

“Joadja Ghost” Notes

CLIFFS: There are lots of cliffs on the course. There are also lots of cliffs that have not been marked on the map. The cliffs marked on the map should be used as a guide of where not to go, and should not be assumed to be accurate enough to navigate off.

GORGES AND CANYONS: The central part of the course is dissected by Joadja, Basin, Barracks and Kelpie Creeks. Please do not attempt to cross these gorges and canyons down stream of the marked negotiable routes and upstream of control 56. Do not attempt to cross the creeks between controls 56, 84, 83 and 41. 6 hour teams wanting to travel far will have to reverse part of their route.

CREEKS: The major creeks are typically very slow to traverse with frequent boulders, cascades and lots of vines and ferns. The exceptions are the creeks between 44 and 55, and between 60 and 63 which can be open and fast.

MAP: The map is based on department of lands topographic maps. The dark green areas are where the contours were traced to make the map easier to read, and do not represent vegetation differences. In the flat areas the marked watercourses are inaccurate, often don't exist and only indicate the downward slope. Extensive cliff lines have been added to the map in an effort to keep Rogainers routes away from dangerous cliff bands. There are many more cliffs than those marked on the map.

THE LOOP: Due to the gorges and canyons many 12 hour team may want to try a loop around the course. Intermediate teams should be able to get around the loop with time to spare if they choose an efficient and direct route. The course setters recommend doing the loop in a clockwise direction.

WATER: There is very little drinkable natural water on the course. In addition to the Hash House, there are three water drops on the course where you can get water at checkpoints 92, 59 and 23.

EMERGENCY ROUTE: An emergency route is marked in blue on the Joadja Firetrail where it passes through an out of bounds area between controls 32 and 30. You may use it if you are fatigued, injured or likely to be overdue, otherwise stay off it.

CAFÉ: A café will be operated at control 23 by Mittagong Scouts. If you would like a hot drink at the café, then please pack a mug. The café will be open between 2 pm and 8:30 pm and will have a variety of snacks for you to eat.

NEGOTIABLE ROUTES: are marked on the map to indicate passes through regions with lots of cliffs. Some sections of these may be marked by tape to assist Rogainers (eg. between 22 and 81). If you are trying to follow a negotiable route and you find yourself trying to climb or descend a cliff, then you are in the wrong spot.

SAFETY: If you become injured such that you are unable to move (eg. broken ankle or snake bite) than stay where you are, and blow your whistle three times every 5 minutes. If your hear an emergency whistle, then you are obliged to stop Rogaining and seek the injured team.

If you become injured and are able to move, either make you way back to the hash house or the nearest water drop. The water drops will be visited during the event, however it maybe up to 6 hours between visits.

Mobile phones work on most of the elevated parts of the course, however the signal is often weak. When the signal is weak, it might be best to send a text message. In case of emergency, dial 000, otherwise phone the hash house on: 0147 162433. If the Hash House number does not work, then phone 0410037348 and leave a message.

LOST: Stop, check your map and look for reference points. If you can, backtrack to a known point. Do not try finding reference points in the major creeks as you are likely to find your self stuck on a cliff, or struggling in thick scrub. If you become lost, try walking to the top of a ridge, and then use your compass to head to the firetrail that runs around the perimeter of the course. **Do not try descending a creek to get to the hash house as you will most likely become stuck and benighted.**

OVERDUE TEAMS: If you are likely to be more than 30 minutes overdue, then please head back to the hash house via the firetrails. If you are overdue the first thing that we do is look along the firetrails. If you are going to be more than 30 minutes overdue and have a mobile phone, then please phone the Hash House on 0147 162433 and let them know that you are safe and returning.

JOADJA “GHOST VILLAGE”: is located within an area that was the site of shale mining & processing plant from about 1870-1920 and again in the period 1940-1945. As a result there could be mine shafts in the valley and on the hills around the valley and care should be taken in traversing this area. To see the ruins, visit controls 31, 51, 48, 56 and 50.

THE COURSE BOUNDARY: is defined by a firetrail which runs around the perimeter of the course. The only exception is between the Hash House and control 50 which follows and old railway line.

TRACKS: There are numerous new and old tracks not marked on the map. Especially near controls 45 and 62,

AFTER DARK: Travelling between controls 32 and 90, 34 and 80, and 91 and 80 will probably be trickier and slower than expected.

IMPORTANT TIMES

Sun set	1726	Moon rise	1432
Civil twilight	1751	Moon set	0124