



Esk Valley  
Orienteering  
Club Inc.



# Tailrace Park

## Public Orienteering Kit

### (DIY Orienteering)



*This project has been developed by the Esk Valley Orienteering Club Inc. with the assistance of the West Tamar Council to allow individuals, families and groups to try the sport of orienteering in their own way at their own time and pace in one of the West Tamar's picturesque parks – Tailrace Park.*



#### **The kit contains:**

- *A map marked with the position of all permanent controls*
- *Suggested courses*
- *Information sheets on “how to do it”.*

This community project has been supported by Paddy Pallin - for all your outdoor needs.

*Paddy Pallin*

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## GETTING THERE

Tailrace Park at Riverside is only 10 minutes from Launceston CBD on the Tamar River side of the West Tamar Highway to Beauty Point. It is a riverside garden park with a children's playground and a maze, toilets and barbeques and a boat ramp with ducks, swans and pelicans



Orienteering on the Tailrace Park public course gives you something else to do on a visit to a park and lets your whole family enjoy an outdoor activity which can also be a mental challenge. It can be something you can do alone or with the whole family, winter or summer. You can walk, take small children, or run energetically. Your course can be as long or short as you choose.

## WHAT IS ORIENTEERING?

Orienteering is an ideal way to enjoy the natural environment and suits all ages and levels of fitness. It is a sport where you navigate your way around a course using a map and, when necessary for competition, a compass to visit checkpoints marked by a control marker. As a sport, orienteering takes place in parks, on private properties close to town or in remote bush locations and forest reserves.



**Tailrace Park** is a popular area for recreation and offers a simple area in which to first experience orienteering. Using the map provided and a suggested course to follow, you will get a taste of this exciting sport at a leisurely pace.





# ORIENTEERING ON PUBLIC COURSES (DIY Orienteering)

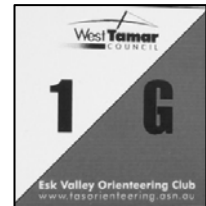
## THE MAP

The map is typical of orienteering maps used throughout the world which are usually at a scale of 1:10,000 or 1:15,000 (this means that each centimetre on the map is equal to 100m or 150m on the ground). The scale allows you to estimate how far you need to go between controls on your course. The scale on this map is 1:2,000 which means each centimetre is equal to 20m.

Map colours range from yellow depicting open grassland, through white which is open forest to various shades of green for scrub or thicker vegetation and blue for water features. Black is used for rock features, man made objects and tracks. Spend time looking through the legend of the map. The legend describes the symbols and their colours used to depict features, both man made and natural, and the contours that are used to depict the landforms.

Control points to be visited on the course are marked on the map by numbered circles with the control feature at the centre of each circle. The control description sheet tells you the kind of feature the control is located at.

Control markers consist of a small red and white plaque displaying the number shown on the map for that control point and a letter code that can be used to verify that you were at the correct control site.



## THE COURSE

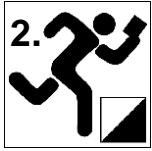
Control sites or checkpoints to be visited around the park are marked by a small coloured plaque. These control sites are marked on a map and the challenge of the course is to find your way from one control site to another using the map of Tailrace Park and in the right order.

At orienteering events competitors start individually, visit the controls in order of their course and their times are recorded and compared.

## CONTROL DESCRIPTIONS

Orienteering is not a treasure hunt. Each control is on a specific feature which you have to navigate to and identify. For each course you have a set of Control descriptions which list the controls on your course, the order in which you visit them, an identifying code that will be on the control plate, and a precise description of exactly where that control site is (i.e. what is in the middle of the circle on your map).

Course A		1.5 km
	<b>Start</b>	<b>Fence corner</b>
<b>1</b>	<b>J</b>	<b>Power pole</b>
<b>2</b>	<b>W</b>	<b>Seat, N side</b>
<b>3</b>	<b>P</b>	<b>Sign, E side</b>
<b>4</b>	<b>S</b>	



# HOW TO USE YOUR PUBLIC COURSE KIT

- **DIY activity.** You can use one of the recommended courses or you can mark up a course joining as many controls as you wish.
- **Group activity.** The organiser can ensure each competitor carries a pencil and control card and writes down the code on each control marker. That way the organiser can be sure everyone has visited the relevant control points.

## Getting started

1. **Familiarise yourself with the map.** Study the map and the legend carefully and note the meaning of the map symbols.
2. Identify the suggested **starting point** on the map which is indicated by a Triangle.
3. **Set (or orientate) the map.** Look for familiar features and find where you are on the map and then turn the map until features and objects on your left or right are to the left and right of where you are on the map. This could mean you will be looking at the map "upside down". There is North arrow on the map and North /South grid lines. Maybe start by identifying the Tailrace from the power station or the toilet block building in the car park.
4. **Choose your route to the first control.** It is easier to follow line features (roads, paths, fences,) to start with. Estimate the distance to the control. (1cm is equal to 20m on the ground)
5. **Check the route you take.** Major features such as roads, paths, fences, powerlines will help you navigate. Keep your map set(see no.2 above) ie. hold your map so that the route on the map always points directly away from you towards the control.
6. **At the control.** Check that it is the control you are seeking by noting its control number, and write down the control code on the control card which is included in this kit.

*You have now completed the first leg of your course. Choose a route to the second control and proceed as before.*

## RULES

- You are in a public park which is for all to enjoy. You are doing what you want to do and enjoy - please don't disturb or interfere with others also using the area. If you are running, be especially careful of others.
- The West Tamar Council is landscaping and developing the gardens, **ALL GARDEN BEDS ARE OUT OF BOUNDS - DO NOT GO ON THEM OR ATTEMPT TO CROSS THEM.** Check the map legend so that you are sure that you will recognise these areas.

## IMPORTANT

This public orienteering course is on land under the control of the West Tamar Council. All advisory signs in the area must be obeyed. These courses are designed for you to try orienteering in your own time, By using the public course kits /maps you agree to accept responsibility for your own safety.

# Tailrace Park

This map is copyright and cannot be reproduced except with the permission of Orienteering Tasmania Inc. PO Box 339 Sandy Bay 7005

This map was produced with the assistance of the West Tamar Council June 2007

Fieldwork: Oscar Phillips, Peter Hoban, John Brammall

Field Checking: Oscar Phillips, Lucy Hamilton, Simon Hamilton, Valerio Brammall

Cartography Peter Hoban, John Brammall

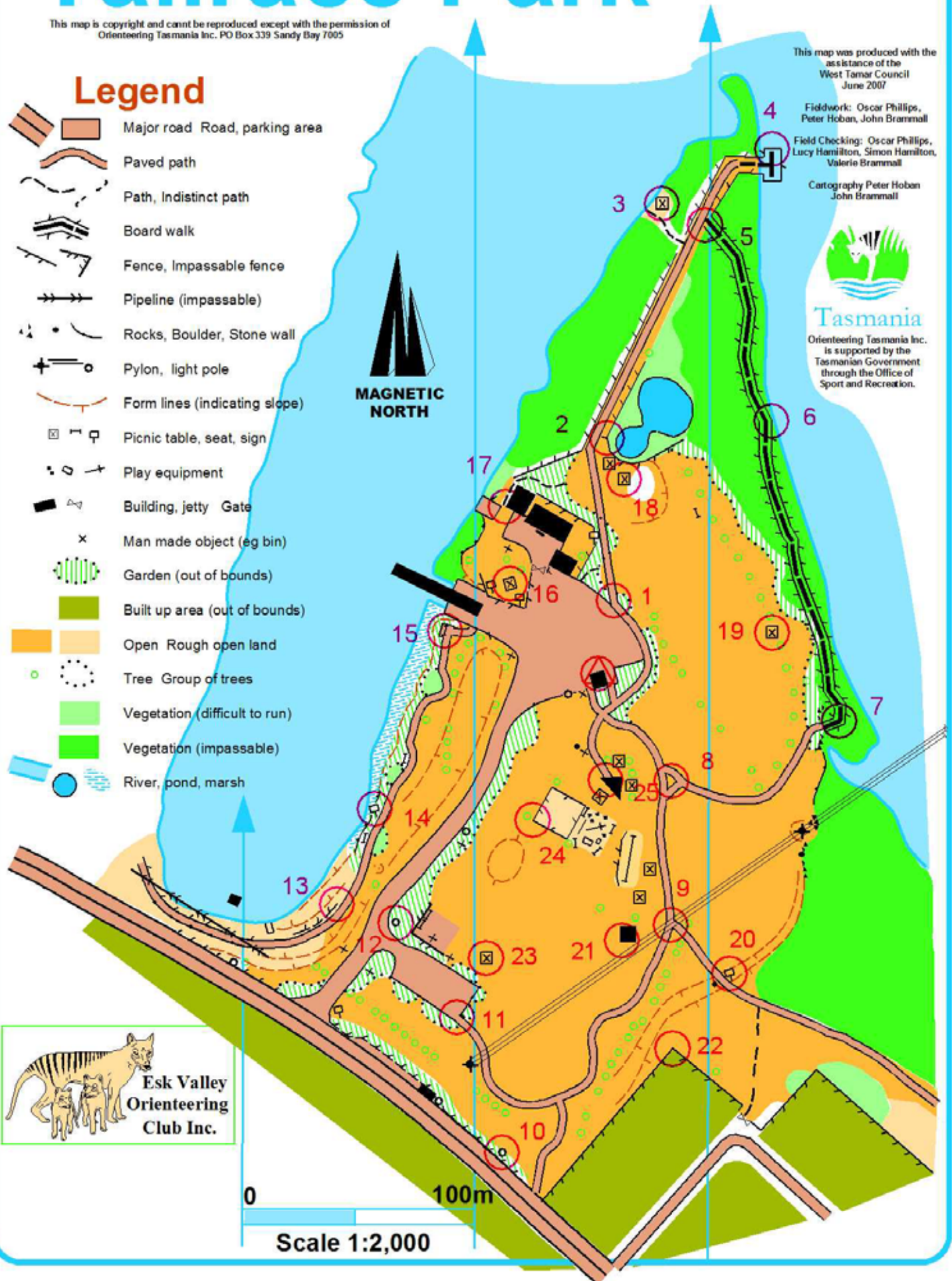


**Tasmania**  
Orienteering Tasmania Inc. is supported by the Tasmanian Government through the Office of Sport and Recreation.

## Legend

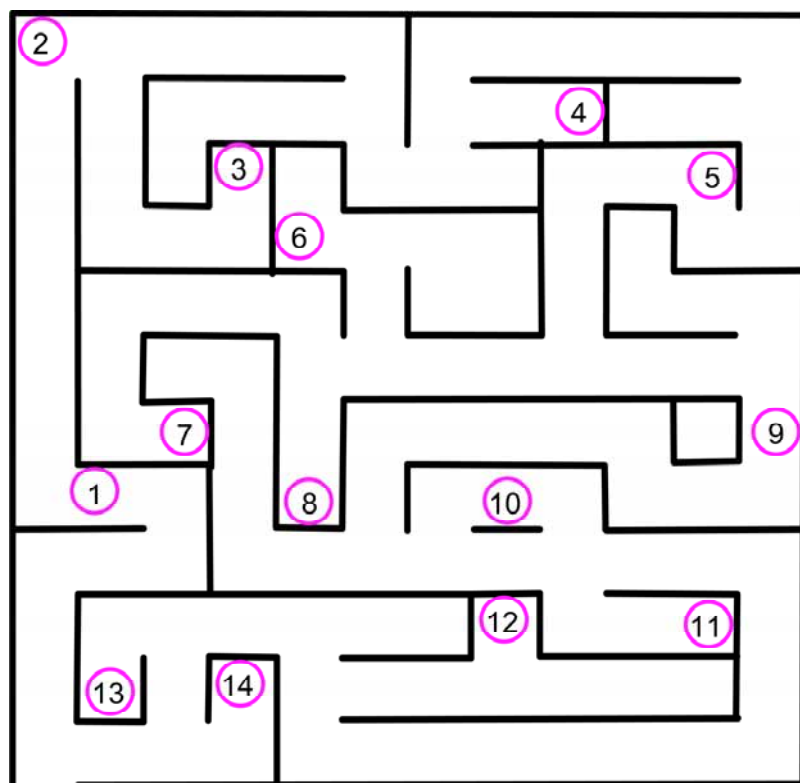
- Major road Road, parking area
- Paved path
- Path, indistinct path
- Board walk
- Fence, impassable fence
- Pipeline (impassable)
- Rocks, Boulder, Stone wall
- Pylon, light pole
- Form lines (indicating slope)
- Picnic table, seat, sign
- Play equipment
- Building, jetty Gate
- Man made object (eg bin)
- Garden (out of bounds)
- Built up area (out of bounds)
- Open Rough open land
- Tree Group of trees
- Vegetation (difficult to run)
- Vegetation (impassable)
- River, pond, marsh

**MAGNETIC NORTH**



0 100m  
**Scale 1:2,000**

# O-Mazing! *Find the animals in the maze.*



There are 14 animals hiding in the maze.

Can you find your way through the maze?

Can you find the animals?

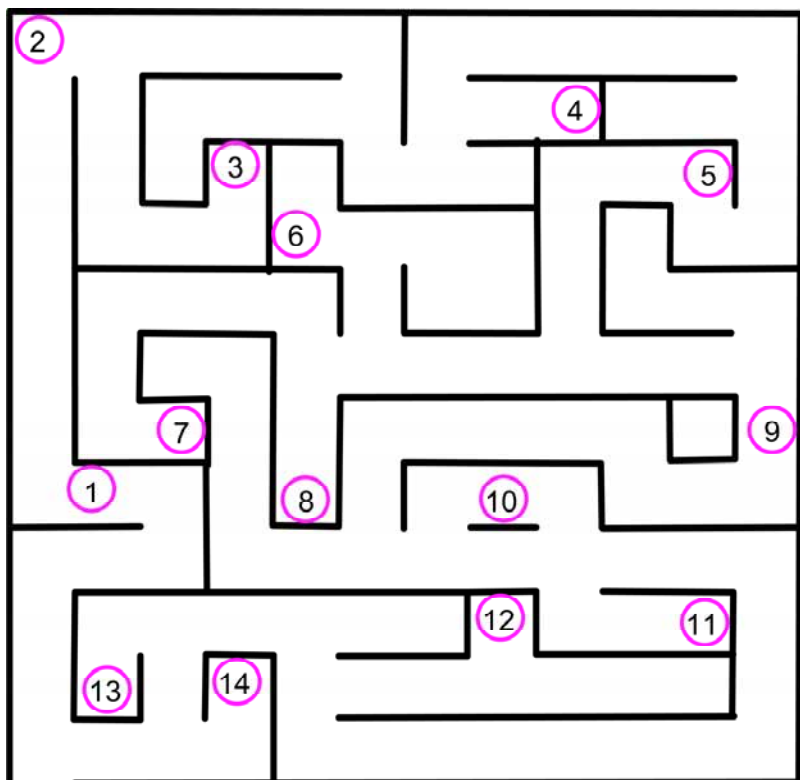
Can you find them in order?

1	EAGLE
2	PENGUIN
3	ZEBRA
4	CAT
5	PANDA
6	OWL
7	PIG
8	ROOSTER
9	BULL
10	LION
11	DINOSAUR
12	WHALE
13	BUG
14	TORTOISE



This is the only way IN ... and OUT

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This is the only way IN ... and OUT

# Tailrace Park


Public course control card




	1	2	3	4	5	6	
	7	8	9	10	11	12	
	13	14	15	16	17	18	19
	20	21	22	23	24	25	26

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