

Middle Head

Sprint Orienteering Map



Call 000 in emergency



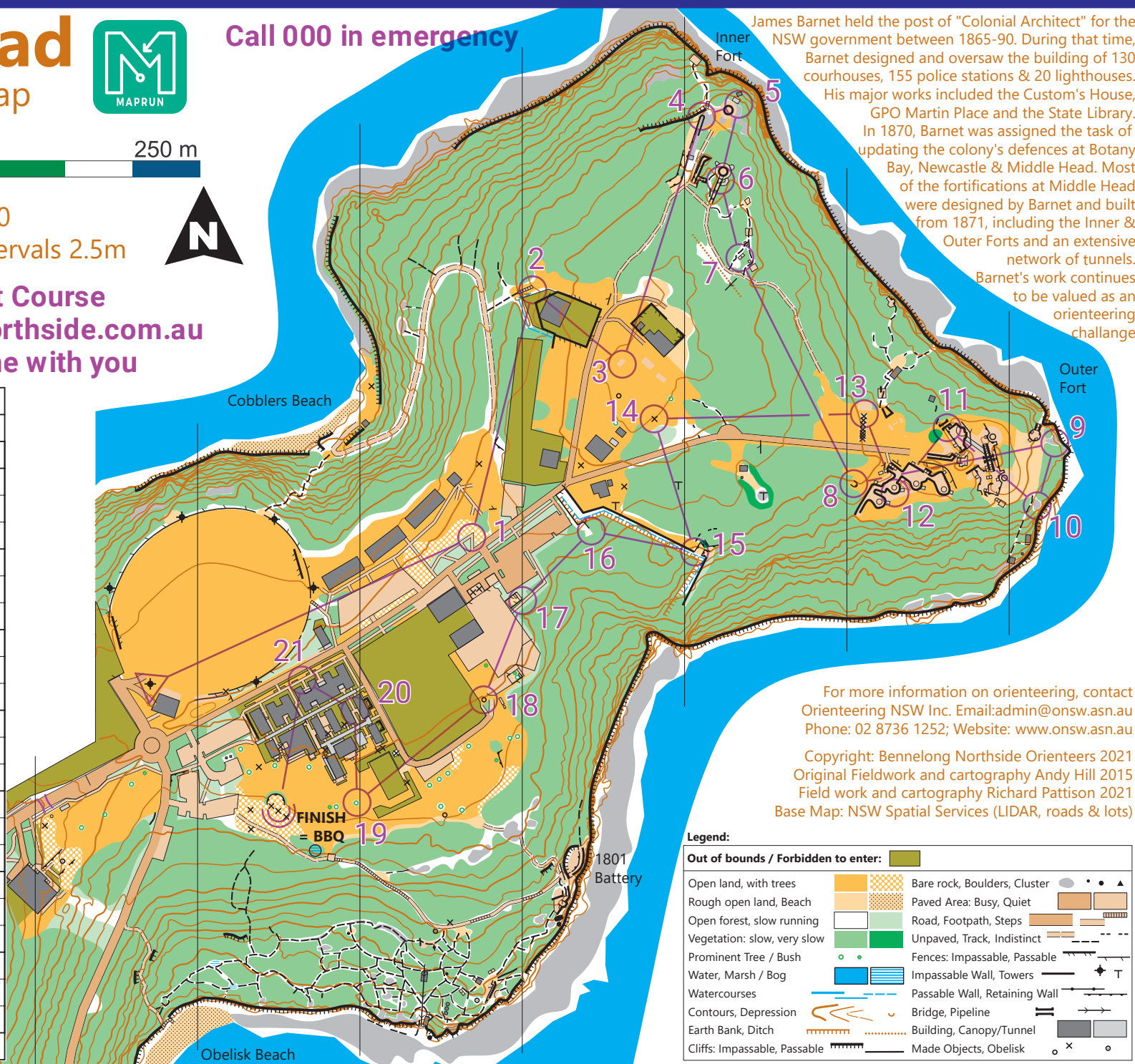
0m 250 m

Scale 1:4,000
Contour Intervals 2.5m



MapRun - Architect Barnet Course
More info at BennelongNorthside.com.au
Please take a mobile phone with you

Architect Barnet					
Architect Barnet	2.3 km	50 m			
Start: tower (floodlight)					
1 1					Bend in track
2 2					Top of stairway and Defensive Ditch
3 3					Paved area
4 4					N end of Defensive Ditch
5 5					SE side of building
6 6					S side of tunnel
7 7					Top of stairway
8 8					Ruin
9 9					S part of bare rock
10 10					SW part of bare rock
11 11					Bridge (above or below)
12 12					Foot of bend in stone wall
13 13					N made object (canon)
14 14					Made object (red & white box)
15 15					Bend in stone wall
16 16					S end of fence
17 17					E end of S fence
18 18					Well
19 19					Lone tree
20 20					Track junction
21 21					Track junction
	100 m				Navigate 100 m to finish



James Barnet held the post of "Colonial Architect" for the NSW government between 1865-90. During that time, Barnet designed and oversaw the building of 130 courthouses, 155 police stations & 20 lighthouses. His major works included the Custom's House, GPO Martin Place and the State Library. In 1870, Barnet was assigned the task of updating the colony's defences at Botany Bay, Newcastle & Middle Head. Most of the fortifications at Middle Head were designed by Barnet and built from 1871, including the Inner & Outer Forts and an extensive network of tunnels. Barnet's work continues to be valued as an orienteering challenge

For more information on orienteering, contact
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Original Fieldwork and cartography Andy Hill 2015
Field work and cartography Richard Pattison 2021
Base Map: NSW Spatial Services (LIDAR, roads & lots)

Legend:

Out of bounds / Forbidden to enter:	
Open land, with trees	Bare rock, Boulders, Cluster
Rough open land, Beach	Paved Area: Busy, Quiet
Open forest, slow running	Road, Footpath, Steps
Vegetation: slow, very slow	Unpaved, Track, Indistinct
Prominent Tree / Bush	Fences: Impassable, Passable
Water, Marsh / Bog	Impassable Wall, Towers
Watercourses	Passable Wall, Retaining Wall
Contours, Depression	Bridge, Pipeline
Earth Bank, Ditch	Building, Canopy/Tunnel
Cliffs: Impassable, Passable	Made Objects, Obelisk