### Scenario 1



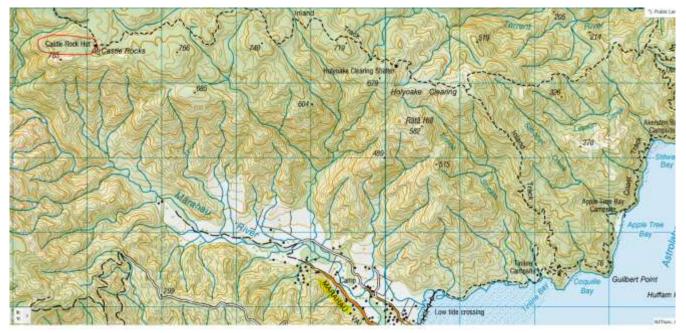
Abel Tasman inland track re-roofing Castle Rocks hut. All gear and roofing materials and staff will be flown in by chopper. When job is completed, all gear and rubbish will be packaged up into a net and left for later pickup as part of another chopper job and staff will walk out to Marahau with their personal gear.

Whilst there a general check of the hut will be carried out and small maintenance jobs like updating signage and replacing a leaky tap on the external water tank.

Number of people: 4

Trip length: 5 days

Scenario 1 map:

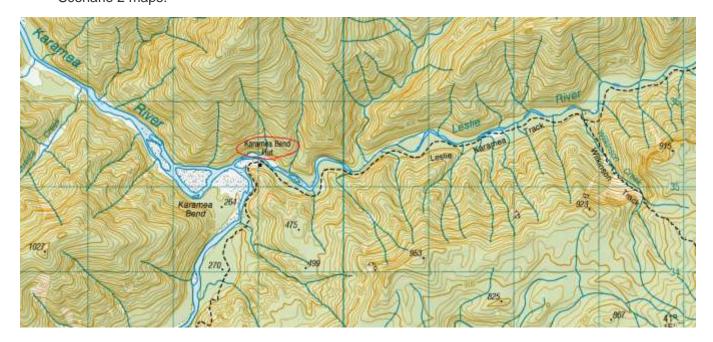


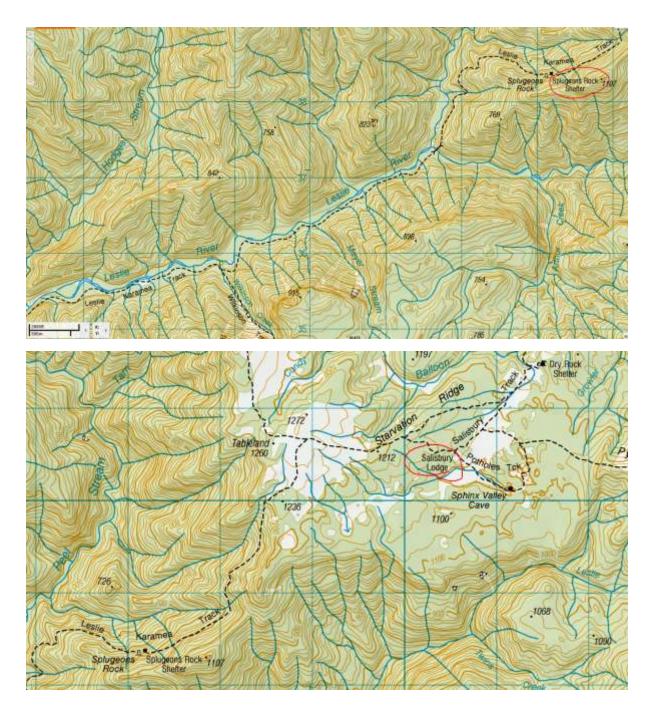
### Scenario 2

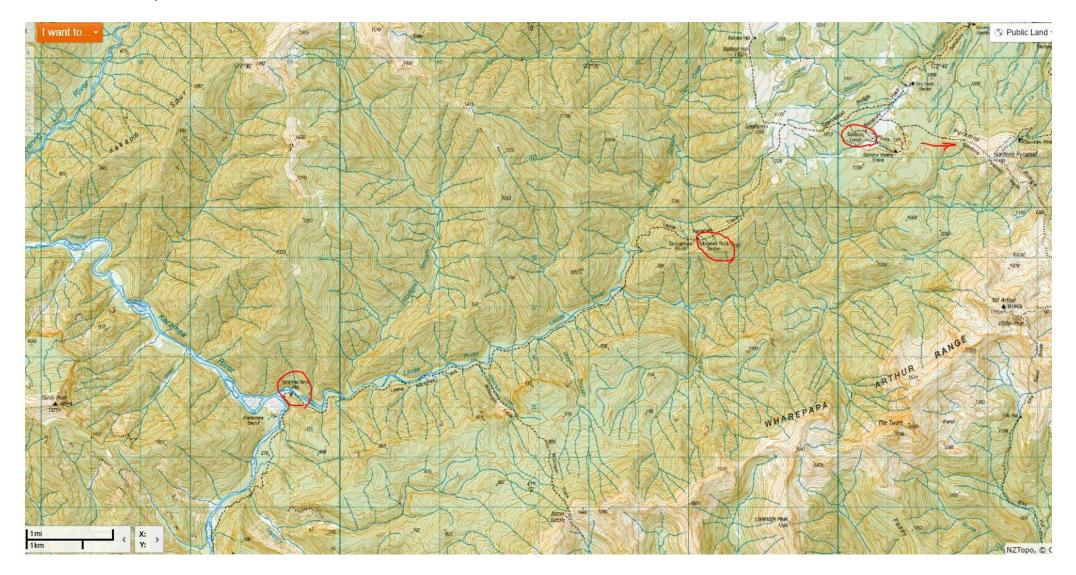


Track clearing trip (Karamea Bend to Salsbury Hut) starting at Karamea Bend staff quarters and finishing at the road end at Gridiron Hut for a pickup. All gear and staff flown to Karamea Bend. At some stage the group will move from Karamea Bend to Spludgeons Shelter when they cut close enough to where a food drop will have been made by chopper. The cutting will continue up until the Tablelands are met and then cutting gear etc. will be left for a later pickup from the Salsbury staff hut and staff walk out to gridiron with their personal gear

Number of people: 4 Trip length: 10 Days Scenario 2 maps:







#### Scenario 3



Tutuwai Hut - Tararua Forest Park. Tracks between the Kaitoke Road-end to Tutuwai Hut have been damaged due to a large rain event. There are slips that have made the track difficult to negotiate and the task is to re-bench critical bits and also clear windfalls from that weather event.

The plan would be to fly people, hand tools, and chainsaws up from the Kaitoke Road end (end of Marchant Road) to Tutuwai Hut and the group would work their way out from the hut, clearing the slips as they move down the Tauherenikau River Valley and Smith Creek. Each day walk back to Tutuwai Hut, focusing on the upper slips closer to the hut, lower slips can be completed from the road end by day trips. Last day walk out to road end.

Number of people: 4

Trip Length - 4 days

Scenario 3 maps:

