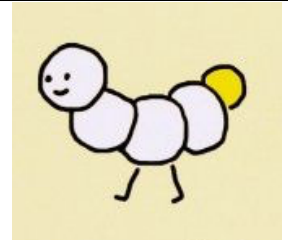


"Glow worms" 3-hour rogaine

Flagstaff-Nicols Creek, Dunedin

Saturday February 25th 2017



If you plan to attend, please email steven.smith@otago.ac.nz or RSVP on [Facebook page](#) "Glow Worms Rogaine".

What is rogaining?
<http://www.rogaine.org.nz>

SCHEDULE:

Registration and map pick-up: from 9 am

Briefing: 9.55 am

Mass start: 10 am

START/FINISH/REGISTRATION:

Top field in Craigieburn Reserve, Glenleith. Parking on Tanner Road or Glenholm Street.

No public toilets available here.

COST (pay on the day with registration):

Adults \$10.

Kids \$5.

WHAT YOU NEED:

The usual stuff to keep you warm and nourished for 3 hours.

Pen/Pencil to write down control codes.

Plastic map bag if it's raining (map will be printed on waterproof paper for those who have RSVP'd, control sheet on normal paper).

TERRAIN:

Come and explore the beautiful network of tracks in the Flagstaff-Nicols Creek area, just to the north of Dunedin. Some of the minor tracks are steep, muddy and gnarly, so please come prepared as you would for a more remote event.

There is nearly 600 metres of elevation range in the event area. Below 500 m the area is mainly native bush with some nice creeks and grassy clearings, as well as a small amount of parkland/streets. Above 500 m the area is a mix of open scrub/long grass/tussock with some excellent views over Dunedin.

Tracks range from well-formed vehicle tracks and footpaths (e.g. the well-known Pineapple Track) to minor and infrequently used routes. To the east of Nicols Creek is a popular graveled mountain bike track (Nicols Track) that snakes it way up towards the Flagstaff-Swampy ridge.

THE MAP:

Scale 1:12,000. The map will have the look of a traditional orienteering map (with a legend to explain a few symbols). Information has been derived from the standard Topo50 map, aerial photos and GPS tracks. The map will be printed on waterproof paper.

CONTROLS AND SCORING:

There will be about 30 controls pre-marked on the map, each with a control number that determines the value (i.e. all the 10's are worth 10 points, all the 20's are worth 20 points, and so on).

Controls will be orange/white plastic cards attached to obvious features (trees, footbridges etc.). Each control will have a 3-letter code to write down on a separate answer sheet to prove that you got there! Your total points will be determined by the controls you visited minus 10 points for every minute late.

Don't be back late!