

Canterbury Schools Orienteering Festival 2023 Programme

- Saturday 9 September, 12:30pm – Park/urban event, Ferrymead Heritage Park
- Sunday 10 September, 9:30am – Forest event, Bottle Lake

Thank you for entering the Canterbury Schools Orienteering Festival 2023. **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: PAPOentries@gmail.com

Entries: A list of all entries can be found at <https://entero.co.nz/evento.php?eventName=csof-2023&action=eventEntries>
Entries are now closed, there are no entries on the day.

Registration: 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.

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. In the unlikely event of cancellation, a notice will also be posted on the PAPO facebook page and registered entrants will be contacted by email.

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

Competitors to wait behind tape until their call up time (3 minutes before start time).

Tape

Tape

Clear and check boxes

Box 1:
3 minutes before
your start time

Control Descriptions available to pick up

Box 2:
2 minutes before
your start time

Check Box – **Check VERY IMPORTANT as this will be our safety check.**

Box 3:
1 minute before
your start time

Map pick up
You can only look at your map after you have punched the start box

Start:
Start box to be
punched by all
competitors



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.

Canterbury Schools Festival 2023 – Day 1

Sat 9 September – Ferrymead Historic Park

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

Terrain: Open parkland, gently hilly with paths and areas of trees and shrubs in the north to north east, leading into a campus of many buildings, hedge rows, alleys, sealed paths, railway/tramlines and open areas to the south.

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

Directions/Parking: <https://goo.gl/maps/wgygjfLfVFGXjweE9>

Head to Ferrymead, drive east over the Ferrymead bridge and turn right into Bridle Path Road. Follow Bridle Path Road, take the first turn on the right into Ferrymead Park Drive. The event centre is in Ferrymead Park on the left hand side shortly after turning into Ferrymead Park Drive.

Parking on the side of Ferrymead Park Drive, or into the football field car park further along on the left-hand side. Walk to the event centre.

Event Centre, Registration and Finish:

Toilets: Porta Loos provided at the event centre.

Start: The start area is located over the road from the event centre, through the gravel car park and into the walking track. An approximately 3 minute walk that will be sign posted.

Hazards:

- Trams operating inside the historic park;
- Other runners around corners in the historic park buildings;
- Other Ferrymead Historic Park visitors (they will be told about the event);
- Rough asphalt and tram lines underfoot;
- Out of Bounds areas marked in red cross hatch are golf course, mini golf and historic park operational areas, Please Stay Out.
- Tram and road crossings outside the historic park, please only cross in designated areas and follow the directions of marshals. Courses have been designed so no one should have to cross the road in an unmarshalled area.

Safety bearing:

If you get lost in the Ferrymead Historic Park part of the map, head north to the park entrance/exit. Exit the park and follow directions of marshals.

If you get lost in Ferrymead Park on the east side of the map, near the start/finish area, head east until you meet the estuary then follow this north to the overbridge and the finish area.

Course notes:

- The Fun-Hard, Year 10/11 Competitive and the Year 12/13 Competitive courses have a map flip i.e. the paper is double sided so flip it over when you run out of controls on the first page and there will be more on the other side.
- The tram crossing over the road when exiting the Ferrymead Historic Park is timed out, so stopping for crossing trams will not affect your race time. Please listen to instructions from the marshal in this area, do not look at your map and cross safely to the control on the other side to carry on your course.
- Out of Bounds areas are marked in red cross-hatch on your maps. Please stay out, you will be disqualified if found in these areas.
- Trams will be operating inside the historic park, although courses have been designed to avoid these please run beside the tracks and always check when crossing;

Course Closure: 4pm – you must stop doing your course and go straight to the finish and across the road to the caravan at the event centre.

Courses

Course	Distance	No of Controls
Fun – Easy	1.5 km	25
Fun - Medium	1.8 km	23
Fun - Hard	2.3 km	22
Year 1,2,3,4,5,6 Competition	1.5 km	24
Year 7-8 Competition	1.6 km	20
Year 9 Competition	2.1 km	25
Year 10-11 Competition	2.4 km	23
Year 12-13 Competition	2.6 km	28

At the finish

After you punch the finish control at the Finish flag, you will hand your map to a marshal and these will be held until after the last competitors have started. Once the last runners are out on course, all maps will be laid out at the events centre for you to pick up yours.

After you punch the Finish control, you **must** head straight back to the events centre and the caravan to download the SPORTident (SI) card. This will give you your race time and lets us know you have safely returned from your run.

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

Canterbury Schools Festival 2023 – Day 2

Sunday 10 October 2023 – Bottle Lake Forest

Map Scale: See Course Table **Contour interval:** 2.5m

Terrain: Pine forest interspersed with tracks and gravel roads. Mostly flat with a small climb on all courses.

Course planner: Clare McLennan **Controller:** Dylan Owen

Directions/Parking: Broadhaven Reserve, Bottle Lake Forest.

<https://www.google.com/maps/@-43.4729132,172.7071629,19z?entry=ttu>

Parking on streets around the reserve. Notice there is good parking on Forest Drive

Event Centre, Registration and Finish:

Toilets: Adjacent to Event Centre.

Start: The start is approximately 1km West from the registration area. Please follow signs from the registration area and make sure you allow enough time to get to the start. We recommend allowing at least 20 minutes.

Hazards:

- There may be mountain bikes, horse riders, runners and walkers and/or their dogs using the trails.
- On the course there may be trip hazards, holes and low vegetation.
- There is a lot of low, scratchy blackberry off track. Year 7 and above are advised to wear long sleeves and socks to protect from scratches. The blackberry is particularly bad on parts of the Year 12 and 13 course.

Safety bearing: If you get lost, South East to the road or parking area

Course notes:

- After punching the start control runners must run along the track. The first control you get to will be the start triangle.
- Runners on Fun Easiest should keep running along the track to their first control (and ignore the orange tape).
- The smaller tracks in white forest at the start and end of the course may be hard to spot if you are running direct routes across the forest. Take this into account when considering your route choices.

Course Closure: 3pm – you must stop doing your course and go straight to the finish and across the road to the caravan at the event centre.

Courses

Course	Distance	No of Controls	Map Scale
Fun – Easy	1.6 km	12	1:5,000
Fun - Medium	2.4 km	9	1:7,500
Fun - Hard	2.9 km	12	1:10,000
Year 1,2,3,4,5,6 Competition	1.7 km	14	1:5,000
Year 7-8 Competition	2.1 km	11	1:7,500
Year 9 Competition	2.6 km	13	1:7,500
Year 10-11 Competition	2.9 km	12	1:10,000
Year 12-13 Competition	5.7 km	18	1:10,000

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. After that run down the track to the start triangle which will be marked with a control flag. You do not have to punch this control.

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. Please hand in your SI card at the caravan. You can keep your map after you finish but don't show it to anyone who hasn't done their course yet.

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	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.