

Suburban Adventure Racing

1 HOUR SCORE COURSE

You have 60 minutes from when you press START.

Course closes at 8:00 pm
Late Penalty - 3 points per minute



- 1-5 2 points
- 6-10 3 points
- 11-15 4 points
- 16-20 5 points



Organised by the Victorian Rogaining Association for Eastern Suburbs Scouts
<http://vra.rogaine.asn.au>

ATTACK POINT

Some controls are hard to find. If so, find something obvious near the control and come in from there.

The something obvious is called an Attack Point.

CONTROL DESCRIPTIONS

1. Log across path
2. Sign - Slow
3. Notice Board
4. Fence Corner
5. Score Board - Nth End
6. Pillar - NE side
7. Notice Board
8. Fence (West of gate)
9. Pylon - SE corner
10. Lookout
11. Bridge - NE corner
12. Sign
13. Sign
14. Tree - Northern veg. boundary
15. Northern Tree
16. Fence - North End
17. Lookout
18. Tiny Post - 60 cm high
19. Tree - South of Track
20. Pylon SW corner

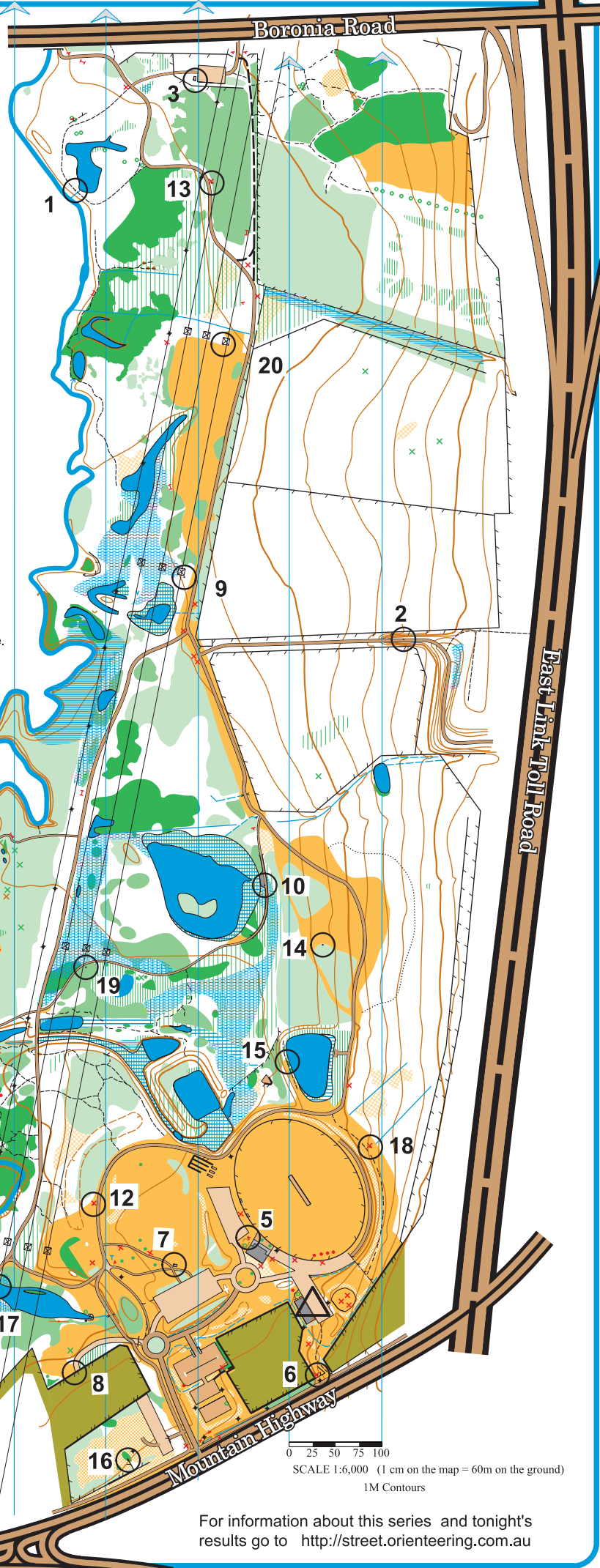


Scouts - #4 is about 140m past #11. Be careful not to go past

Your attack points are the track bend and the earth bank

Adam Scammell Mapping

Base map - Lands Vic Plan
Fieldworked by Adam Scammell for Victorian ARDF Orienteers, August 2007
Drawn by Adam Scammell using OCAD 8 software.



0 25 50 75 100
SCALE 1:6,000 (1 cm on the map = 60m on the ground)
1M Contours

For information about this series and tonight's results go to <http://street.orienteering.com.au>