

**Ugly Gully Orienteers**  
**OY 3**  
**Sandstone Gardens 14/4/2019**

**Location:** White Rock picnic area, Redbank Plains

**Map:** New Geoff Peck map including additional area to the west of the original Paperbark Flats map.

**Terrain:** Variable terrain changing from complex rock to quite fast open forest.

**Directions:** Drive to the very end of School Rd, Redbank Plains continuing onto the gravel road and under the motorway. Be aware there is a new housing estate now at the end of School Rd so follow the street signage to the White Rock picnic area. UBD 255J3

**Parking:** There is some parking avail at the picnic area with overflow parking on your left just prior to reaching the picnic area.

**Toilets:** There are council toilets at the picnic area.

**Water:** One water control will be included in the hard and moderate courses. Please only drink what you need and so consider others that come after you. There will be some water at the Start and Finish but please bring what you need.

**Starts:** 9am -11am.           **Event closure :** 1pm.

**Organiser:** James Mitchell

**Setter:** Su Yan Tay

**Controller:** Greg Chatfield

**Contact:** James Mitchell 0423046001

**Course Information:**

<u>Cse</u>	<u>Dist</u>	<u>Climb</u>	<u>Controls</u>	<u>Suggested Age Groupings</u>
H1	8.2k	240m	19	M21
H2	6.4k	175m	17	M17-20, M35, W21
H3	5.3k	130m	13	M16, M45, W17-20, W35
H4	4.0k	105m	9	M55,W16, W45
H5	3.0k	80m	9	M65+, W55+
Mod 1	3.0k	85m	11	M14
Mod 2	2.4k	75m	9	W14
Easy	1.9k	40m	8	M/W12
Very Easy	1.5k	20m	9	M/W10, M/W Novice

**Registration:** This is a pre-enter and pre-pay event. Register on the day only if you need to hire a SI stick.

## **Start Information:**

**Start 1** All courses other than Easy and Very Easy. This start is 1km from the assembly area with 40m of climb. Allow 30 mins as some of the walk is rough underfoot with some *chain wire* on the ground. There will be water at the start.

**Start 2** For easy and very easy courses this is situated adjacent to the assembly area. Ensure you clear and check your SI stick prior to approaching the starter. You will be checked off the pre enter list to ensure you receive the correct map. Clue descriptions will be printed on the map and will be available loose along with map bags. You must punch the start unit immediately after picking up your map and before you look at it.

**Download** Immediately after finishing your course proceed to the download tent where you will receive your splits printout. Results will be displayed on the monitor nearby.

## **Terrain Notes:**

- :There are bits of *barbed wire* on the ground, especially near the fence lines. For the moderate and hard courses, you will all cross a fence line before your second or last control. Please be aware that there is a *barbed wire* fence BEFORE the tubular steel fence.
- It is easy not to see the barbed wire fence as it isn't as visible as the thick steel fence.*
- There are *deep erosion ditches* and some of the water courses are very deep. Some of these are mapped as *black lines*, and some are *brown lines*. They can be *up to 4m deep* in places. Please be careful near them.