

THE MAP

The map gives a detailed representation of the camp site.

The challenge is to navigate the best (fastest) way between controls in the order indicated.

The scale on this map is 1:3500 which means 10mm on the map is 35 metres on the ground.

THE CONTROLS

The circles on the map indicate the features where controls are placed. Each has its own number. Look for wooden posts set into the ground with small orange & white markers. Each marker has a different letter code & raised pattern on it. In the appropriate numbered square below, use your thumb to make a rubbing of the pattern, or copy the code letters from the marker.

THE COURSE

Courses are a series of controls which you visit in the order indicated. These can range in length and difficulty.

THE START

The start/finish [marked with triangle and double circle] is at the south end of the small carpark area. From the Camp Office walk towards The Dell, turn left opposite the caravan park and down into the carpark.

1. Study the legend to work out what the different symbols and colours mean.
2. Turn your map to fit the ground, so that you are facing in the right direction in relation to your surroundings. To do this, stand on the 'Start/Finish', look towards the start of the flying fox in front of you with the small 'commando course' equipment behind, with your map the right way up (for reading the words). You are now facing North with your map 'orientated', you do not need a compass!

SUGGESTED COURSES

There are three suggested courses forming a 'clover leaf' pattern which each visit different control sites. These are labelled Course A, B & C. Maps showing each of these courses are provided.

Course A (900m)

31 - 70 - 40 - 41 - 33 - 82 - 81 - 44

Course B (1000m)

51 - 64 - 42 - 43 - 61 - 50 - 32

Course C (800m)

53 - 80 - 71 - 34 - 52 - 60 - 62