

2011 Autumn Alpacagaine - Course setters notes

UNDERGROWTH/VEGETATION: Not too bad, but thicker than 2004 (when it was a dream). The course is all pretty much walkable and some is runnable. There is some tiger pear. Watch out for it and be careful with it!

CLIFFS: There are a number of marked and unmarked cliffs on the course. The marked cliffs should be used as a guide of where not to go, and should not be assumed to be accurate enough to navigate off.

CREEKS: The major creeks are generally not too bad for travel (at walking speed). In more difficult places, you can typically move up onto the slope on one side or the other to pass.

MAP: The map is based on department of lands topographic maps (1:25000, 10-m contours), with quite a bit of extra work put in by Graeme for previous events held here. The vegetation boundaries are taken from recent aerial photographs, so shouldn't be too bad overall.

Special note – only approach # 60 from the west – don't try to go up to it from the east – it is *very* steep...

CONTROL DESCRIPTIONS: We are using the 'official' rogaining grammar. If the geographical location of a checkpoint (eg spur) is not explicitly shown and is not clearly apparent on the map, the feature is described with the indefinite article (eg "a spur"). If the location is clearly and unambiguously mapped, it is described with the definite article (eg "the spur").

WATER: There is some natural water on the course. There are livestock too though, so we recommend treating it before use. Joel has had several litres of it just downstream from the ANC (after treatment) and suffered no ill effect – other than the obvious mental deficiencies. There are two water drops on the course, as well as the All Night Café. You will need to be careful of your fluid on the NE part of the course.

ALL NIGHT CAFÉ: A café will be operated as indicated on the map. If you would like a hot drink at the café, then please pack a mug. The café will be open between 5 pm and ~7 am and will have a variety of snacks for you to eat.

SAFETY: If you become injured such that you are unable to move (eg. broken ankle or snake bite) than stay where you are, and blow your whistle three times every 5 minutes. If you hear an emergency whistle, then you are obliged to stop rogaining and seek the injured team. If you become injured and are able to move, either make your way back to the hash house or the nearest water drop. The water drops will be visited during the event, however it may be up to 6 hours between visits.

Mobile phones work on many elevated parts of the course (Telstra at least). When the signal is weak, it might be best to send a text message. In case of emergency, dial 000, or phone the hash house on: 0428 666 611 or 0413 841 543. There will be at least one satellite phone– check with organizers for the number.

LOST?: Stop, check your map and look for reference points. If you can, backtrack to a known point. If you become lost, try walking to the top of a ridge to get a better view of the situation. If you head SE, you will eventually hit the Gundy Road.

OVERDUE TEAMS: If you are likely to be more than 30 minutes overdue, then please head directly back to the hash house via the quickest route. If you are going to be more than 30 minutes overdue and have a mobile phone, then please phone the Hash House and let them know that you are safe and returning.

TRACKS: There are numerous new and old tracks not marked on the map. Some will be helpful!

IMPORTANT TIMES: Sun set 1735. Sun rise: 06:18

FUN: Make sure you have some.