

Canterbury Schools Orienteering Festival 2025

Programme

Saturday 13 September, 12:30pm – Park/urban event, Halswell Quarry

Sunday 14 September, 9:30am – Forest event, Spencer Park

Thank you for entering the Canterbury Schools Orienteering Festival 2025. **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

Entries: A list of all entries can be found at <https://entero.co.nz/evento.php?eventName=csof-2025&action=eventEntries>
Entries are now closed, there are no entries on the day.

Registration: Each competitor/team will either bring their own SPORTident, or be issued with a unique SPORTident (SI) card. Those competitors using their own SI card must use the same one on both days of the competition and the number must match the one on the entry information.

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, epi-pens 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 and will be displayed at the event centre.

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

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 2025 – Day 1

Saturday 13 September - Halswell Quarry Park.

Map Scale: 1:4000 **Contour interval:** 2.5m

Terrain: Halswell Quarry Park – Mixed open parkland and forested areas interspersed with tracks. Forested areas vary from open, easy running, to thickly vegetated forest. Terrain is mostly flat with one big hill up behind the quarry faces.

Course planner: Christina Freeman **Controller:** Greig Hamilton

Directions/Parking:

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

From town and west Christchurch, head to the intersection Halswell Rd – Halswell Junction Rd and Sparks Rd. Head south through the roundabout along Halswell Rd, then turn left into Glovers Rd. Drive to the end of Glovers Rd, turn right into Kennedys Bush Rd then follow Kennedys Bush Rd until the intersection with Cashmere Rd. Turn left into Cashmere Rd and park in the Crocodile XC Mountain Bike car park or along the Cashmere Rd side.

From East Christchurch head west along Centaurus Rd, through the Dyers Pass roundabout into Cashmere Rd. Follow Cashmere Rd past Princess Margaret Hospital, straight through the Hoon Hay Rd intersection then left into Cashmere Rd at the Halswell Quarry turn off. Follow Cashmere Rd all the way to the Crocodile XC Mtb car park. Park in this car park or along the Cashmere Road side.

Event Centre, Registration and Finish:

Toilets: Porta Loos provided at the event centre.

Start: The start area can be seen from the event centre, located about 50m to the west, beside the east edge of a thick vegetation boundary. It is an approximately 2 minute walk that will be sign posted.

Hazards:

- In the area around the pond be aware of other runners around blind corners.
- Be aware of other park users on tracks, possibly walkers and runners, mountain bikers, dogs.
- Take care on the internal road and car parks inside the park, watch for vehicles and follow directions of marshals – courses are planned so you should not be running on the road at any point outside marshalled crossings.
- Dehydration: carry water if you think you may require it.
- Watch for uneven ground and branches etc at eye-level in the forested areas.
- The Yr10-11 and Yr12-13 competitive courses have a map flip coming into the last part of the course.

Out of Bounds Areas:

- Out of Bounds areas are marked in crimson cross hatch on the map. This is an area of native planting. 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 the steep benched areas of the old quarry faces and also residential properties;
 - For safety reasons, quarry faces are strictly Out of Bounds – there is no advantage ever to taking a route choice through these.
 - Please stay out of residential areas, there is also no advantage to running through these.

Safety bearing:

If on the quarry pit/face side of the internal park road (south side of Halswell Quarry park) – head northwest to the internal park access road then follow the road towards the park vehicle entrance. Marshals at the road crossing will direct you back to the event centre.

If on the pond/dog-park side of the internal park road (north side of Halswell Quarry park) – head west towards the ponds then north to the event centre.

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	23
Fun - Medium	1.8 km	13
Fun - Hard	2.5 km	16
Year 5-6 Competition	1.6 km	23
Year 7-8 Competition	2.4 km	19
Year 9 Competition	3.1 km	24
Year 10-11 Competition	3.9 km	26
Year 12-13 Competition	4.1 km	29

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 so you can pick yours up.

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 your hire 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 Spencer Park, then hand it in after you finish and download there.

Canterbury Schools Festival 2025 – Day 2

Sunday 14 September – Spencer Park

Map Scale: 1:7500 **Contour interval:** 2.5m

Terrain: Pine forest on coastal sand dunes, with extensive walking, biking, and horse tracks. Some areas of thicker trees with complex contour detail.

Course planner: Felix Hunt **Controller:** Briana Steven

Directions/Parking:

<https://maps.app.goo.gl/Esx9tTZ7wzPdtaHV9>

Make your way to Spencerville, and turn down Heyders road towards the coast. Just after the driveway into the holiday park, turn right into the Spencer Park Picnic area (signposted) and follow the road in until you see the PAPO signs and park anywhere in the parking lot on either side of the road. You will pass the toilet building block on your right as you drive in

Event Centre, Registration and Finish:

Toilets: Public Toilet block 200m from event centre

Start: The start area is located 400m/6 mins walk from the event centre in the forest, following the signage to the start. It is recommended to leave the event centre at least 15 minutes before your listed start time to allow you enough time to get there, get ready and be called into the start boxes

Hazards:

- Cars driving on the forest ring road, please look very carefully before crossing or running along the road!
- Other park users, like walkers, bikers or horse-riders
- Uneven ground with sticks, branches, marshy areas
- Blackberry and bramble plants in the greener parts of the forest
- Some ponds in the open marshland, please stick to the trails

Safety bearing:

Head east to the beach and then run north until you find the surf-lifesaving club. From there you can follow the road around to the last control and finish area.

Course Closure: 2pm – you must stop doing your course and go straight to the finish and caravan at the event centre.

Courses

Course	Distance	No of Controls	Map Scale
Fun – Easy	1.3 km	9	1:5,000
Fun - Medium	1.6 km	8	1:5,000
Fun - Hard	3.1 km	13	1:7,500
Year 1,2,3,4,5,6 Competition	1.7 km	12	1:5,000
Year 7-8 Competition	1.6 km	8	1:5,000
Year 9 Competition	3.1 km	12	1:7,500
Year 10-11 Competition Girls	3.1 km	13	1:7,500
Year 10-11 Competition Boys	3.4 km	15	1:7,500
Year 12-13 Competition Girls	3.7 km	16	1:7,500
Year 12-13 Competition Boys	4.5 km	18	1:7,500

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.

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

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

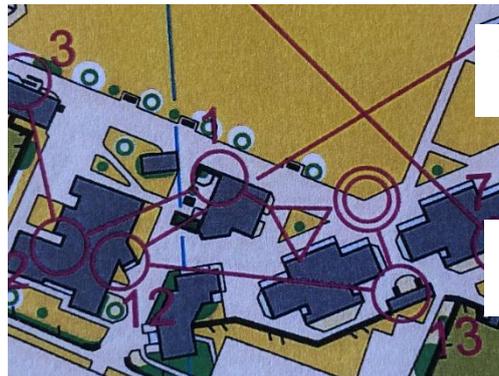


Map

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	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

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 **beeps** 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.