

# MAPRUN PARKS

Queensland

## PINE RIVERS PARK

<https://maprun-parks-qld.weebly.com/>  
or contact [maprunparks@oq.asn.au](mailto:maprunparks@oq.asn.au)

2.5m contours

1:4000



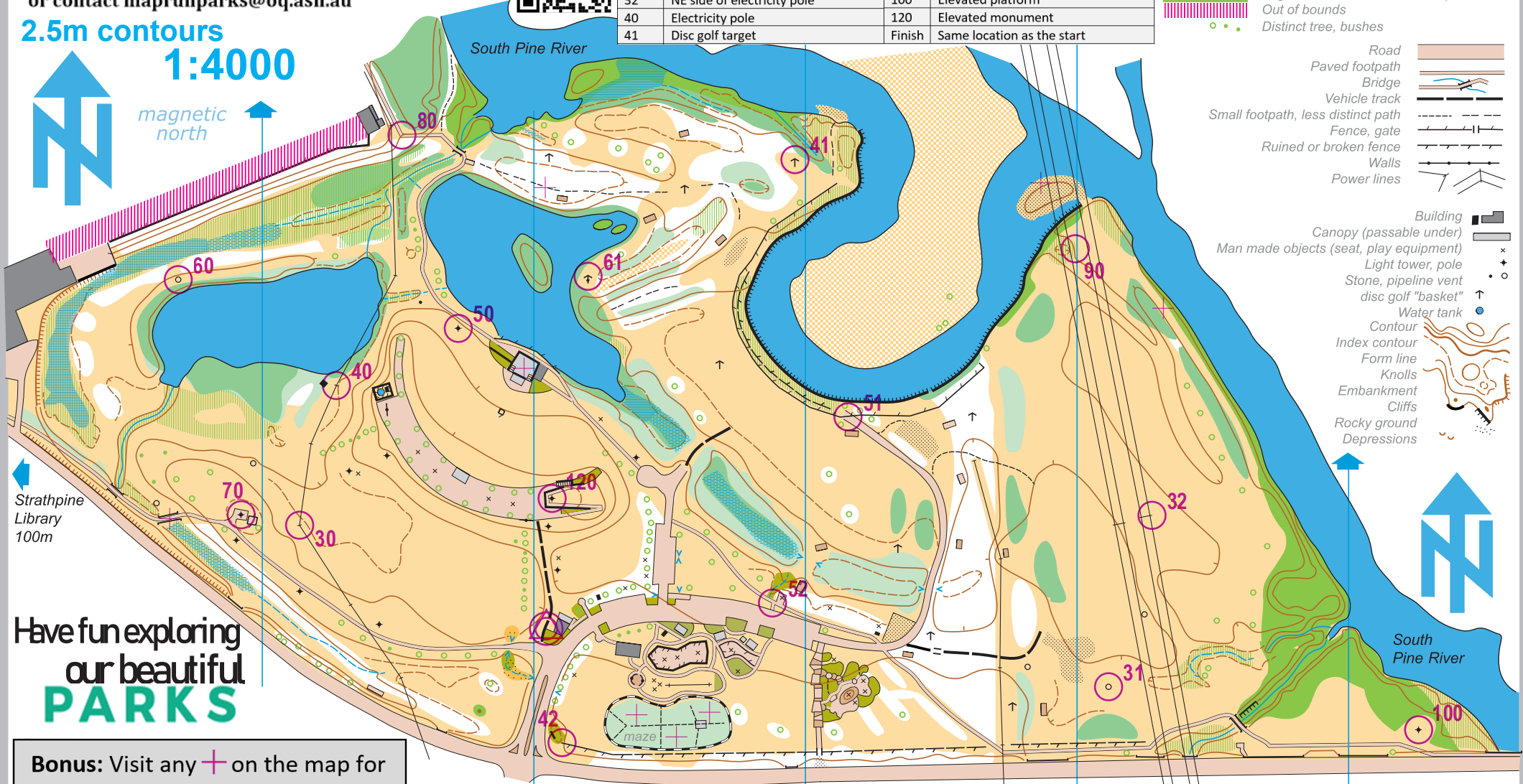
magnetic north



| PINE RIVERS PARK    |                                      |        |                               |
|---------------------|--------------------------------------|--------|-------------------------------|
| Controls            | 16                                   | 42     | W end of fence                |
| Time Limit          | 30:00                                | 50     | Light pole                    |
| Wheelchair Friendly | No                                   | 51     | End of road                   |
| Child Friendly      | Some minor roads                     | 52     | SW corner of intersection     |
| Public Transport    | Strathpine Station                   | 60     | Manhole                       |
| Control Locations   |                                      | 61     | Disc golf target              |
| Start               | NW corner of garden in front of sign | 70     | Pump station                  |
| 30                  | Electricity pole                     | 80     | Bend in path                  |
| 31                  | Manhole                              | 90     | East side of thick vegetation |
| 32                  | NE side of electricity pole          | 100    | Elevated platform             |
| 40                  | Electricity pole                     | 120    | Elevated monument             |
| 41                  | Disc golf target                     | Finish | Same location as the start    |

- Forbidden access (gardens etc)
- Paved surface (paths, tennis court etc)
- Open
- Rough open
- Rough open scattered trees
- Forest - easy running
- Open sandy ground
- Forest - slow running
- Undergrowth - slow running
- Forest - difficult to run
- Undergrowth - difficult to run
- Vegetation - difficult to walk, impassable
- Out of bounds
- Distinct tree, bushes

- Road
- Paved footpath
- Bridge
- Vehicle track
- Small footpath, less distinct path
- Fence, gate
- Ruined or broken fence
- Walls
- Power lines
- Building
- Canopy (passable under)
- Man made objects (seat, play equipment)
- Light tower, pole
- Stone, pipeline vent
- disc golf "basket"
- Water tank
- Contour
- Index contour
- Form line
- Knolls
- Embankment
- Cliffs
- Rocky ground
- Depressions



Strathpine Library  
100m

Have fun exploring  
our beautiful  
**PARKS**

**Bonus:** Visit any + on the map for  
an excellent photo opportunity

Gympie Road

version 2017.10.20

# 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                    |  |