here and name it Road 1.

- Enter the woods at this waypoint and find the flagged cherry tree. Create a new waypoint there and name it Cherry.

Application – You can provide coordinates for access points, key property corners, and other features on a timber sale bid so potential buyers or work crews can find and navigate the sale area more easily on their own. Mark points for a future logging road, harvest location, tree planting area, or spray location and give the GPS unit to the work crew to carry out needed tasks.