

# Score course

## Brinkworth Reserve

On a score course you have to get as many controls as you can in any order. Every minute you take longer than 30 minutes you lose 5 points. If you get all the controls, every minute you come back early you get 5 points added.

- Take a pencil and a watch
- You can go to controls in **any** order
- Decide which controls you will try to get based on how hard they are to get and their point value
- When you get there, check that the “control number” is the correct (ie. you are at the right control)
- Record the letters in the “control code” box
- Return to the finish and record your time

The organiser will check that you have the correct codes and add up the points you have earned

## To orienteer well you need to ;

- Turn your map so the north arrows are pointing to where north is. Keep it this way
- Work out where you are on the map. The start is shown by a triangle
- Look at the legend to see what symbols on the map mean. Look around you to see how things nearby are shown on the map
- Work out how you will go to each control (going straight is often not the best choice. Pick a feature near to the control to head for)
- Set off, identifying things on the map as you pass them
- **Always** know where you are on the map by relating things you see to symbols on the map
- Only run when you are confident you know where you are going

# Control card

Record your answer here



Control number	Feature	Control point value	Control code
10	Tree stump	2	
11	Fence corner	2	
12	Gate	2	
13	Boulder	2	
14	Between boulders	4	
15	Track junction	4	
16	Termite mound	4	
17	Fence	4	
18	Tree	2	
19	Boulder	2	
20	Pine tree	2	
21	Stones	2	
22	Stump	4	
23	Boulder	2	
24	Tree stump	4	
25	Stones	2	
26	Stones	2	
27	Tree stump	4	
28	Tree	2	
53	Rocky spur	2	

## An “example” control



This control has a “control number” **25**

You would need to record the “control code” **GN**



# BRINKWORTH RESERVE

**Score course**  
See the back for  
clue descriptions  
and instructions

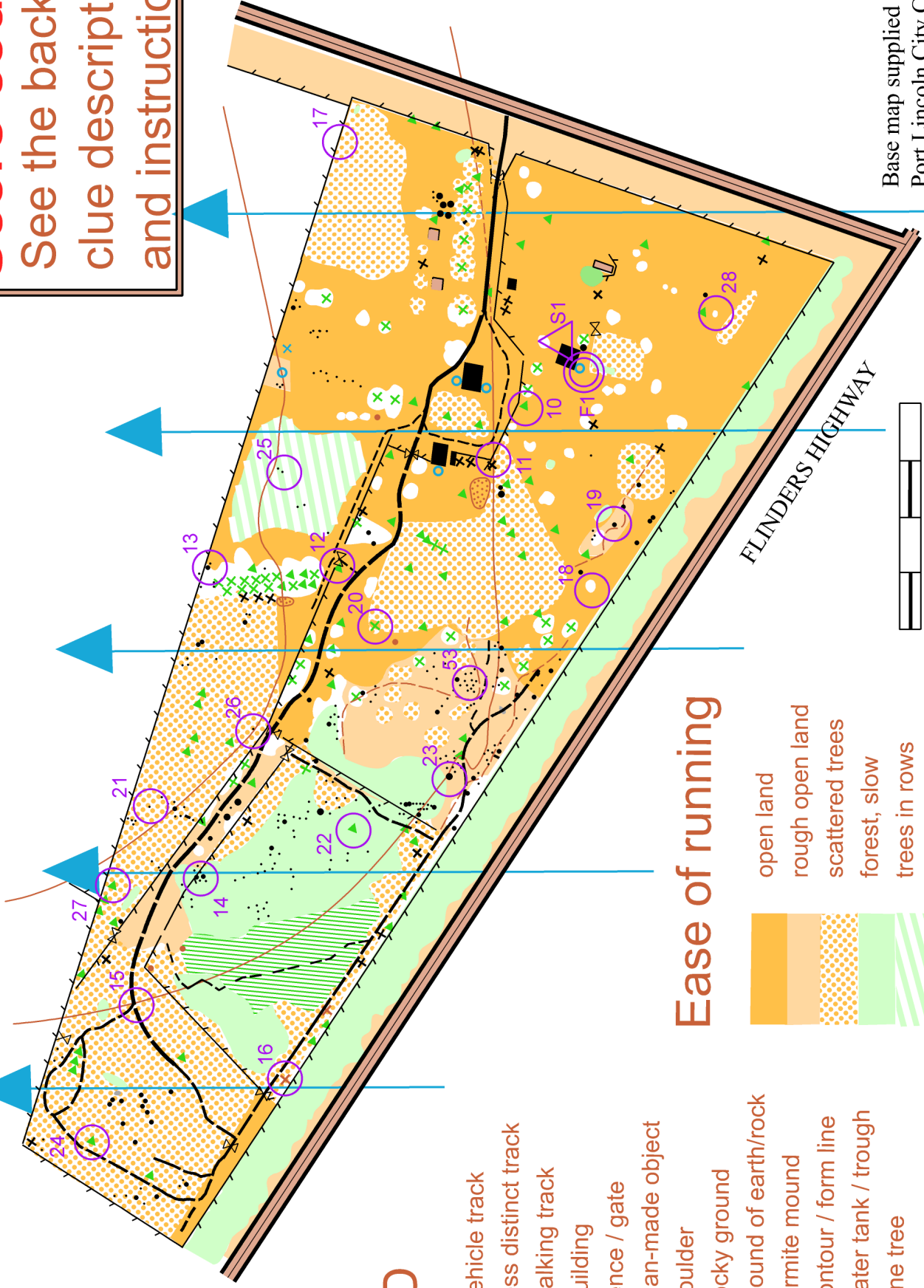


## LEGEND

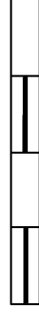
- vehicle track
- less distinct track
- walking track
- building
- fence / gate
- man-made object
- boulder
- rocky ground
- mound of earth/rock
- termite mound
- contour / form line
- water tank / trough
- pine tree
- stump
- paved area

## Ease of running

- open land
- rough open land
- scattered trees
- forest, slow
- trees in rows
- undergrowth



Base map supplied by  
Port Lincoln City Council.  
Fieldwork & cartography  
by K. Vigar. Sept. 2000  
Updated and geo-referenced  
by B. Ashton. March. 2016



0 25 50 75 100m

Scale - 1:2,500

Contour interval 10m