



HEROGAINE

WARA 6HR ROGAINE
7TH MARCH 2009

SPIKE!

LEGENDARY HERO!

- CONTINUATIONS →
- CONTOURS
- CONTROL
- HASH HOUSE
- MAGNETIC NORTH LINE
(THIS WAY TO
FORTRESS OF SOLITUDE)
- PATROLLED ROAD
- PLANTATION
- ROAD, MAJOR GRAVEL
- TRACK
- WATERCOURSE
- WATER DROP

SCALE 1:25,000
5 METRE CONTOUR INTERVAL

0KM 0.5KM 1KM

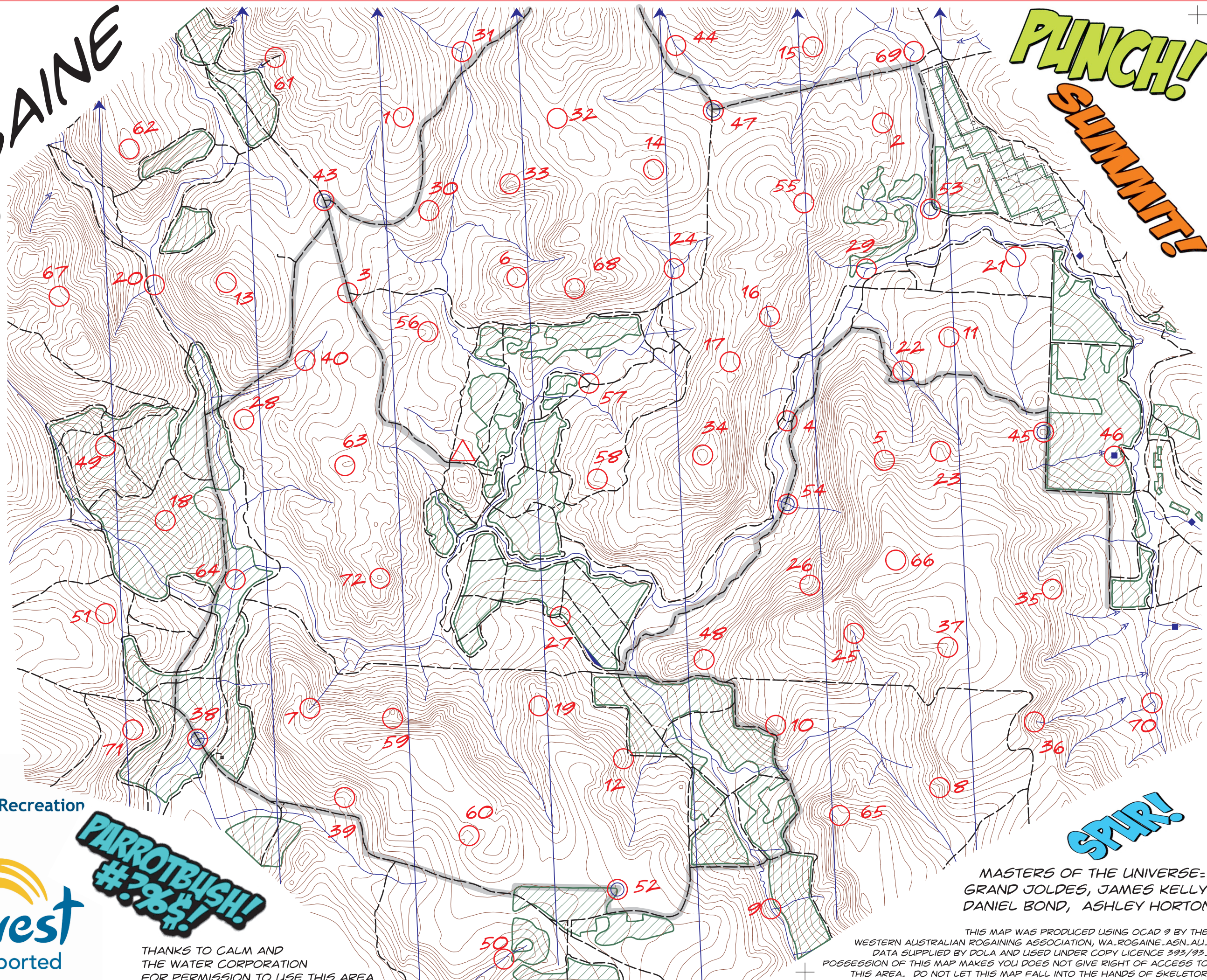


Department of Sport and Recreation

lotterywest
supported

PARROTBUSH!
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THANKS TO CALM AND
THE WATER CORPORATION
FOR PERMISSION TO USE THIS AREA



PUNCH!

SUMMIT!

SARI!

MASTERS OF THE UNIVERSE:
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DANIEL BOND, ASHLEY HORTON

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THIS AREA. DO NOT LET THIS MAP FALL INTO THE HANDS OF SKELETOR.

Herogaine! WARA's heroic Autumn 6hr Rogaine, 7th March 2009.

No.	Description	Points	No.	Description	Points	Important Information
1	The spur	30	37	The gully	60	<u>Registration</u> From 13:00 hrs <u>Control Cards issued</u> From 14:30 hrs <u>Pre-event briefing commences</u> 14:45 hrs <u>Event starts</u> 15:00 hrs <u>Event Finishes</u> 6hrs later <u>Late Penalties applied</u> 10 points per minute or part thereof. Disqualification occurs if more than 30 minutes late. <u>Sunset</u> 19:45 hrs <u>Moonrise</u> 15:11 hrs <u>Hash House</u> There is no Hash House at this event. <u>Number of Controls used</u> 70 <u>Total Points</u> 4260 Points will be gained for mispunches only if you inform administration of the mistake immediately upon your return. If you have not queried your controls visited with administration within 30 minutes of the close of the event then your score will be finalised.
2	The small gully	30	38	Track, watercourse crossing, (Water) <i>(The 'trol is under the bridge)</i>	60	
3	The track junction	30				
4	The track-watercourse crossing	30	39	The broad gully	60	
5	The gully	30	40	The watercourse	60	
6	The broad knoll, eastern edge	30				
7	Head of the watercourse	30	43	The track junction (Water)	70	
8	The gully	30	44	The watercourse	70	
9	The watercourse junction	30	45	The knoll (Water)	70	
10	The spur	30	46	The dam, N/E corner	70	
11	A small knoll, one of many	30	47	The track junction (Water)	70	
12	The broad spur, southern side	30	48	The saddle	70	
13	The knoll	40	49	The knoll	70	
14	The broad knoll	40	50	The watercourse	70	
15	The broad knoll, East side	40	51	The broad spur	70	
16	The watercourse	40	52	The plantation corner (Water)	70	
17	The saddle, southern end	40	53	The Batmobile <i>(retired after a Joker attack)</i> (Water)	70	
18	The spur	40	54	The spring (Water)	70	
19	The spur	50	55	The saddle	80	
20	The watercourse junction	50	56	The spur	80	
21	The bend in the watercourse	50	57	The track junction	80	
22	The watercourse junction	50	58	The spur	80	
23	A knoll, cutest on the map	50	59	The saddle	80	
24	The watercourse junction	50	60	The gully	80	
25	The gully	50	61	The gully	90	
26	The gully	50	62	The knoll	90	
27	The track junction	50	63	South west corner of a clearing	90	
28	A knoll	50	64	The watercourse junction	90	
29	The watercourse junction	50	65	A saddle	90	
30	The broad gully	50	66	The broad knoll, eastern side	90	
31	The watercourse-track junction	60	67	The saddle	100	
32	The broad saddle	60	68	A knoll	100	
33	The knoll	60	69	The watercourse bend	100	
34	The summit	60	70	The watercourse junction	100	
35	The knoll	60	71	The spur	100	
36	Head of a watercourse	60	72	The knoll	100	

Hero:
 One who, in the face of danger and adversity or from a position of weakness, displays courage and the will for self sacrifice – that is, heroism – for the sake of punching controls, but extended to generally having fun.

In case of trouble/emergency please make your way to the nearest water drop or patrolled road. These are patrolled by heros every 2 or 3 hours. Patrol cars have a green flashing light. Water drops are at or near controls 38, 43, 45, 47, 52, 53, 54