



# PEDESTRIAN COURSE

# Whiteman Village

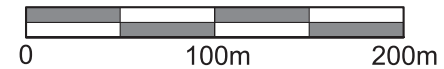


**WHITEMAN PARK**

CONSERVATION • RECREATION • EDUCATION



Scale 1:4000  
Contour Interval 2.5m



### Legend

These features must not be crossed or entered.

Lake, Pool	
Impassable Wall	
Impassable Fence	
Building	
Vegetation: Impassable	
Out of Bounds	

Paved Area - foot / vehicle traffic	
Unpaved vehicle track	
Stairs, Crossing Point	
Track / Indistinct	
Shelter, Covered Way / Multilevel	
Retaining Wall	
Railway / Tramway	
Passable Fence / Gate	
Powerline	
Contour / Formline	
High Points / Depressions	
Earth Bank	
Forest Canopy (white)	
Open Land / Scattered Trees	
Rough Open / Scattered Trees	
Sandy Ground	
Distinct Vegetation Boundaries	
Thick / Very Thick Vegetation	
Thick Vegetation, good visibility	
Distinct Tree / Small Tree or Bush	
Dead Tree or Log	
Marshy Ground / Watercourse	
Bridge / Culvert	
Tower / BBQ	
Other Built Feature (eg. Sign)	



**Orienteering**  
Western Australia

2023



## Whiteman Village Anytime Orienteering Course

Start at the triangle (Visitor Information Centre) and visit the 10 control points shown on the map, in any order.

At each control point there is a pole with an orange/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](http://www.wa.orienteering.asn.au)

1	Shallow Depression, Northeast edge	2	Depression, Northeast end	3	Watercourse, Northeast end	4	Building, South corner	5	Shelter, Southeast side	6	Fence, Northeast corner	7	Path bend, North side	8	Gate, West side	9	Tower, South side	10	Road bend, North side
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