

NEW FARM PARK	
Controls	24
Time Limit	30:00
Wheelchair Friendly	Yes
Child Friendly	No
Public Transport	NFP Ferry Terminal
Control Locations	
Start	Top of Stairs at the Lamppost
30	North of Path Intersection
31	South of Garden Bed
32	Playground
33	Bus Stop
34	West of Garden Bed
40	South East End of Garden Bed
41	North of Western Water Tank
42	East of Shelter
43	Small Tree
44	Palm Tree
50	North East of Garden
51	Entrance to Park
52	Palm Tree
53	Entrance to Ferry Terminal
54	South West of Basketball Court
60	Bus Stop
61	South West of Shelter
62	West End of Path
63	Monument
70	Top of Stairs
80	West of Monument
90	South of Driveway
100	Path Bend
120	Bottom of Stairs
Finish	Same Location as the Start

MAPRUN PARKS

Queensland

NEW FARM PARK

<https://maprun-parks-qld.weebly.com/>
or contact maprunparks@oq.asn.au

Bonus: Visit any + on the map for an excellent photo opportunity

scale 1:5000
contours 2 m
magnetic north 2014

0 metres 150
1cm on the map represents 50 metres on the ground

- Private area, gardens - forbidden access
- Hard paved area
- Soft paved area (play area)
- Open land
- Open land with scattered trees
- Forest : easy running
- Distinct vegetation boundary
- Dense vegetation; Hedge - forbidden to cross
- Prominent large tree, with canopy
- Prominent bush or small tree < 0.5 m diameter, with canopy
- Road
- Bike path
- Foot path
- Unpaved track
- Small track
- Passable wall
- Impassable wall - forbidden to cross
- Passable fence, gate
- Impassable fence - forbidden to cross
- Passable stone wall
- Building - forbidden to pass through or over
- Canopy
- Light pole
- Boulder
- Man-made feature (play equipment)
- Bus stop; sculpture
- Contour
- Formline contour
- Steps
- Water tank
- Out of bounds

Have fun exploring
our beautiful
PARKS

Base material : Qld globe image, Neighbourhood map, BCC
Field work : R. Rapkins Dec 2013
Cartography : R. Rapkins Jan 2014
Drawn using OCAD 10, ISSOM 2007 symbol set
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Version 1. Jan 2014

Special Note:

All garden beds are strictly out of bounds. Please respect other visitors to the Gardens & give way where necessary.

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MAPRUN PARKS

Queensland

About...

MapRun is easy orienteering using a SmartPhone for guidance, tracking and timing. Your run in the park just became much more interesting!

There are no orienteering flags placed on the course - instant feedback is provided with GPS tracks, personal results and leader board. You can do Maprun Parks courses any time, provided the park is open.

Getting Started

Before you come to the event:

Install the free MapRun App (Apple App Store or Android PlayStore) and print the map if you want it. Start the app, read and accept the terms and conditions then tap "**NAME**" and register your details. Go to "**EVENT LIST**", then "**Queensland**" Folder then "**Maprun Parks Qld**" folder. Search the list and tap to select your course. On the main screen you should now see the course name displayed above "**GOTO START**".

- The aim of the game is to score as many points as possible on course in the allocated time
- Points are scored by visiting each numbered 'control' on the map, these controls are only marked on the map, the GPS on your smartphone registers when you are at the control. You will hear a beep and vibrate signal.
 - Each control you visit scores points according to its number – a control numbered '38' is worth 30 points, '42' is worth 40 points etc
 - Note that there is a score penalty for overtime – you lose 30 points for each minute over the allocated time
- You need to pass through the start to commence the timing and start your course and pass through the finish to stop the timer and complete your course
- The "**Time**" box (top left of screen) displays elapsed time since you started at the first point, the "**Remaining**" shows the time you have left for your race
- The "**Visited**" will say "**Not Started / nn**" before you start the course, check this as you go and it will update as you pass through the points where nn is the number of controls in the course. E.g. 2/20.
- "**Last**" is the last checkpoint you registered

Ready? (sunscreen, hat, water?) GO!

- Open the MapRun app.
- Press "**GOTO START**" (course map will appear)
- Find the start location in the real world - the triangle on the map and finish at the double circle.
- decide on the route you want to take, tap "**Start the GPS**", make your way to the start. When your phone beeps / vibrates, move onto the next control on the map repeat until finished.

Using the map on your phone or a printed version of the map, visit as many controls as you can in the time allowed. There are no flags at control sites. As you move to within about 5 metres of the control location, the phone will beep and vibrate and update your score. Note you may need to pause for a few seconds at the site of the control to allow your phone's GPS to register. Check your results within the Maprun app, or online. Compare your time with others or your own result from previous attempts. Replay where you and others went (on the website <http://maprunners.weebly.com/results.html>)

Warning: You participate at your own risk and are responsible for your safety. Take care crossing roads, use pedestrian crossings and lights if available. All council rules and by-laws apply. Please respect our beautiful parks!

Legend

Contour, index contour	
Form line, Slope line	
Earth banks	
Small earth wall	
Small erosion gully	
Small knolls, Pit	
Broken ground	
Impassable cliff	
Rock pillar/cliff	
Passable rock face	
Stony ground	
Boulder, small/large	
Boulder field	
Open sandy ground	
Bare rock	
Lake/river	
Lake: Bank line	
Pond & border	
Passable small watercourse	
Minor watercourse	
Open land	
Open land with sc. trees	
Rough open land	
Rough open land with sc. trees	
Forest: slow running 60-80%	
Forest: difficult to run 20%	
Vegetation: Very difficult run	
Undergrowth: slow running	
Undergrowth: difficult to run	
Hedge	
Distinct cultivation boundary	
Distinct vegetation boundary	
Prominent large tree	
Major roads	
Major paths	
Paved area (urban)	
Paved area (non-urban)	
Vehicle track	
Footpath	
non urban unpaved footpath	
Unpaved footpath/track, non urb.	
Stairway	
Less distinct small path	
Bridge	
Passable stone wall	
Passable wall	
Fence, passable/ruined	
High fence	
Building (not passable)	
Canopy	
Disused overhead conveyer belt	
Pillar	
Forbidden access area	
Cairn	
Pole/Wreckage	