

Number	Description
20	Gate of Christmas tree farm
20	North side of a tree fern thicket
22	The creek 15 m north of track crossing
23	The north side of track
24	A powerpole
25	The track bend
26	The bike track, bare rock
30	The track bend
31	Southwest side of a bridge
32	Southeast side of the track
33	West side of the east track
34	School fence
35	A small clearing on the fence
36	The track end, a dam
37	Northside of the creek, a small waterfall
38	Skippy, the bush kangaroo (wandering)
40	East side of bend in the road
41	The track junction on the fence
42	Above a boulder on the east side of the track
43	Fig tree in the park
44	The track junction
45	A young tree in the reserve
46	A waterfall north side of the track
50	An overhang on the east side of the track
51	The track
52	The track bend
53	The track watercourse junction
54	Northeast corner of dressage arena
55	The watercourse, bare rock cliff top
56	The fence corner
57	The track
60	The east end of knoll
61	North side of the clearing
62	The track bend
63	East side of the watercourse
64	Below a 2m waterfall
65	The track bend
66	The north side of the track
70	The lookout
71	North side of a 4 metre boulder
72	The spur, a banksia between boulders
73	East side of underpass
74	West side of the track, clifftop view
75	Southside of bare rock (keep off the carvings)
76	The track gully crossing
80	The fence corner
81	Middle of the thicket

Number	Description
82	A trig point on the knoll
83	The creek junction
84	The creek junction, Dundundra Falls
85	A giant scrubby gum
86	A fence on the track
90	East end of the cliff top
91	A banksia
92	Head of the gully
100	The point
101	The river bank
102	West side of the bridge

The Objective

- The objective is for your Team to navigate to as many Controls (designated on the map by a circle and number) as possible and accumulate the most points you can within 6 hours.
- The value of each Control is calculated by replacing the last digit with a zero. For example, Control 45 is worth 40 points; Control 102 is worth 100 points.
- There are 58 Controls, totalling 3130 points.
- No use of GPS devices to aid navigation.

The Map

- Thanks go to Hamish Mackie for creating the map which is 1:20,000 and with 10 metre contours.
- The settled areas of Terrey Hills and Duffys Forest are on a plateau between 150m - 200m elevation. The three 100point controls are at sea level and feature some of the most scenic parts of the course.
- There are toilets and shops in Terrey Hills as indicated.
- There are water drops at W1 and W2 and a tap at W3. It is recommended to carry 2 litres per person with more if it is a warm day. The creeks mostly drain from developed areas and are unsuitable for drinking.

Course Notes

- Residential areas are marked in yellow and are out of bounds including driveways marked in black in the larger properties.
- When planning your route along bush tracks note there are only limited points back into the residential streets. Do not trespass. If a driveway has gates and a letterbox its private.
- Control 75 is on a fence protecting aboriginal rock carvings. Do not walk on the rock and keep to the marked access track. From near control 53 note that there is no route north
- through Kulgoa Nursery only east, west and south.
- The path between controls 35 and 56 is indistinct in places but generally follows near the fence line.
- The path on which control 76 is located is indistinct in places
- You MUST stay on established tracks.

Welcome to "The Search for Skippy Socialgaine" Sunday, 20 November 2022 Course Setters' Notes & Control Descriptions

Safety Issues

- Care should be taken on roads. There are no footpaths except near the centre of Terrey Hills. You should generally walk on the right-hand side facing the traffic.
- Booralie Road is the main access road that you drove in on. There is a horse trail marked along the south side of the road which links the dressage arenas and riding schools to Anembo Reserve near control 85. The trail should be used to avoid walking along the road verge. Make way for any horse riders vou meet.
- The section of Booralie Rd near control 31 is steep, narrow and winding and care should be exercised.
- The NSW Gun Club (square area near control 51) is out of bounds.
- Take care on bush tracks, stream crossings, and steep and rocky areas, especially if it is wet.
- Hazard reduction burns by RFS take place in the area subject to conditions. If it is necessary, late map corrections will be issued by the organisers at registration.
- Members of the local Facebook group have reported snakes. Specifically diamond python and red bellied black snake (poisonous). If you see one give it a wide berth. You must carry a snake bite bandage.
- The course setters have come across leeches (several in wetter areas) and ticks (only one, between controls 35 and 56). Be aware and inspect limbs.
- Call the Event Emergency Phone if you need assistance (0409 454 396 or 0404 489 787). In the case of an urgent, lifethreatening emergency, call 000 or 112. Mobile coverage in the creek beds is patchy.
- If you withdraw, return to the Hash House. If you cannot make it back, please call the Event Emergency Phone - we don't want to be worrying about what happened and sending out search parties needlessly!

Skippy the Bush Kangaroo

- Skippy has taken Control 38 and can be found at a random point on the course for a bonus 30 points. Skippy has been known to nap at lunchtime 12.00-1.00.
- Hint Skippy is no fan of cars or houses and is most likely on a bush trail. Skippy is available for selfies.

Hash House

- Our registration area and Hash House has been kindly provided by the Alexander Primary School.
- The after-event eats are being provided by our long- standing partners 1st Waitara Scouts.

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- seconds:
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Start/Finish

- •

Afterwards

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Flattish

Views and hills

58 Controls, totalling 3130 points

Navlight Electronic Recorder

Your NavLight Tag is to be attached to your wrist and must be "punched" at the Finish (to "stop the clock").

ALL Team members must "punch" their Tag at every Control with the Navlight Control Punch, to register the Team's visit.

The Punch flashes red when placed on your wrist Tag for 2

• the flashing red light may be hard to see.

• even if you can't see a flashing light, the Tag should register. There is no beep sound.

If a Punch is missing, record your presence with a photo. When you finish, report the problem to have your score adjusted.

• This is a 6-hour event with a mass start at 9.30am.

When you return to the Finish make sure all Team members have their Tags removed by an official.

If your Team returns after 3.30pm a Time Penalty will be incurred of 10 points for each minute, or part thereof, that you are late.

If your Team returns after 4:00pm unfortunately the Team will be recorded as LATE, with a score of zero.

Please put the social in Socialgaine and enjoy the company of fellow rogainers.

BBQ eats and drinks are provided by 1st Waitara Scouts from 3pm to 4.30pm.

Prizes will be awarded at around 4:15pm.

Novice Route Ideas

HH-51-91-54-55-23-66-33-92-52-61-41-40-80-31-HH 740 points

HH-51-40-32-57-100-70-31-20-80-71-22-85-90-HH 730 points

We hope you enjoy The Search for Skippy Socialgaine

Co-ordinator: Julian Ledger Administrator: Vivien de Remy de Courcelles Setters: Julian Ledger, Katherine Cameron, Chris Stevenson Vetter Dom Pitot Mapper: Hamish Mackie Catering: 1st Waitara Scouts First Aid Steve Young Helpers: John Clancy, Anne Newman, Melissa Grant, Penny Field, Colleen & Colin Mock, Amanda Mackie, Nikolay Nikolaev, Virpi Komulainen, John & Kath Anderson, Pam & Bob Montgomery, John Cameron, Mike Mineham, Ron and Barbara Junghans