

# Gardens Point

## City Botanic Gardens & QUT

MAPRUN PARKS  
Queensland

### Key to map symbols

- building, with through access
- shelter
- drinking fountain, water feature
- monument or sculpture
- floodlight, play equipment
- fence
- high fence
- wall
- high wall
- small cliff, boulder
- rocky ground
- prohibited area (incl gardens)
- hardstanding: with car access
- hardstanding: without car access
- open land
- open land with scattered trees
- woodland: run
- woodland: slow run
- public road
- wide surfaced path
- wide dirt path
- path with steps
- minor dirt path
- ride
- pond: large, small
- watercourse

Scale 1:4 000

Contour interval 2m

0 metres 200

1cm on the map represents 40m on the ground

Control Locations	
Start	On point of land protruding into the lake
31	Prominent tree
35	Track junction in garden – Middle on NE side
37	Edge of clearing onto track
43	South end of lawn between the start of two tracks
45	East end of stone wall
48	Between two ponds
58	West corner of building
60	North end of garden
72	Prominent pine tree
74	North side of bottom of stairs
76	Park bench
80	Stairs
81	Monument
82	Southern tree
83	Gates
84	Corner of Fence
85	East end of concrete wall
86	Track junction
87	Centre of formal garden
88	Monument
89	Gap in gardens
90	East end of bridge
91	Prominent tree
93	Prominent tree
96	Track junction
97	Track junction
98	Prominent tree
99	Track junction
100	Track junction
101	Centre of roundabout
102	Monument
121	Stairs
Finish	Same location as start

City Botanic Gardens	
Controls	32
Time Limit	30 mins
Wheelchair Friendly	Mostly
Child Friendly	For controls in the main park
Public Transport	Yes – CBD location



For more information about orienteering in Queensland, including local clubs, check out the Orienteering Queensland website: [www.oq.asn.au](http://www.oq.asn.au)

Gardens Point - City Botanic Gardens & QUT  
Map based upon orthophotography supplied by WebMap

Map originally produced by SutMap, May 2006 (1:5 000)  
Updated and rescaled (1:4 000) by Mikko Salonen, June 2012  
Updated for new construction J Mitchell January, June 2013  
Updated by Topi Syrjäläinen, December 2018

Possession of this orienteering map does not confer right of access for orienteering or any other purpose. Permission must be obtained from the landowner, Brisbane City Council and the copyright holder of this map, Ugly Gully Orienteers Inc.

# MAPRUN PARKS

## Queensland

### About...

MapRun is easy orienteering using a SmartPhone for guidance, tracking and timing. Your run in the park just became much more interesting!

There are no orienteering flags placed on the course - instant feedback is provided with GPS tracks, personal results and leader board. You can do Maprun Parks courses any time, provided the park is open.

### Getting Started

Before you come to the event:

Install the free MapRun App (Apple App Store or Android PlayStore) and print the map if you want it. Start the app, read and accept the terms and conditions then tap "NAME" and register your details. Go to "EVENT LIST", then "Queensland" Folder then "Maprun Parks Qld" folder. Search the list and tap to select your course. On the main screen you should now see the course name displayed above "GOTO START".

- The aim of the game is to score as many points as possible on course in the allocated time
- Points are scored by visiting each numbered 'control' on the map, these controls are only marked on the map, the GPS on your smartphone registers when you are at the control. You will hear a beep and vibrate signal.
  - Each control you visit scores points according to its number – a control numbered '38' is worth 30 points, '42' is worth 40 points etc
  - Note that there is a score penalty for overtime – you lose 30 points for each minute over the allocated time
- You need to pass through the start to commence the timing and start your course and pass through the finish to stop the timer and complete your course
- The "Time" box (top left of screen) displays elapsed time since you started at the first point, the "Remaining" shows the time you have left for your race
- The "Visited" will say "Not Started / nn" before you start the course, check this as you go and it will update as you pass through the points where nn is the number of controls in the course. E.g. 2/20.
- "Last" is the last checkpoint you registered

### Ready? (sunscreen, hat, water?) GO!

- Open the MapRun app.
- Press "GOTO START" (course map will appear)
- Find the start location in the real world - the triangle on the map and finish at the double circle.
- decide on the route you want to take, tap "Start the GPS", make your way to the start. When your phone beeps / vibrates, move onto the next control on the map repeat until finished.

Using the map on your phone or a printed version of the map, visit as many controls as you can in the time allowed. There are no flags at control sites. As you move to within about 5 metres of the control location, the phone will beep and vibrate and update your score. Note you may need to pause for a few seconds at the site of the control to allow your phone's GPS to register. Check your results within the Maprun app, or online. Compare your time with others or your own result from previous attempts. Replay where you and others went (on the website <http://maprunners.weebly.com/results.html>)

**Warning:** You participate at your own risk and are responsible for your safety. Take care crossing roads, use pedestrian crossings and lights if available. All council rules and by-laws apply. Please respect our beautiful parks!

## Legend

Contour, Index contour	
Form line, Slope line	
Earth banks	
Small earth wall	
Small erosion gully	
Small knolls, Pit	
Broken ground	
Impassable cliff	
Rock pillar/cliff	
Passable rock face	
Stony ground	
Boulder, small/large	
Boulder field	
Open sandy ground	
Bare rock	
Lake/river	
Lake: Bank line	
Pond & border	
Passable small watercourse	
Minor watercourse	
Open land	
Open land with sc. trees	
Rough open land	
Rough open land with sc. trees	
Forest: slow running 60-80%	
Forest: difficult to run 20%	
Vegetation: Very difficult run	
Undergrowth: slow running	
Undergrowth: difficult to run	
Hedge	
Distinct cultivation boundary	
Distinct vegetation boundary	
Prominent large tree	
Major roads	
Major paths	
Paved area (urban)	
Paved area (non-urban)	
Vehicle track	
Footpath	
non urban unpaved footpath	
Unpaved footpath/track, non urb.	
Stairway	
Less distinct small path	
Bridge	
Passable stone wall	
Passable wall	
Fence, passable/ruined	
High fence	
Building (not passable)	
Canopy	
Disused overhead conveyer belt	
Pillar	
Forbidden access area	
Cairn	
Pole/Wreckage	