

MAPRUN PARKS

ROBELLE DOMAIN

Queensland

<https://maprun-parks-qld.weebly.com/>
or contact maprunparks@oq.asn.au

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

ROBELLE DOMAIN		
Controls	25	44 Lone Tree
Time Limit	40:00	50 Path Junction
Wheelchair Friendly	Excl. 32, 60, 80	51 Top of Gully
Child Friendly	Some minor roads	52 Bottom of Stairs
Public Transport	Springfield Ctl Station	53 Path Junction
Control Locations		54 Small Tree
Start	End of Lake Lookout	60 South East Corner of Building
30	Inside Corner of Fence	61 Bottom of Stairs
31	North End of Small Garden	62 East Side of BBQ
32	Top of Small Hill	63 Road Sign at End of Bridge
33	Top of Stairs	64 Bottom of Stairs
34	Start of Pathway between Gardens	70 North West End of Stone Wall
40	Northern Garden at Entrance	80 Track Junction
41	South West Corner of Concrete	90 Bend in Concrete Seat
42	East End of Rock Line	100 Bend in Boardwalk
43	Picnic Bench	120 South Side of Shelter
		Finish Same Location as the Start

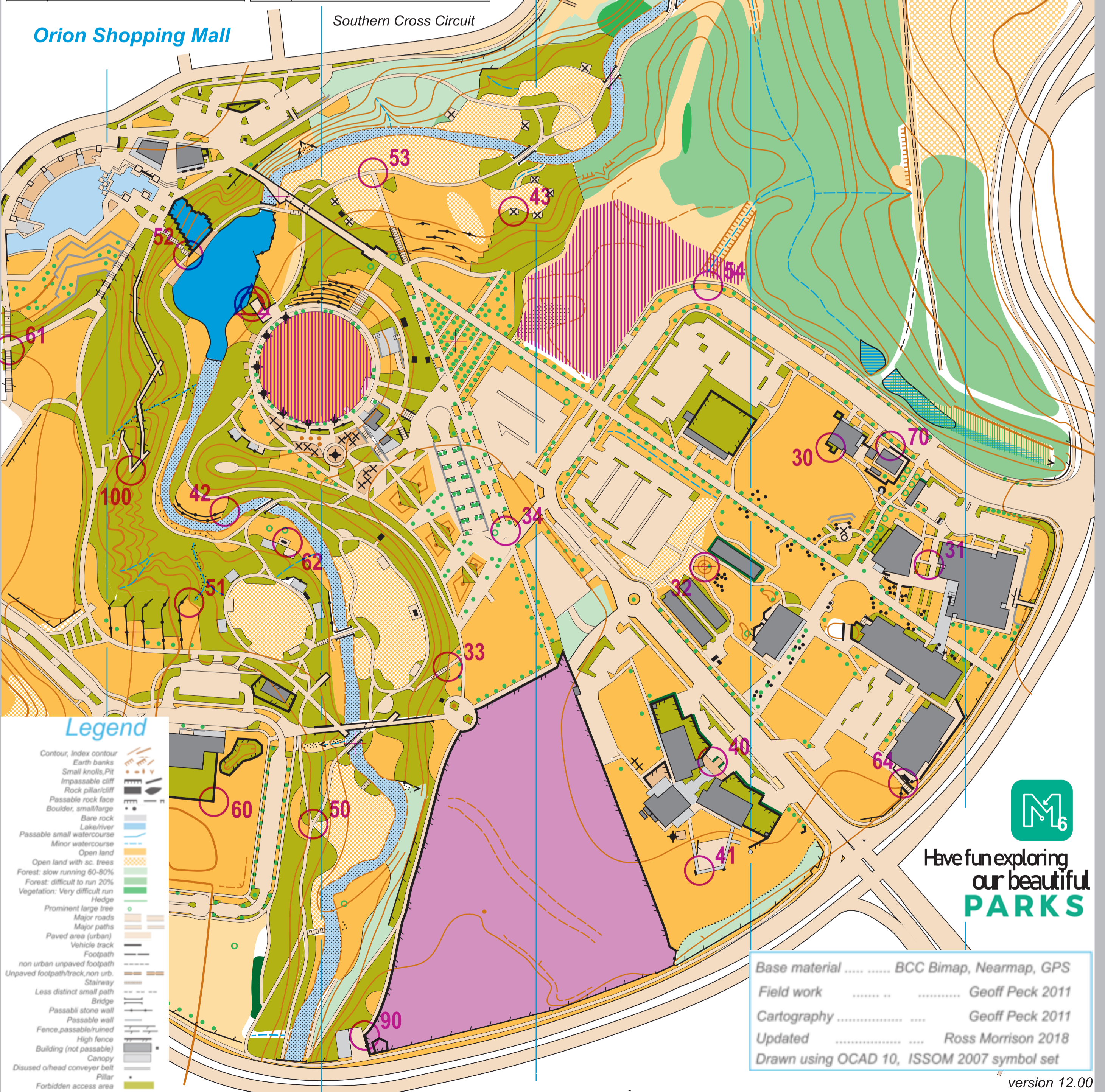


2.5m contours
1:4000



Orion Shopping Mall

Southern Cross Circuit



Legend

- Contour, index contour
- Earth banks
- Small knolls, Pit
- Impassable cliff
- Rock pillar/cliff
- Passable rock face
- Boulder, small/large
- Bare rock
- Lake/river
- Passable small watercourse
- Minor watercourse
- Open land
- Open land with sc. trees
- Forest: slow running 60-80%
- Forest: difficult to run 20%
- Vegetation: Very difficult run
- Hedge
- Prominent large tree
- Major roads
- Major paths
- Paved area (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 conveyor belt
- Pillar
- Forbidden access area



Have fun exploring
our beautiful
PARKS

Base material BCC Bimap, Nearmap, GPS
Field work Geoff Peck 2011
Cartography Geoff Peck 2011
Updated Ross Morrison 2018
Drawn using OCAD 10, ISSOM 2007 symbol set

version 12.00

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 MapRun6 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. Use the QR code on the map to open the Event. On the main screen you should now see the course name displayed under "Select Event".

- 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	