

Cockatoo Island Orienteering Map

100m

Scale 1:3000 Contour interval 2m

Participants use this course at their own risk





Legend

paved area

tunnel entry

passable cliff rocky ground

broken around

lawn with trees rough open land forest - easy running walk vegetation isolated tree

water (passable) contour, form line slope tag (downhill) passable retaining wall passable wall passable fence large metal object

building - exit (entry?)

tunnel

canopy bare rock

lawn

MapRunF

Ferry

Permanent course Apr 2021

Cockatoo Island								
Score			20 controls					
\triangleright		Start: SE side of building						
	1	SE part of covered area						
	2	SE outside corner of building						
	3	E side of wall						
	4	S side of building						
	5	W side of large metal object						
	6	E side of large metal object						
	7	E side of S building						
	8	Foot of steps						
	9	NE part of S paved area						
	10	W gate						
	11	W side of tunnel						
	12	SE side of building						
	13	N side of middle wall						
	14	Beneath steps						
	15	Man-made feature						
	16	Elevated walkway						
	17	S side of building						
	18	Beneath sign						
	19	W side of tunnel						

20 S side of S building





OUT OF BOUNDS:

impassable fence impassable cliff impassable wall hedge

garden, forbidden area building, permanent tent



Big Foot Orienteers www.bigfootorienteers.com

Mapping: Andrew Lumsden 2014-21



For information on orienteering: www.onsw.asn.au

Welcome to the Cockatoo Island permanent orienteering course. These courses are free and open to the public.

Who participates in orienteering?

Anyone! It is perfect for all ages and experience levels. Go at your own pace – solo or grab some friends and go in a small group.

Which course should I take?

All courses start from the Muster Station near the ferry exit-entrance. The Easy course is short and in a simple loop, while medium and longer courses require more complex navigation at multiple levels.

What will I need?

- (1) If you are doing it retro style you need the map, the control card (at the bottom of this page) and a pen/pencil.
- (2) If you are using the MapRunF app you need a smartphone. We recommend beginners always take a printed colour map.
- (3) Comfortable exercise clothes. Sunscreen and hat are recommended. Supply your own water.

For your safety

Please refer to <u>weather forecasts</u> for extreme weather event notices. The island can be very windy. Ferries only come once an hour. Out of bounds area are marked in olive green or pink or purple stripes. Please do not enter any of these areas. The island contains some trip hazards due to the ongoing and heritage aspects of its industrial past. Park Rangers - 0434 652 153: 8am-4pm and Security 0433 632 791 from 4pm-8am. On hot days, take extra water and look for signs of heat fatigue. See the Cancer Council recommendations <u>here</u>.

What terrain will I encounter?

The course covers open grassy areas, paved paths, staircases, tunnels and building surrounds.

Will I need a compass?

No - there are plenty of paths and buildings to use as reference points. If you are unsure of where you are at any time, remember to always have the map facing north (i.e. towards Woolwich Wharf), and look for the nearest obvious large feature (building, open area) close to you. Look for this feature on the map to regain your bearings. The CBD is to the east.

How do I complete the course?

- (1) Line courses visit the control points in the listed order. The control point will have a number and a letter on it. The marker is in the centre of the circle shown on the map. The description tells you where it is.
- (2) Score courses visit the controls in any order.

How do I prove I have visited a control?

When you find a control, (a) write its letter in the corresponding box on your control card if you are doing retro, or (b) the app will beep and buzz to confirm you are at the control. If undercover, please allow the app a short time to 'catch up' to you.

What are the courses?

• Easy: 1-2-3-4-5-6 = 1.3km

Medium: 20-8-16-12-18-9-19-14-13-6-15-4-3-2 = 3km
Long: 7-9-18-19-14-17-1-8-16-12-10-4-3-2-15-13 = 4km

• Score: 1-20 in any order (~3.5km by optimal route)

1	2	3	4	5	6	7
Covered area, SE part	Building, SE corner	Wall, E side	Tunnel, N end	Large metal object, W side	Large metal object, E side	Building, E side
8 Fence at foot of steps	9 Beneath bench	10 E/W gate	11 Tunnel, W side	12 Building, SE side	13 Wall, N side	14 Beneath steps
15 Rusty block	16 Elevated walkway, S side	17 Building, S side	18 Sign	19 Tunnel, S entry	20 Building, S side	Finish Crane, S side

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