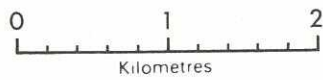


# TALBOT

MAP FOR ROGAINE APRIL 1984

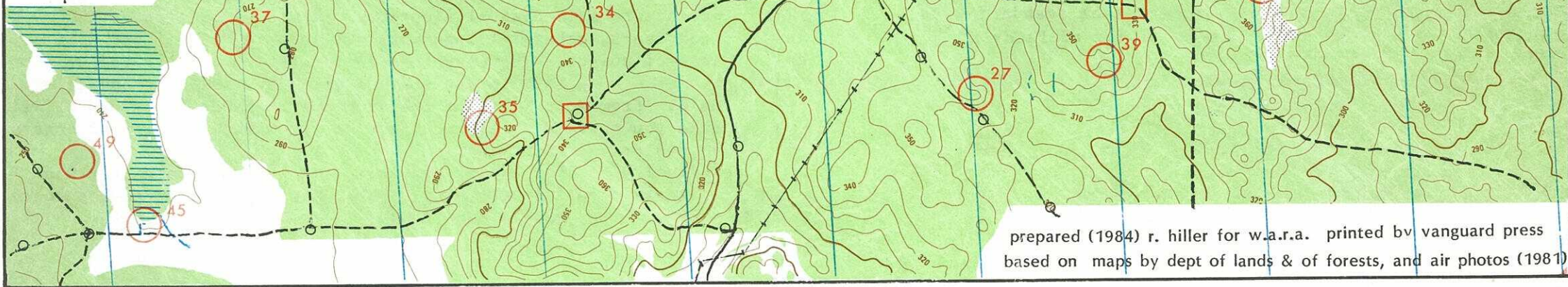
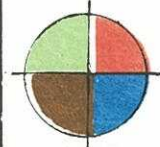
scale 1 : 50000



contour interval 10 m.

magnetic north

- road
- track
- powerline/pole
- building
- trig. point
- blazed tree
- rock surface
- contour
- form line
- watercourse
- dam
- lake
- swamp
- forest
- control
- start/finish
- water drop
- out of bounds



prepared (1984) r. hillier for w.a.r.a. printed by vanguard press  
based on maps by dept of lands & of forests, and air photos (1981)

NO.	FEATURE	CHECKPOINT LIST	DESCRIPTION	VALUE
1	the watercourse bend			10
2	the blazed tree		then 150m E.	10
3	a cliff foot		'occasional showers'	10
4	a watercourse junction			10
5	a knoll		rocky	10
7	the gully junction		then about 60m S.W. on rocky ground	20
8	a watercourse junction			20
9	a knoll			20
10	a watercourse junction			20
11	a watercourse bend		indistinct	20
13	a watercourse junction		then 30m S.E. below boulder cluster	30
14	head of the gully			30
15	the rock surface		middle of E. edge	30
16	the dam		N. side ('quixotic')	30
17	head of the gully			30
18	the watercourse		in middle at bottom	30
19	the saddle			40
20	the ridge top		S. of summit	40
21	the spur top			40
22	the dam		then 20m N.W. on sheoak	40
23	the saddle		then about 20m S.W. amid big boulders	40
24	the knoll top		rocky	40
25	the gully junction		then abt 75m 60°, between boulder areas	50
26	top of a rock knoll		abt 100m S. of the rocky summit	50
27	the spur		top at E. end	50
28	N. side of a boulder		3m	50
29	N.W. edge of a ridge		rocky	50
30	head of the gully			50
31	the summit			60
32	the rock surface		N.E. tip	60
33	the southern dam		then 200m S.E. on tree	60
34	the saddle			60
35	S.E. side of rock surface		at S.E. side of 3m boulder	60
36	head of the watercourse			60
37	W. tip of a rock surface		then 65m 245° at termite mound	70
38	the watercourse junction			70
39	a rock surface		at centre of gully head by treegrove	70
40	tip of a rocky spur		S.S.E. of tank	70
43	the trig point		'(another) poor standard'	80
44	a gate		'one of a pair of Paddy's'	80
45	a waterhole			80
49	W. corner of a plantation		pine	90

#### EXPLANATION AND RULES

Start & Finish The rogaine starts from the hash house at 10am a finishes there at 10pm. Teams finishing after 10.30 will be disqualified. Control cards will be issued at 9.45am.

Scoring The checkpoint list shows the points gained at each control. 10 points are lost for each minute late in finishing checkpoints.

At each checkpoint there is an orange (or red) a white marker and check sheet. Use the punch, hanging from the marker, in the square on your control card which bears the number of the checkpoint. And write (in biro) on the check sheet you team number, the time, and the number of the checkpoint which intend to visit next. Checkpoints may be visited in any order.

Checkpoint List This shows the checkpoint number, the feature shown on the map as a 'control', a description of the place where the marker is hung, and the point value. A feature shown on the map is listed as 'the' feature - one not shown is listed as 'a' feature.

Reporting Teams may return to the hash house at any time. arrival the whole team must report to the admin table and leave its card. On going out again it must collect its card. Teams should tell the person at the table if they do not intend to go again. Failure to report may lead to a search and cause much trouble.

Togetherness Team members must stay together on the course, but may spread out near checkpoints to look for markers - provided they remain within earshot of one another. All members must visit every marker punched. A member who cannot continue must be helped to the hash house, and must not be left on the course (penalty disqualification).

Team changes A team may drop a member or change its composition at the hash house, subject to the approval of the organiser or deputy, but will be credited with no points after the change.

Fires A fire will be lit by the organisers at the hash house, but no other fire may be lit there or on the course.

Farms Farmers have permitted us to use their Land Freehold. A very few areas have been declared 'out of bounds', and they mainly around houses; they must not be crossed. Avoid houses, not damage fences and avoid straining new wires. Try to use gates or strainer posts, which are usually found at corners. Try not to disturb stock. If you meet a farmer, speak to him and thank him.

Penalties As noted above, failure to follow certain rules means automatic disqualification. At the discretion of the organisers, other infringements may lead to disqualification or loss of points. The essential consideration is fair competition.

Lost Walk to the nearest track and wait for advice or help. From most parts of the area a course due E. or due W. will take you quickly to a track, but not from the vicinity of controls 38, 43 or 44. (see map).