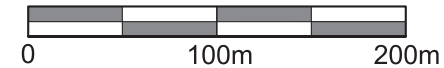


Whiteman Village



WHITEMAN PARK
CONSERVATION • RECREATION • EDUCATION

Scale 1:4000
Contour Interval 2.5m



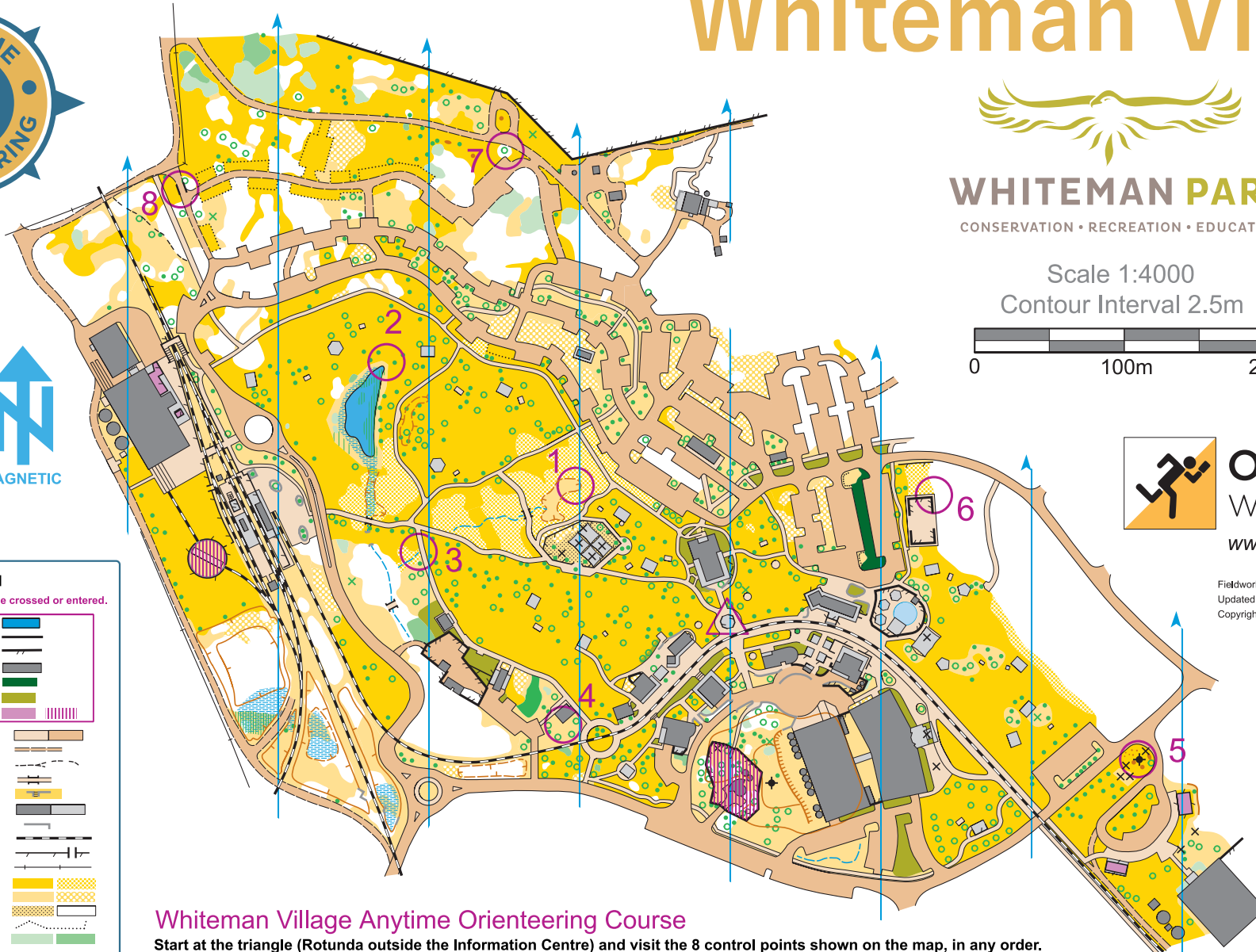
Orienteering
Western Australia
www.wa.orienteering.asn.au

Fieldwork and Cartography by Paul Dowling (2012).
Updated by Ricky Thackray (2018).
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Legend
These features must not be crossed or entered.

Lake	
Impassable wall	
Impassable fence	
Building	
Vegetation: impassable	
Out of bounds vegetation	
Out of bounds	
Paved area - foot / vehicle track	
Unpaved vehicle track	
Unpaved track / Indistinct	
Bridge	
Stairs	
Building / Covered area	
Passable wall	
Railway track	
Passable fence/ Gate	
Powerline	
Open land/ Scattered trees	
Rough open / Scattered trees	
Sandy ground / Bush (white)	
Distinct vegetation boundary	
Thick / Very thick vegetation	
Thick vegetation, good visibility	
Distinct large tree / Tree or bush	
Dead or fallen tree	
Marshy ground / Watercourse	
Pond	
Tower / Powerline	
Other prominent man made feature	
Earth bank	
Small knolls / Depressions	
Contour lines	



Whiteman Village Anytime Orienteering Course

Start at the triangle (Rotunda outside the Information Centre) and visit the 8 control points shown on the map, in any order.

At each control point there is a pole with a red/white orienteering marker. Write the letters printed on the markers in the boxes below.

Why not try the Whiteman Park (Mussel Pool) Anytime Orienteering course? Download the map and information from: www.wa.orienteering.asn.au

1	Depression, East part	2	Lake, Northeast side	3	Watercourse, Northeast end	4	Building, South corner	5	Tower, South side	6	Fence, Northeast corner	7	Large tree, Southwest side	8	Gate, West side
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