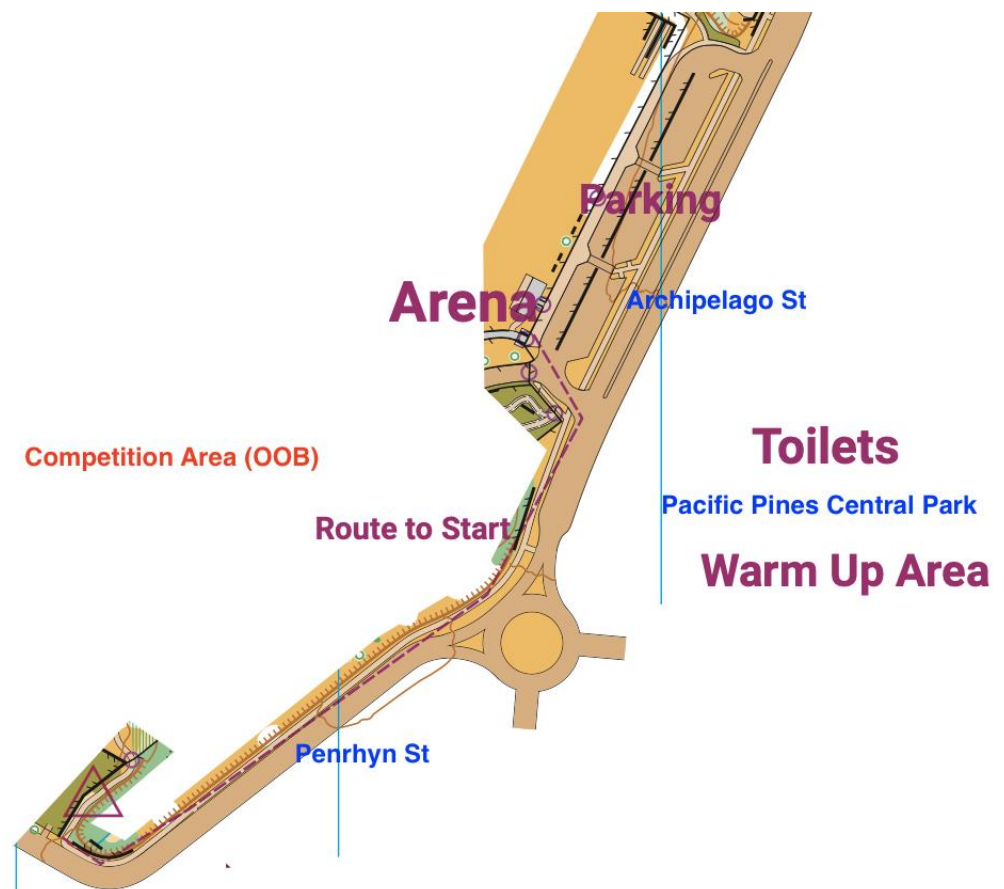


<b>Map</b>	Pacific Pines State High School, Scale 1:3000, Contours 2.5m
<b>Course Setter</b>	Dylan Bryant
<b>Controller</b>	Matt Doyle/Mikaela Gray
<b>Club</b>	Queensland Cyclones
<b>Start Window</b>	10 am – 11 am
<b>Course Closure</b>	11.30 am
<b>Directions</b>	<a href="#">Driving Directions from Google Maps</a> <b>DO NOT TRAVEL ALONG SANTA ISOBEL BLVD BETWEEN SALVADOR DRIVE AND ARCHIPELAGO ST</b>
<b>Parking</b>	Archipelago St. Additional parking Hotham Dr. <b>NO PARKING ON SCHOOL GROUNDS</b>
<b>Arena</b>	Adjacent to parking.



<b>Toilets</b>	130m from arena across the road in the park.
<b>Start</b>	300m southwest of arena along Archipelago St/Penrhyn St. Queueing start.
<b>Warm Up Area</b>	<b>ONLY</b> route to start and Pacific Pines Central Park.

## Hazards

Take care going around tight corners and on narrow stairways. There are **swooping plovers** in the area between the start triangle and first control on all courses.

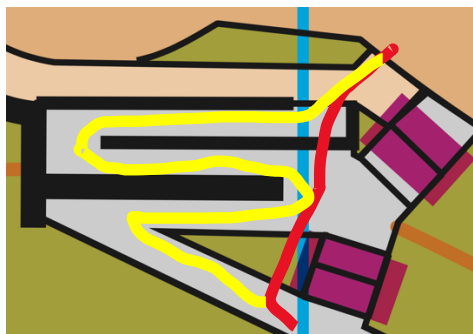
## Mapping Notes

A staircase linking two levels is represented using the stairs and multi-level symbols as shown below.

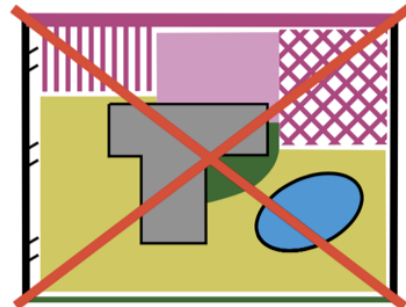


Artificial barriers are in use. These are marked by solid purple lines on the map and with red and white tape and cones in the terrain. If you cross an artificial barrier, you will be disqualified.

There is insufficient space on the map to use the “uncrossable fence/wall” or an “uncrossable purple line” for the railings of this ramp shown below. Crossing under the railings as shown by the red path is prohibited. If competitors choose this route choice, they must follow the ramp as shown by the yellow line. The stairs are taped with artificial barriers that must not be crossed.



Some garden beds may be taped using red and white tape to distinguish the perimeter; however, it is the responsibility of the competitor to ensure they follow the fairplay rules.



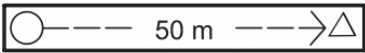

# fairplay

**no** entering, crossing,  
jumping over,  
reaching across



## Control Descriptions

IOF's international specification for control descriptions has been updated in a version, that applies from 2024 onwards.

At a map exchange, or if a marked route is to be followed from a control to a map exchange, it should follow the last control description of the first part of the course as follows:

Ref.	Symbol	Name/Description
15.5		Follow Taped Route 50m to Map Exchange.
15.6		Map flip (turn the map over)

If a control is located in a multi-level area, the Top and Beneath symbols are used to distinguish the level.

12.10		Top	Where the control is located at the highest point of the feature and this is not the default location; e.g. Cliff, top; Stairway, top. The Upper of two levels.
12.13		Beneath	Where the control is located underneath the feature; e.g. Pipeline, beneath. The Lower of two levels.

More information: <https://orienteering.sport/international-specification-for-control-descriptions-updated/>

## Punching

Beacon mode is activated on all controls including the start and finish units.

Competitors on Hard 1 will require an SI-Card9, SI-Card10, or SIAC as there are more than 30 punches.

## Map Flip

Hard 1 and Hard 2 have a map flip. Part 2 will be face up at the start.

## Course Specifications

Course	Distance (km)	Controls	Description
Hard 1	2.6	31	Symbols
Hard 2	2.3	25	Symbols
Hard 3	1.3	13	Symbols
Moderate	1.5	17	Symbols/Text
Easy	1.0	15	Text
Very Easy	0.9	14	Text

## Map Legend

The map legend will be covered by control descriptions. It is shown below.

	Contour (2.5m); Index contour (12.5m)
	Formline; Slope line; Earth wall
	Earth bank: Low, High
	Erosion gully: Shallow, Deep
	Knoll, Elongated knoll
	Depression; Pit; Termite mound
	Rock face: Passable, Impassable
	Cave; Rocky pit; Bare Rock
	Rocks; Group of rocks; Rocky area
	Stony ground; Sandy ground
	River, Lake: Passable, Impassable
	Waterhole; Bubbler/Tap
	Stream; Ditch; Narrow marsh
	Marsh: Indistinct, Passable, Impassable
	Open land; Rough open land
	Open, Rough open with scattered trees
	Bush: Run, Jog, Walk, Fight
	Undergrowth: Jog, Walk
	Notable tree; Stump or dead tree
	Area that may not be entered (Generally garden)
	Dirt path: Indistinct, Narrow, Wide
	(Retaining) walls: Passable, Impassable
	Power line, minor
	Fences: Passable, Impassable
	Building (Do not enter); Canopy; Pillars
	High pole, Power pylon, Other object
	Road, car park, area with traffic
	Paved area without traffic; Step or edge; Stairs
	Construction zone, Residential area
	Uncrossable boundary; Crossing point
	Undercover area passable at two levels
	Barriers at upper level only
	Barrier at lower level only; At both levels
	Stairwell connecting upper and lower levels