

# Canterbury Schools Orienteering Festival 2024 Programme

## Incorporating the South Island Secondary Schools orienteering champs

- Saturday 7th September, 12:30pm – Park/urban event, South Brighton
- Sunday 8th September, 9:30am – Forest event, Bottle Lake (Access from Landfill Ave)

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: [PAP0entries@gmail.com](mailto:PAP0entries@gmail.com)

**Entries:** A list of all entries can be found at <https://entero.co.nz/evento.php?eventName=csof-2024&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. **Participants are advised to carry a whistle at the forest event and use it if lost or injured.**

**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  
(also printed on the map)

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 flag.** This is the triangle on your map. You do not punch here.
3. **Navigate to each control in the correct order (1,2,3...) and punch each one with your SI card**
4. **Finish:** Punch the finish control at the finish flag to stop your time. 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 2024 – Day 1

## Sat 7th September – South Brighton

**Map Scale:** 1:2,500 and 1:4,500

**Contour interval:** 2m

**Terrain:** South New Brighton School – flat mostly sealed area with buildings, canopies and playground apparatus.

South New Brighton Domain – Mixed open parkland and forested areas interspersed with tracks. Forested areas vary from open, easy running, to thickly vegetated fight. Terrain is mostly flat with some small hilly areas.

**Course planner:** Christina Freeman

**Controller:** Jean Cory-Wright

### **Directions/Parking:**

Head to South Brighton along Bridge street, turn right into Estuary Road. drive along this and turn right into Beatty Street. Follow this to the car park.

The event centre is right by the car park. If the car park is full, look for a park alongside Estuary Road to the south of the events centre.

Do not park in front of South New Brighton School.

### **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. It is an approximately 3min walk to the start area.

After starting their course, runners will follow tape that is laid on the ground to the start triangle on their maps - this will be at the entrance to South New Brighton School.

### **Hazards:**

- Other runners around corners especially in the school grounds.
- Other South Brighton Domain visitors - walkers, mountain bikers, dogs etc (they will not know about the event);
- Internal road inside the Domain, watch for vehicles and follow directions of any marshals.
- Uneven ground and rough underfoot with tree roots etc in some areas
- Branches at eye level in the forested areas.
- Out of Bounds areas marked in red cross hatch are gardens, construction sites. Please Stay Out.
- There are some road crossings on the road to the car park. These will be marshalled for year 8 and under.

### **Safety bearing:**

If you get lost inside South New Brighton School, head back towards the school front gate, east towards Estuary Road. Then follow the start tape back the way you came to the start area.

If you get lost in South New Brighton Domain, head west towards the estuary then follow it north to the car park, which will then lead you back to the internal road, marshals and the event centre.

#### Course notes:

- The **Fun Hard, Year 10/11 Competitive** and **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 the map with the rest of the course will be on the other side.
  - The first part of the course inside South New Brighton School and out into the Domain will be on a 1:2500 scale map. This makes detail on the school grounds easier to read.
    - For Year 10/11 and Year 12/13 Competitive courses the map flip is at control number 10.
    - For the Fun ‘Hard’ course the map flip is at control number 6.
  - The second part of the course in the domain, on the other side of the map to the finish, will be on a 1:4000 scale map.
    - For Year 10/11 and Year 12/13 Competitive courses control number 10 is marked on the other side of the map by a control circle with a triangle in it.
    - For the Fun ‘Hard’ course, control number 6 is marked on the other side of the map by a control circle with a triangle in it.
  
- The **Year 5/6, Year 7/8 and Year 9 Competitive** courses and the **Fun Easy and Fun Medium** courses have a 1:4000 scale map.
  - The first part of these courses, through South New Brighton School, has been enlarged to 1:2500 in an insert at the bottom of the page to make the detail easier to read.

#### Out of Bounds Areas:

- Out of Bounds areas marked in red cross hatch on the map. Courses have been designed so there is no advantage to using these areas, Please Stay Out or risk disqualification.
- Olive green areas are also Out of Bounds - these are residential properties;
  - **Fun Hard, Year 10-11 and Year 12-13 courses**; please choose a left or right route-choice around Olive Green areas; there is no advantage ever to jumping fences and running through people’s gardens and houses!

**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	1.7km	24
Fun - Medium	1.9km	16
Fun - Long	2.6km	18
Year 5-6 Competitive	1.7km	26
Year 7-8 Competitive	2.0km	17
Year 9 Competitive	2.5km	21
Year 10-11 Competitive	2.7km	20
Year 12-13 Competitive	3.0km	22

## **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 there.

# Canterbury Schools Festival 2024 – Day 2

## Sunday 8th September – 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:** David Wright      **Controller:** Tim Wright

**Directions/Parking:** Special access via Landfill Avenue, signed and accessed from Waitikiri Drive.

<https://maps.app.goo.gl/qnMCE5PK66BA4kBc9>

Park as directed by marshals approximately 2km along Landfill Avenue.

**Event Centre, Registration and Finish:** Around a 5 minute walk from the parking.

**Toilets:** Adjacent to the Event Centre.

**Start:** The start is approximately 400m North 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 10 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, head East towards the sea and then South towards the raised Landfill Area / Mountain Bike Park. If you can see houses, return north to the landfill area.

### Course notes:

- After punching the start box at the start line, you must run along the track. The first control flag you get to will be the start triangle indicated on your map.
- From the start triangle follow the route on your map. You should not follow other runners - they will be on a different course.
- The more difficult courses visit an area of open forest on sand dunes next to the sea. Small tracks on the map may be hard to spot and some small tracks on the ground may not be on the map. 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 Short	1.9km	13	1:7500
Fun - Medium	2.5km	9	1:7500
Fun - Long	4.0km	10	1:7500
Year 5-6 Competitive	2.3km	16	1:7500
Year 7-8 Competitive	2.5km	9	1:7500
Year 9 Competitive	3.2km	13	1:7500
Year 10-11 Competitive	4.0km	10	1:7500
Year 12-13 Girls Competitive	5.4km	13	1:7500
Year 12-13 Boys Competitive	6.4km	15	1:7500

### 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.

Then follow the tape along the track to the first flag that is the start triangle on your map. There is no punch at the start triangle.


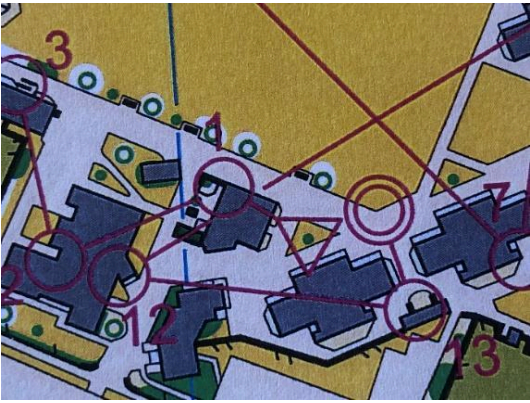
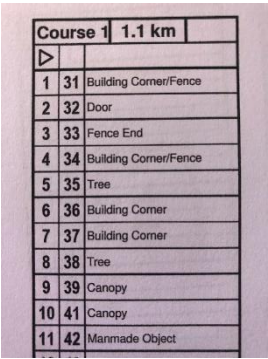
Then use your map to navigate to your controls in the correct numerical sequence (1,2,3...) punching the control box at each.

### 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 I will get:**

1. Map (at the start)
2. SPORTident Card "SI card" (pick up at registration if you are hiring one)
3. Description Sheet (at the start and also printed on the map)

SPORTident Card	Map	Control Descriptions																								
		 <table border="1" data-bbox="1090 474 1358 831"> <thead> <tr> <th colspan="2">Course 1 1.1 km</th> </tr> </thead> <tbody> <tr> <td>1</td> <td>31 Building Corner/Fence</td> </tr> <tr> <td>2</td> <td>32 Door</td> </tr> <tr> <td>3</td> <td>33 Fence End</td> </tr> <tr> <td>4</td> <td>34 Building Corner/Fence</td> </tr> <tr> <td>5</td> <td>35 Tree</td> </tr> <tr> <td>6</td> <td>36 Building Corner</td> </tr> <tr> <td>7</td> <td>37 Building Corner</td> </tr> <tr> <td>8</td> <td>38 Tree</td> </tr> <tr> <td>9</td> <td>39 Canopy</td> </tr> <tr> <td>10</td> <td>41 Canopy</td> </tr> <tr> <td>11</td> <td>42 Manmade Object</td> </tr> </tbody> </table>	Course 1 1.1 km		1	31 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
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<p>Punch at Start, at each control on the course and at Finish.</p>	<p>Triangle shows the location of the start flag. Circle shows the location of each control Double Circle shows the location of the finish</p>	<p>1st column is the number that matches the control number on your map. 2nd column is the number node on each control</p>																								

<p>At each control there is 1) A Control Flag 2) A Sportident box</p> <p>The number on the Sportident box matches the 2nd column of the control descriptions</p>		
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<p>Punching A Control</p> 	<p>First punch the <b>start box at the start</b>. Use the map to find <b>ALL</b> the controls <b>IN ORDER (1,2,3...)</b>. Each control has a unique code. At each control <b>check the code</b> on the control descriptions to confirm it is the correct control you are looking for. You may see controls that are not on your course! After checking you have the correct control code, place your SPORTident chip into the SPORTident box until it <b>beeps</b> and <b>flashes</b>. <b>The controls must be visited IN NUMBER ORDER. 1,2,3, etc.</b> For example, if you find control 2 before control 1 you must go back to punch 1 and then back to punch 2. <b>At the end of your course you need to punch the finish box then report to the caravan to download your SPORTident card times.</b> If a box doesn't beep or flash, use the clipper on the control stand to physically punch the map (sometimes there are special boxes for this 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. Punching extra wrong controls not on your course does not disqualify you <b>IF you punch find all the controls on your course in the correct order.</b></p>
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