

# Cockatoo Hill

Welcome to the 42nd

Paddy Pallen



Rogaine  
19th June 2005



Organised by:  
NSW Rogaining Association

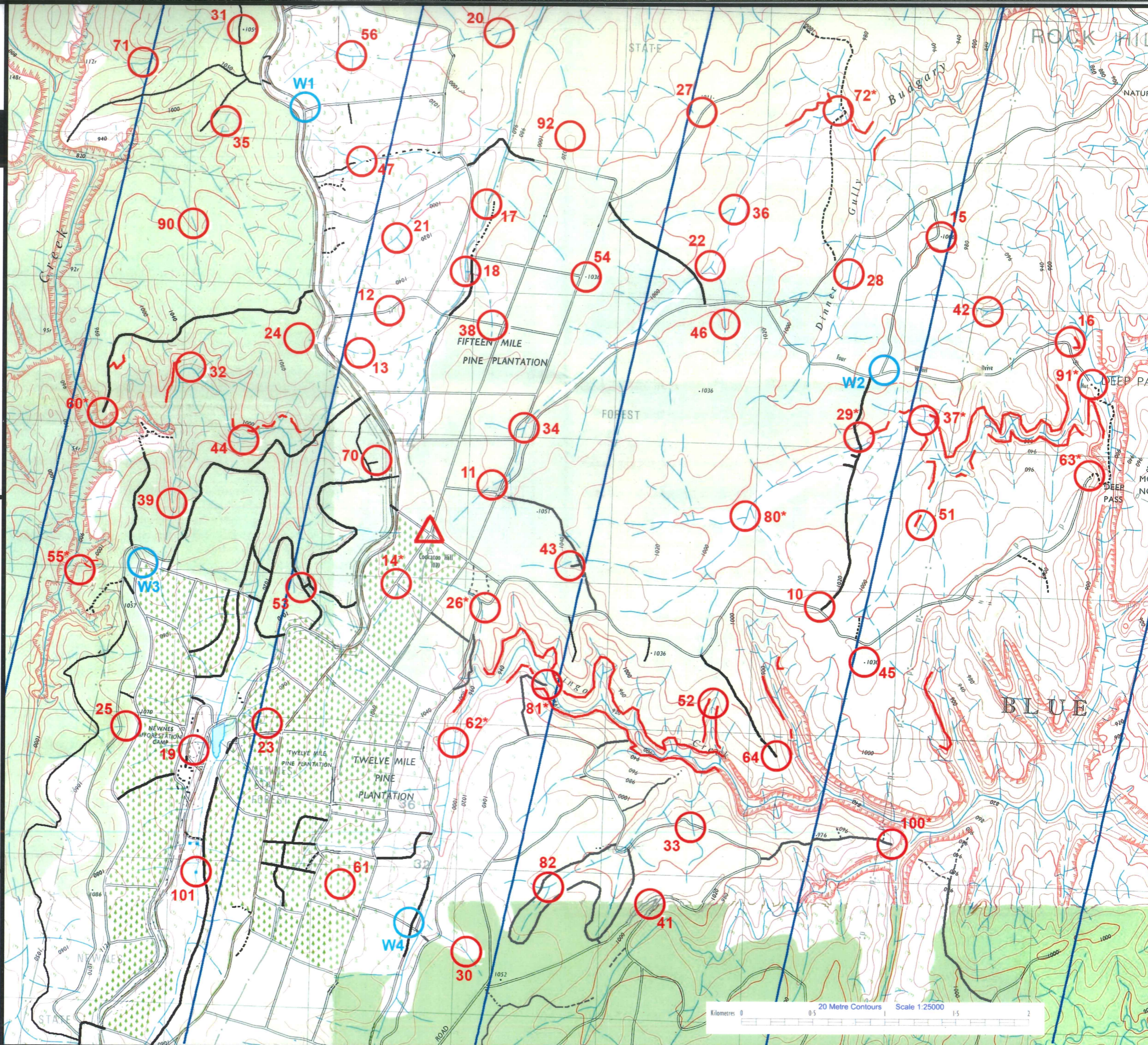
Event Coordinator: Julian Ledger  
Course Setter: Michael Watts  
Course Vettors: Joel Mackay, David Gell, Julian Ledger  
Administration: Ian Almond  
Catering: 1st Waitara Scouts

Dense timber; Medium timber	
Scattered timber; Forest, coniferous or pine	
Small dam, waterhole or tank; Well or bore; Spring	
Intermittent watercourse with falls	
Dam or weir; Rapids in large river	
Indefinite intermittent watercourse	
Perennial watercourse with rapids	
Indefinite perennial watercourse	
Track (approximate location only)	
Additional Cliffs (approx location)	
Hash House	
Control; Water Drop	
Road loose surface two or more lanes	
Road loose surface one lane; Embankment; Cutting	
Track vehicular; Gate; Stockyard; Foot track	
Bridge; Causeway; Kilometre post	
Levee or dyke; Quarry or gravel pit	
Horizontal control point (with height); Landmark; Other	
Bench mark (with height); Spot height approximate	
Contours; Approximate contours	
Depression contours; Auxiliary contour	
Landslide; Rocky slope	
Cliffs (with relative height)	
Eroded bank; Escarpment	
Steep slope	

Source Maps:  
Cullen Bullen 8931-3-N  
Rock Hill 8931-2-N  
Lithgow 8931-3-S  
Wollangambe 8931-2-S

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## Course Setter's Notes

<b>Timetable</b>	<ul style="list-style-type: none"> <li><b>The event commences at 9.00am and concludes at 3.00pm</b></li> <li>8:15 am – Novice briefing.</li> <li>8:45 am – Final briefing.</li> <li>9:00 am – Detailed planning assistance available to teams at the hash house.</li> </ul>
<b>Safety</b>	<ul style="list-style-type: none"> <li>This is canyon country! There are many sandstone cliffs and ledges on the course that are not marked, particularly along watercourses. You should not climb any cliffs. Sidle around the cliff lines until you find a safe way up or down. <b>The course setters did not do any climbing and neither should you!</b></li> <li>The main canyons have very high cliffs – some well over 100m. While they can offer good views be very cautious and stay well away from the edges.</li> <li><b>All teams must complete a route intention sheet</b> and return it to Admin before the final briefing. There is a <b>100 point penalty</b> for teams which do not complete and hand in route intention sheets</li> <li>You must be carrying a minimum emergency kit of a whistle, a space blanket and an elastic bandage for the remedial treatment of snakebite.</li> <li>The area is used extensively by dirt bikes and 4WDs. On Glowworm Tunnel Road they can be travelling at up to 100km/h so remember kindergarten and "Stop, Look and Listen" when crossing or walking on roads. The area is usually quite deserted – bikers and drivers will not be expecting you.</li> <li>Allow plenty of time for your return route so as to be safely back at the hash house before 3pm.</li> </ul>
<b>At the Finish</b>	<ul style="list-style-type: none"> <li>Control cards are how we keep track of who is still out there, as well as being used for scoring.</li> <li>You <b>MUST NOT</b> leave the event site for <b>ANY</b> reason without handing in your control card.</li> <li>On return to the hash house at the completion of the event, teams will be checked that all their team members are present.</li> <li>After this check, one member of the team will take the control card to the registration queue to finalise times and scores.</li> <li>Other team members please leave the finishing area. Towards 3:00pm the finishing area will get very crowded and busy – reducing congestion helps us all.</li> </ul>
<b>Emergency</b>	<ul style="list-style-type: none"> <li>Blow your whistle</li> <li>Teams hearing a whistle are obliged to stop competing and go to the assistance of the team in trouble</li> <li>If you are mobile, try to get to a main track.</li> <li>Glowworm Tunnel Road and the routes to the water drops will be patrolled during the event – flag down a vehicle if you want assistance.</li> </ul>
<b>Wildlife</b>	<ul style="list-style-type: none"> <li>The course has abundant wildlife, mostly active around dusk and dawn, so you may not see any – wombats, swamp wallabies, grey kangaroos, possums and (possibly) two rock wallabies. There are flocks of cockatoos, lorikeets, rosellas, honey eaters and at least two pairs of hawks, as well as many other small birds. In early course setting in February and March, I also saw two small brown snakes and maybe a tiger snake, plus an assortment of goannas and lizards. There are also plenty of foxes and rabbits. I have seen isolated feral dogs but have not had any problems with them.</li> </ul>
<b>Scoring</b>	<ul style="list-style-type: none"> <li>The score for each control is its number with a zero in the last character. ie controls numbered 50, 51, 52, 53 etc are each worth 50 points.</li> <li>A late penalty of 10 points per minute or part thereof will be applied to each team arriving after 3.00pm.</li> </ul>
<b>Terrain</b>	<ul style="list-style-type: none"> <li><b>The map has 20m contours.</b> You need to adjust your route planning to embrace this fact.</li> <li>There are very many sandstone cliffs on the course. <b>We have found that minor creek gullies usually provide good access from the tops to the creeks whereas minor ridges can end in a series of low cliffs.</b> In the most cases you only need to sidle 50m around a cliff to find a safe place to ascend or descend.</li> <li>We have not marked all the impassable cliffs on the course. If it looks steep it may have impassable cliffs, try a less steep route and look to use minor gullies.</li> </ul>

<b>Map</b>	<ul style="list-style-type: none"> <li>The base maps are from 1975 – a lot has changed since then. Many additional tracks and cliff lines have been added, and overgrown tracks deleted.</li> <li>By no means all the extra and overgrown tracks and cliff lines, have been added, deleted or otherwise corrected.</li> <li>Dirt roads can and do move over time. In many places the mapped roads do not exactly follow their plotted course. Hand surveyed and drawn tracks and cliffs also lack pinpoint accuracy. Track junctions are usually better, but do not take the track twists and turns as gospel.</li> <li>Because of the shallow terrain on the plateau creek junctions, which are shown as points on the map, may in fact be quite diffuse.</li> <li>Overall map accuracy for the base maps is of the order of +/- 50m (or 2mm on the map) for point and line features. Hand drawn bits, particularly where there is no distinct terrain feature to tie them to, are probably no better than +/- 100m (or 4mm on the map). For comparison, the control circles are 8mm, or 200m on the ground, in diameter.</li> </ul>
<b>Water</b>	<ul style="list-style-type: none"> <li>There are four water drops on the course. These are blue circles marked W1, W2, W3 and W4.</li> </ul>
<b>Finding Controls</b>	<ul style="list-style-type: none"> <li>Control circles have their centre at the control location and the control description describes the feature <b>OR</b></li> <li>Control circles have their centre located on a map feature and the control description gives the feature plus an additional direction and a distance plus a magnetic bearing to get to the control flag</li> <li>Eg Control 14 – the control circle is located on the track junction and the description is "track junction; watercourse 140m @ 180 mag. To get to the control flag you need to travel 140 m from the track junction due S to where the flag is waiting for you in the watercourse</li> <li>Asterisks beside a control number and in the Control Descriptions table refer to controls which get a specific mention in these notes</li> </ul>
<b>Route Choice</b>	<ul style="list-style-type: none"> <li>Control 81 is only approachable from the south and only by the track</li> <li>Control 81 - Dingo Creek is not navigable E past Control 81</li> <li>Dingo Creek is not crossable N/S at any point where cliffs are marked</li> <li>Control 44 – not for novices. Access from the N and E (along creek) is not recommended due to thick scrub and working through the pagoda line</li> <li>Controls 26 and 62 - Using the creek to travel between these controls is not practicable</li> <li>Control 62 is a good place to cross Dingo Creek</li> <li>Controls 37 and 23 are not reachable using the E-W canyon between them. This canyon is a popular beginner's canyon in summertime and it takes about 4 hours – in winter it is very cold and very wet and even slower.</li> <li>Control 72 - Budgary Creek is not navigable east of Control 72</li> </ul>
<b>Course Highlights</b>	<ul style="list-style-type: none"> <li>Control 100 – a stunning view along Dingo Creek and into the Wollemi Wilderness</li> <li>Control 55 – a popular abseiling spot and great views into Carne Creek canyon</li> <li>Control 60 – another abseiling spo, and extensive views along Carne Creek canyon</li> <li>Control 80 – one of my favourite spots on the course, frequented by swamp wallabies and beautiful walking back to the hash house site by a full moon, although it didn't start out that way. The control was set in pouring rain and mist!</li> <li>Control 81 – an accessible example of a canyon floor - also the gully just to the north has extensive fernery and a horseshoe waterfall.</li> <li>Control 91 – what a standard to set, a rogaining course complete with all modern conveniences en route! Also a great camping spot for that weekend away.</li> <li>Controls 91 and 63 - the good track in Deep Pass between these controls, as well as being very scenic, goes over a fascinating watershed in the canyon.</li> <li>Control 29's rock ledge is a famed 4WD challenge – both getting up it and also down. Folklore has it that if you and your vehicle can't do it in three attempts then you're never going to.</li> </ul>

Ctrl No	Control Description
10	The track junction 20 m NW
11	The shallow gully, a termite mound
12	The track intersection 10m SW
13	The shallow gully
14	The track junction, watercourse 140m @180
15	The high point; knoll
16	The track bend
17	The gully
18	The track / gully junction
19	A cricket pitch
20	The shallow gully junction
21	The shallow gully junction
22	The gully junction NW bank
23	The gully head
24	The head of the shallow gully
25	The gully, a vegetation boundary 10m W
26	The creek bank 15m E of ck
27	The track, a saddle
28	The gully W bank
29	The track, a rock ledge E side
30	The gully
31	The high point; knoll
32	The creek and the watercourse junction
33	A gully junction with the track 20m S
34	The shallow gully junction
35	The shallow gully
36	The gully junction, NW bank
37	The creek junction, 15m N
38	The track/gully junction 10m S
39	The gully
41	Between the tracks, 50m SW of track junction
42	The creek junction S bank
43	The shallow gully, a burnt out car
44	The indistinct creek junction 50 m east S bank
45	The knoll, a dead tree
46	The gully
47	The gully
51	The gully junction SE bank
52	The gully
53	The track junction W side
54	The high point; broad knoll
55	A rock shelf on the ridge line, 50m E of cliff
56	Shallow gully junction
60	The track end
61	The centre of the plantation block
62	The gully junction W side
63	The track barrier N End
64	The track end, a rock shelf E end
70	The broad ridge
71	Creek bend S bank
72	The creek junction S bank
80	The southerly gully junction N side
81	The track end
82	The gully junction SW bank
90	The broad gully
91	The dunny
92	The broad spur, a termite mound
100	The track, a rock outcrop N side
101	The dam wall, middle