

# Canterbury Schools Orienteering Festival 2022 Programme

Saturday 10 September, 12:30pm-4:30pm – “Park”, Orua Paeroa

Sunday 11 September, 9:30am – 2:00pm -- “Forest”, Spencer Park

Thank you for entering the Canterbury Schools Orienteering Festival 2022. 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.

## 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: [PAPOschoools@gmail.com](mailto:PAPOschoools@gmail.com)

**Registration:** You should have registered by now at <https://entero.co.nz/evento.php?eventName=csof-2022>. Registration is now closed.

Each competitor/team will be issued with a 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 bring it with you on Sunday*, then 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 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. *Note that wet conditions at Spencer Park mean that participants will get wet feet and/or pants. We recommend bringing a change of clothes and shoes.*

**Food/Drink:** There will be a sausage sizzle and cake stall at each event, so please bring small change. We appreciate your support with this fundraising venture which is being run by our PAPO orienteers who are representing New Zealand at the Australian School Champs in October. Please bring your own water.

**Prizegiving:** There will be a prizegiving on both days immediately after the last runners finish. There will also be a lolly scramble and spot prizes.

**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](http://papo.org.nz).

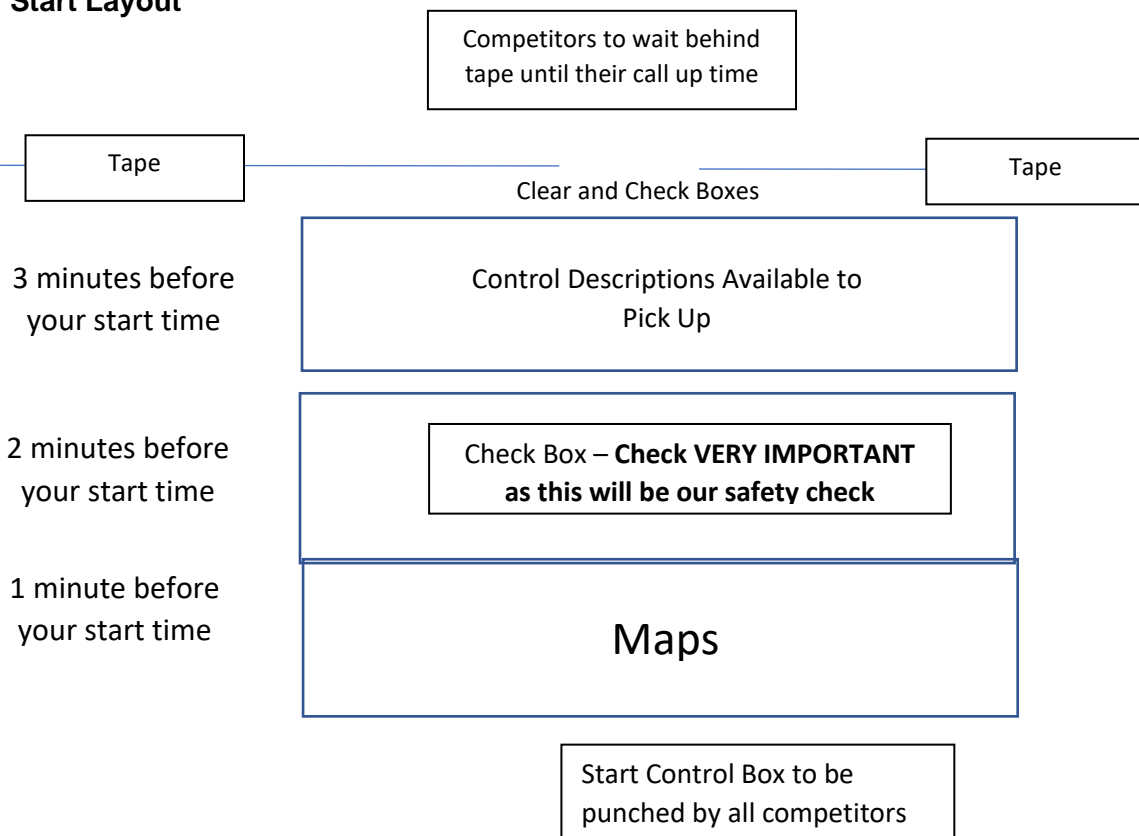
**Maps:** All maps have the course and control descriptions printed on them. Maps will be printed on waterproof paper and do not need bags.

**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

1. **Punch the Start box:** When the clock beeps for your start, put your SI card into the control box to start your time.
2. **Follow the tape to the start control** This is the triangle on your map. You do not punch here.
3. **Navigate to each control in the correct order and punch each one with your SI card**
4. **Finish:** Punch the finish control at the Finish flag. This is near the Event Centre each day.
5. **Download:** After you punch the finish control, 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 time for each day is noted in that day's event information. This is when you must stop orienteering and go straight to the caravan to download, whether or not you have completed the course.

**Results:** There will be a screen at the finish showing live results as students finish.

**Online Results:** Live results will also be published online.

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

<https://liveresultat.orientering.se/>

From that page, select the relevant Canterbury Schools Orienteering Festival event.

# Canterbury Schools Festival 2022 – Day 1

## Saturday 10 September – Orua Paeroa

**Map Scale:** 1:4000      **Contour interval:** 2m

**Terrain:** Open parkland with areas of trees and shrubs, fitness and playground structures and buildings in the north leading into a school campus to the south east. The school campus has a large field area, one main building surrounded by landscaped mostly sealed areas and gardens and some smaller auxiliary buildings.

**Course planner:** Christina Freeman      **Controller:** Jean Cory-Wright

**Directions/Parking:** <https://www.google.com/maps/@-43.4902288,172.7073375,1537m/data=!3m1!1e3>

Head to QEII – Ascot Park, drive through the major roundabout with SH 74 (Anzac Drive), Travis Road and Frosts Road and head north onto Frosts Road. Take the first right into Beach Road then first right again into Ascot Ave. Park on Ascot Ave and walk to the event centre. This is in the park on the west side of Ascot Ave.

### Event Centre, Registration and Finish:

**Toilets:** Porta Loos provided at the event centre.

**Start:** The start area is located on the east side of the Christchurch School of Gymnastics building. This building is located 125m west across the open field from the registration and event centre.

**Hazards:** Vehicles in car parks, although courses avoid these;  
Other runners around corners in the school campus;  
Other park users on the frisbee golf course and tracks;  
Rough river gravels on internal access road - SW corner of the map;  
Out of Bounds area marked in red and red cross hatch is an area being landscaped and a landscape supplies yard – Please Stay Out.

**Safety bearing:** If you get lost, head north to Ascot Road and back to the event centre, or north to Frosts Road then head east along Frosts Road back to Ascot Road and the event centre.

### Course information:

- The Year 12/13 Competitive course has a map flip.
- To the west of the start triangle is an area with lots of temporary fencing in various states of repair. Paths used on the Year 6 & Under Competitive, Fun Very Easy and Fun Easy Courses are all taped through this area, just follow the tape and stay out of the Out of Bounds Area.

- There is a road crossing across the south entrance accessway to Taiora-QEII for all courses except Fun-Very Easy. This road crossing will be timed-out so will not affect your run time, please go slowly, do not read your map while crossing and follow instructions of marshals at this point.
- There is a road crossing across the east entrance accessway to Taiora-QEII for the Year 6 & Under course, this crossing will be timed-out so will not affect your run time, please go slowly, do not read your map while crossing and follow instructions of the marshal at this point.

**Course Closure:** 4pm – you must stop doing your course and go straight to the caravan at the finish area.

<b>Course</b>	<b>Distance</b>	<b>No of Controls</b>
Fun – Very Easy	1.4km	17
Fun - Easy	1.6km	18
Fun - Medium	1.7km	15
Year 1,2,3,4,5,6 Competition	1.6km	16
Year 7-8 Competition	1.9km	17
Year 9 Competition	2.5km	21
Year 10-11 Competition	2.6km	21
Year 12-13 Competition	3.5km	26

### **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 their 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 2022 - Day 2

## Sunday 11 September – Spencer Park

- 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:** Clare McLennan                      **Controller:** Al Cory-Wright
- Directions & Parking:** Spencer Park, 110 Heyders Road, Spencerville  
 Google Maps: <https://goo.gl/maps/cGsxBqXD2zizbSYSA>
- Event Centre, Registration & Finish:** Spencer Park picnic area.
- Start:** Approximately 400m East of the registration area.
- Toilets:** There is a toilet block next to the Event Centre.
- Hazards:** Vehicles in the car parking area.
- There may be mountain bikes, horse riders, runners and walkers and/or their dogs using the trails.
- On course there may be trip hazards, holes, low vegetation.
- There are several areas of flooding in the forest, mostly on tracks. You will get your feet wet. The deepest water is calf-height.
- Safety bearing:** If you get lost, head North to the loop road and then West to the picnic area (Finish).
- Course closure:** 2pm - You must stop doing your course and go straight to the caravan.

Course	Distance	No of Controls	Map Scale
Very Easy	1.4km	13	1:5,000
Easy	1.9km	17	1:5,000
Medium	2.7km	20	1:5,000
Year 1 to 6	1.6km	16	1:5,000
Year 7/8	1.9km	16	1:5,000
Year 9	2.7km	18	1:5,000
Year 10/11	3.1km	13	1:7,500

Year 12/13	5.9km	20	1:10,000
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**Clear and check!:**

Before you enter the start area, you must put your SI card in the “Clear” control box and until it beeps and then in the “Check” control box until it beeps.

**Punch the Start control box:**

When the clock beeps for your start, put your SI card into the control box control unit to start, this will start your time and will confirm that your SI card is working properly.

**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 their course yet.

Please hand in your SI card at the caravan after you finish and download at the caravan.

## What will I get

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

### SPORTident 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	21 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



SPORTident 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 SPORTident chip into the SPORTident 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 SPORTident 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.