

Broadbeach

Orienteering map, Broadbeach 4218, Gold Coast City

Drawn to the International Standard for Sprint Orienteering Maps ISSOM 2007

Scale 1:6,000 (1cm = 60m) Contours 2m

Metres 100 200 300 400

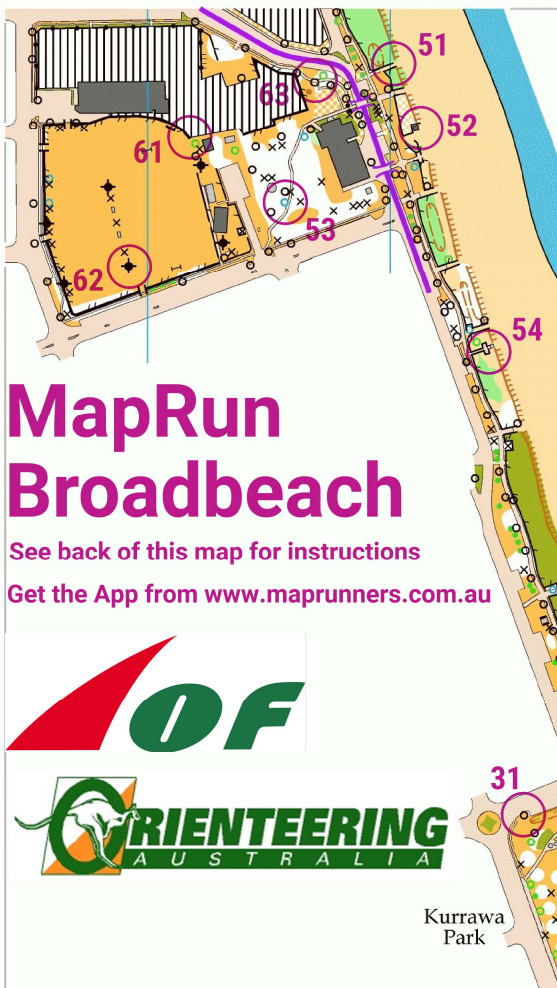
Magnetic North



Impassable/uncrossable/unenterable features must not be crossed except at mapped crossing points

- Contour (5m); Index contour (25m)
- Formline; Slope line; Earth wall
- Earth bank: Low, High
- Erosion gully: Shallow, Deep
- Knoll, Elongated knoll
- Depression; Pit; Termite mound
- Rock face: Passable, Impassable
- Rocky pit; Cave
- Rocks; Group of rocks; Rocky area
- Stony ground; Sandy ground
- River, Lake: Passable, Impassable
- Waterhole; Bubbler/Tap
- Stream; Ditch; Narrow marsh
- Marsh: Indistinct, Passable, Impassable
- Open land; Rough open land
- Open, Rough open with scattered trees
- Bush: Run, Jog, Walk, Fight
- Undergrowth: Jog, Walk
- Tree; Bush; Stump; Impassable hedge
- Garden (Do not enter)
- Dirt path: Indistinct, Narrow, Wide
- (Retaining) wall: Passable, Impassable
- Power line: Minor, Major
- Fence: Minor, Passable, Impassable; Gate
- Building (Do not enter); Canopy; Pillar
- Pole; High pole or Power pylon
- Other object; Linear object; Pipeline
- Road & paved area; Step or edge; Stairs
- Out of bounds: Permanent, Temporary
- Uncrossable boundary; Crossing point

Map created June-July 2014 by Mark Roberts
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 Possession of this map does not confer the right to enter this area or organise any event on this area.
 Minor updates Peter Effeney - April 2019.



MapRun Broadbeach

See back of this map for instructions

Get the App from www.maprunners.com.au



Broadbeach	
Controls	21
Time Limit	20 mins
Wheelchair Friendly	Mostly
Child Friendly	For controls in the main park
Public Transport	Near Gold Coast Convention Centre

Control Locations	
Start	Pedestrian Crossing Light pole
31	Power Pole
34	Structure in park
41	South-West corner of building
42	Light Pole
43	Eastern end of path
44	Power Pole
45	Light Pole
46	Water tap
47	North-Eastern fence corner
48	Southern end of fence
51	Eastern end of path
52	South-East corner of Tower
53	Water tap
54	South East corner of platform
55	Northern side of Tower
56	Eastern end of path
58	Park table
61	South-East end of fence
62	Light Pole
63	Light Pole
67	Signpost
Finish	Same location as Start

Kurrawa Park

Kurrawa SLSC

Pratten Park

Kurrawa Beach

Broadbeach State School



MARK'S MAPS '15

Gold Coast Australia
 PARADISE LOST
 ORIENTEERS
 PLQ

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	