

Canterbury Schools Orienteering Festival 2021 Programme

Thank you for entering the Canterbury Schools Orienteering Festival 2021. It is important that all competitors read the information contained in this programme. The start lists are contained in separate documents for each day of the festival.

Covid 19 Measures

Please ensure that you sign in using the Covid tracer app, this will be located at several points in the event centre. Please keep 2m from other competitors as much as is feasibly possible and please no group gatherings. Please ensure you sanitise your hands before competing.

General Event Information

Enquiries: All enquiries on the day can be made at the registration tent – the red gazebo. Prior to the weekend, please email any questions to: PAPOSchools@gmail.com

Registration: Each competitor/team will be issued with an unique SportIdent (SI) card. An SI card is an electronic timing device used to record the controls you punch and your time. **Please pick up your SI card from the red gazebo** in the Event Centre (available from 12.30p.m on Saturday and 9.30am on Sunday). **It is really important that you use only the SI card you are given.** If you are only competing on Day 1 you must return the SI card straight after your race. If you are competing on Day 2 hold on to your SI card and don't lose, return it after Day 2. If you fail to return your SI card you will have to pay \$100 to cover the cost of a replacement.

Toilets: There will be public toilets at both venues.

Out of bounds: Any area away from the car parking, event centre (registration/finish area) and start area will be out of bounds when not on your course.

Weather: Please dress appropriately for the outdoors according to the weather conditions. We encourage students to proudly wear their school sport uniforms.

Food/Drink: Due to Covid restrictions there will be no food/drink at the event. Please bring your own water.

First Aid: We will have a qualified volunteer available to administer first aid at each event, and will have a first aid kit stocked for typical eventualities at orienteering events. You must carry any personal medication such as inhalers, epipens etc at all times. We will **not** have an ambulance stationed at the event

Hazards: Known hazards relative to each event are detailed under each day.

Emergency: In the event of a natural disaster, the emergency alarm signal of multiple simultaneous car horn blasts will sound. You must return to the event centre immediately.

Safety: If you don't finish your course for any reason you MUST still report to the caravan. This lets us know that we don't have to start searching for you at the end of the day. Competitors are expected to render assistance on their course to anyone who is injured and requires physical assistance. Landowners are not responsible for any natural hazard or risk associated with orienteering.

Cancellations: The events will only be cancelled in extreme conditions. A cancellation notice will also be posted on papo.org.nz .

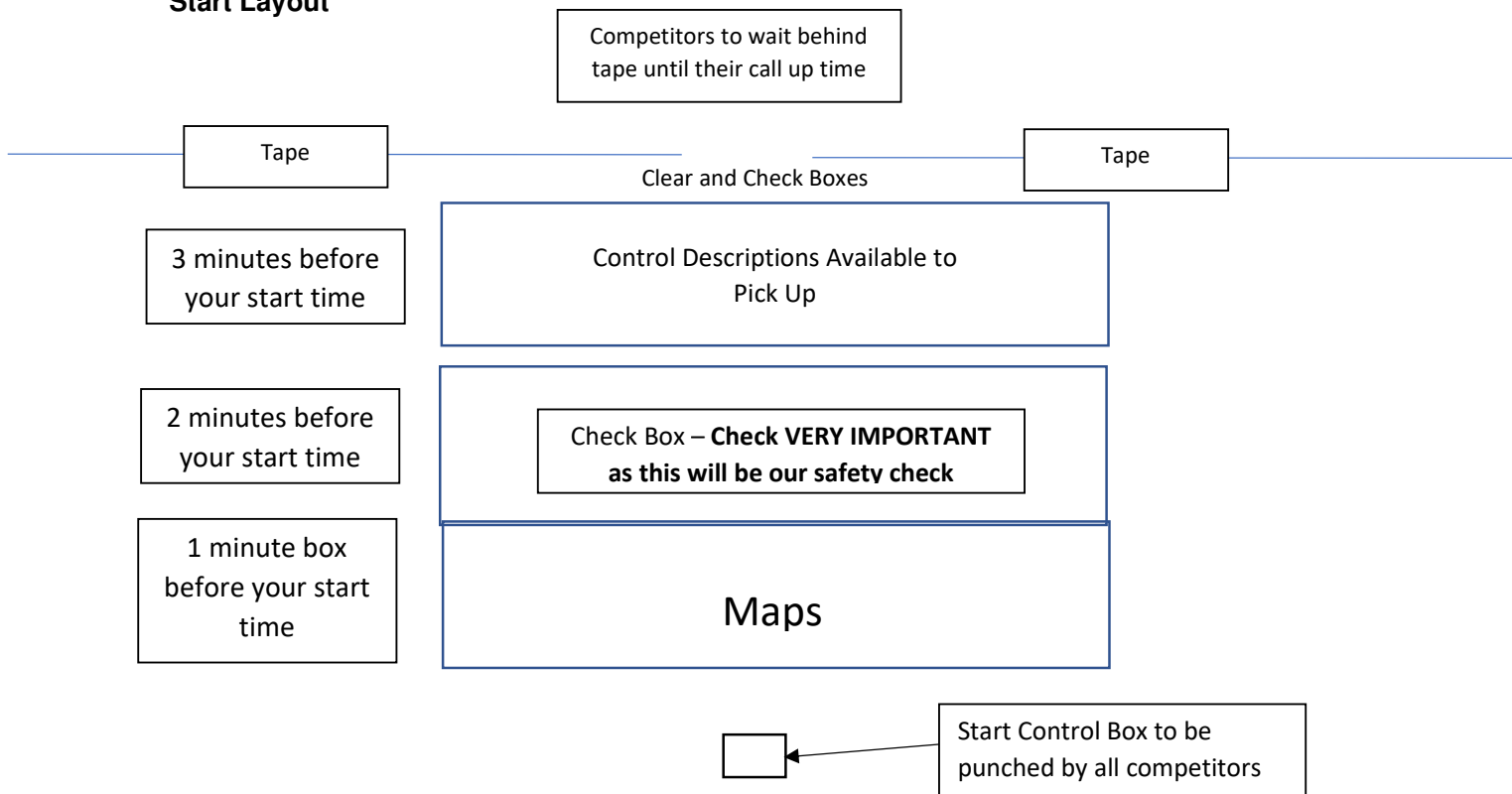
Maps: All maps have the course and control descriptions printed on them. Maps will be printed on waterproof paper and do not need bags.

Control descriptions: Control descriptions describe the feature where the control flag will be located inside the circle on the map. These will be printed on each map and separate descriptions will be available at the start. Pictorial descriptions will be available for the year 10/11 and year 12/13 competitive courses.

Start Procedure

- Follow the marked route to the start
- Please arrive at the start 10 minutes prior to your start time
- You will be called up by name 3 minutes prior to your start time
- Please clear and check your SI card
- You **must** listen to all the starters instructions
- On your start time you will pick up one map and **punch the start box** and follow the tape to the start control.

Start Layout



Orienteering Procedure

- **Punch the Start box:** When the clock beeps for your start, put your SI card into the control box to start your time.
- **Follow the tape to the start control** This is the triangle on your map. You do not punch here.

- **Navigate to each control in the correct order and punch each one with your SI card**
- **Finish:** This is near the Event Centre each day. After you punch the finish control at the Finish flag, you **must** proceed straight to the caravan to download the Sportident card. You can keep your map after you finish but don't show it to anyone who hasn't done the course yet.

Course closure: The course closure for each day is noted in that day's event information. This is when you must stop orienteering and go straight to the caravan.

Results: This is the overview page with all the events on live results:

<https://liveresultat.orientering.se/index.php?lang=en&>

And this is the link for the Day 1 Groynes

<https://liveresultat.orientering.se/followfull.php?lang=en&comp=21069>

This is the link for the Day 2 Bottle Lake

<https://liveresultat.orientering.se/followfull.php?comp=21070&lang=en>

Canterbury Schools Festival 2020 – Day 1

Saturday September – The Groynes

Map Scale: 1:5000

Contour interval: 2.5m

Terrain: Open parkland with planted areas and streams and lakes

Course Planner: Paul Humphries (on the day Jenni Adams)

Controller: Peter Cleary **Organiser:** Sarah Wright/Heather Pugh Williams

Directions/Parking: Turn left once you enter the Groynes and drive to end of road

Event Centre, Registration and Finish: South side at end of road

Toilets: Adjacent to Event Centre

Start: Adjacent to the Event Centre

Hazards: Hazards include water including lakes and streams other park users

Safety bearing: If you get lost, follow the roads/tracks back to the start

Course information: There are no road crossings

Course Closure: 4pm - You must stop doing your course and go straight to the caravan.

Course	Distance	No of Controls
Year 1,2,3,4,5,6 Comp	1.4	20
Year 1,2,3,4,5,6 Fun	1.2	18
Year 7/8 Comp	2.0	18
Year 7/8 Fun	1.2	18
Year 9 Comp	2.2	20
Year 9 Fun	1.4	20
Year 10/11 Comp	2.3	17
Year 10/11 Fun	2.2	20
Year 12/13 Comp	2.4	19
Year 12/13 Fun	2.3	17

At the finish After you punch the finish control at the Finish flag, you **must** proceed straight to the caravan to download the Sportident card. You can keep your map after you finish but don't show it to anyone who hasn't done the course yet.

If you are only competing on Saturday, please hand in your SI card at the caravan after you finish and download at the caravan. If you are competing on Sunday as well, please look after your SI card and bring it with you to use on Sunday then hand it in after you finish and download.

Canterbury Schools Festival 2021 - Day 2

Sunday 7 November 2021 – Bottle Lake Forest

- Map Scale:** See Course Table **Contour interval:** 2.5m
- Terrain:** Pine forest interspersed with tracks and gravel roads. Mostly flat with some areas of sand dunes.
- Course planner:** Christina Freeman **Controller:** Dylan Owen **Organiser** Sarah Wright
- Directions & Parking:** Waitikiri Car park, Bottle Lake Forest.
Google Maps: <https://goo.gl/maps/E6pee1RVQQE2p4hw9>
- Event Centre, Registration and Finish**
Bottle Lake Waitikiri Road Carpark, near the information building
- Start:** Approximately 100m West from the registration area.
- Hazards:** Vehicles in the car parking area.
- There may be mountain bikes, horse riders, runners and walkers and/or their dogs using the trails. Do not run on mountain bike trails, these are clearly marked as out of bounds routes. On course there may be trip hazards, holes, low vegetation. There is a lot of low, scratchy blackberry off track. Year 9 and above will be off track and are advised to wear long sleeves and socks to protect from scratches.
- Safety bearing:** If you get lost, Southwest to the road or parking area
- Toilets:** Adjacent to Event Centre
- Course closure:** 3pm. You must stop doing your course and go straight to the caravan.

Course	Distance	No of Controls	Map Scale
Year 1,2,3,4,5,6 Comp	1.8km	12	1:5,000
Year 1,2,3,4,5,6 Fun	1.5km	12	1:5,000
Year 7/8 Comp	2.5km	11	1:7,500
Year 7/8 Fun	1.5km	12	1:5,000
Year 9 Comp	3.0km	12	1:7,500
Year 9 Fun	1.8km	12	1:5,000
Year 10/11 Comp	3.4km	11	1:7,500
Year 10/11 Fun	2.5km	11	1:5,000
Year 12/13 Comp	5.9km	18	1:10,000

Year 12/13 Fun	3.4km	11	1:7,500
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At the finish After you punch the finish control at the Finish flag, you **must** proceed straight to the caravan to download the Sportident card. You can keep your map after you finish but don't show it to anyone who hasn't done the course yet.

If must hand in your Sportident card it at the finish and download.

What will I get

1. Map (at the start)
2. Sport Ident Card (pick up at registration)
3. Description Sheet (at the start also printed on the map)

Sport Ident Card

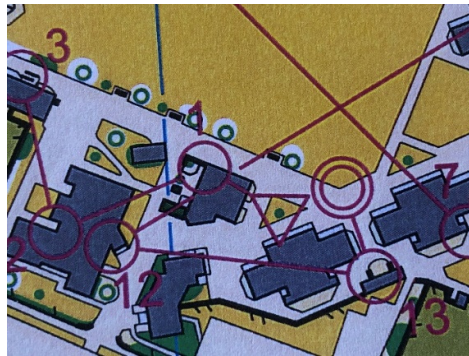


Map

Triangle shows the location of the start

Circle shows the location of the controls

Double Circle shows the location of the finish



Description Sheet

Description of where control is

Course 1 1.1 km	
1	Building Corner/Fence
2	32 Door
3	33 Fence End
4	34 Building Corner/Fence
5	35 Tree
6	36 Building Corner
7	37 Building Corner
8	38 Tree
9	39 Canopy
10	41 Canopy
11	42 Manmade Object

Control Code

Control Number

At each control

At each control there is

- 1) A Control Flag
- 2) A Sportident box



Control Flag



Sport Ident Box

Punching A Control



First punch the **start box at the start**. Use the map to find **ALL** the controls **IN ORDER**. Each control has a unique code. **Check the code** on the description sheet to check it is the correct control you are looking for. There will be a lot of controls that might not be on your course. After checking you have the correct control code, place your sport ident chip into the sport ident box until it **bleeps** and **flashes**. **The controls must be visited IN NUMBER ORDER. 1,2,3, etc.** For example if you find control 2 before control 1 you must go back to punch 1 and then back to punch 2. **At the end of your course you need to punch the finish box then report to the caravan to download your sport ident chip.** If a box doesn't light up or beep use the clipper on the control stand to physically punch one of the boxes printed on the edge of your map. Tell the helpers at the finish. If you go to the wrong control and put your SI card into a control unit that is not yours don't worry just find the correct control. The wrong one will be discarded.