

Nav 2005 - Course Setter's Notes

Welcome to the Bushwalkers Wilderness Rescue Emergency Services Navigation Shield, 2005. This year's course covers a wide array of environments from an open sub-alpine plateau to rolling grasslands. To do well this year you will need to be able to navigate accurately finding small navigational features and plan an effective route in challenging terrain. *These notes form part of the event rules.* Any competitor found in breach of the rules may be penalised or disqualified from the event.

Checkpoint Scores: The points value of a checkpoint is the first digit of the checkpoint number, that is: numbers 30 to 39 are worth 30 points, numbers 40 to 49 are worth 40 points and so on.

Water: Little water is to be found on the course, however recent rains may have improved the situation. Water is available at all radio checkpoints and the National Parks campgrounds "The Barracks" and "The Pines".

Camping: No camping or fires in any private property. Please be very careful with any fire and make sure it is fully extinguished and rock circles dispersed after use. No campfire is to be left unattended.

Late Penalty: The finish time for the one-day event is 19:30, Saturday; and the two-day event is 14:00, Sunday. Any team returning to base after these times will be penalised at 30 points per 5 minutes late, or part thereof. Any team more than 1 hour late will be retired from the event ("DNF" –did not finish). If you are likely to be more than 1 hour late for your finish time, please proceed immediately to a radio checkpoint, or contact us.

Map: The map scale is 1:25000 with a 10m contour interval; except for the map in the north west corner, it is 1:50000 with a 20m contour interval. The grid squares on all parts of the map is one kilometre. The event map is copied directly from a standard topographic map with only a few corrections for errors. There are a number of roads which are not marked or are incorrectly marked. The national parks brochure in your registration pack will help you with these additional roads and tracks.

Safety: If your team suffers an injury during the event, please inform the nearest radio checkpoint or bushranger as soon as possible. If you come across a team with an injury or otherwise in difficulty, please assist them if they request. Make sure the team going for help records the team name and number of the team in difficulty, the nature of the incident and any injuries sustained, your current position and the time the incident occurred. Teams assisting other teams when requested can have points awarded in compensation for the time used assisting another team. You can also contact us on mobile phone number 0427 455 897. You will need to be on a high point to get CDMA phone coverage, and there is no GSM mobile phone reception anywhere on the course.

Route Intentions: At the start of the event, we would like you to inform us of your team's intentions for your first 3 checkpoints, and the radio checkpoint you intend to use for Saturday. Please write this on the enclosed intentions form. You will receive 10 points if you do this before leaving base on Saturday morning.

Private Property: This course only exists due to the generosity of a number of private property holders. Please respect their privacy. Do not damage fences, disrupt crops or stock or approach private houses or huts.

Terrain: The Coolah Tops plateau is generally rolling country with little scrub - very pleasant walking so enjoy the scenery! Below the escarpment in the open grasslands is also open easy walking with little scrub. The only area with significant scrub is the steep slopes just below the escarpment but with some route finding it can be minimised. The country is very slippery when wet, especially the passes off the escarpment. There are only four routes down the escarpment and they are marked on your map in blue. Do not waste time trying to find other passes. These passes are nothing more than steep walks, so if you find yourself climbing you are in the wrong place.

Specific notes:

CP 63 (Basalt Cave): Do not underestimate the track to the basalt cave, even though it is a "marked" track. It is the most difficult terrain on the course. The flag is at the back of the largest cave. It is at the base of an unclimbable cliff. The checkpoint is approximately 60m in, and will require you to do some crawling as the cave is only about 0.5m high in places. You will require a light, but a helmet is not required as long as you are careful. This is the only place on the course where you may split your team and send one person to get the checkpoint if you wish, provided the remainder of the team stay at the cave entrance until all your team is together again. National Parks have requested us not to use this checkpoint in wet weather. Whether this checkpoint is available in the event will be announced at the course setters briefing on Saturday morning before the event, or ask at the registration tent.

CP 45 & 52: The flag is not located at the feature described on the checkpoint description. You will need to walk on the bearing and distance indicated from the feature to find the flag.