

2026 Auckland Interclub Orienteering Relay - Bulletin

Date: Sunday 20 September

Time: Arena / Registration Opens 9:45am, Mass Start 11.00am

Course planner: BJ Bauzon & Nick Reeves

Controller: Greg Bacchus

Event Coordinator: Renee Motion

Location: The Botanical Gardens

- Accessed from Everglade Drive entrance (parking on streets nearby – cannot access Botanic Gardens by car as gate is closed for vehicle access)
- GPS coordinates: 37.0061 S, 174.90071 E

FORMAT

The 2026 Auckland Interclub Relay will be contested using the Sprint Relay format.

A Sprint Relay is a mixed-gender high-speed head-to-head competition. The format is a combination of the Sprint and Relay concepts.

There are four legs which must be run in the order, Female- Male- Male- Female. Teams must be assembled as shown in the table, and according to the rules below:

Category	Classes	Win Time (Per Leg)
Open	Open	12 -15 minutes
Master	M/W 40+	12 -15 minutes
Veteran	M/W 60+	12 -15 minutes
Junior	Leg 1: W16 or younger (born 2010 and after) Leg 2: M14 or younger (born 2012 and after) Leg 3: M16 or younger (born 2010 and after) Leg 4: W14 or younger (born 2012 and after)	12 -15 minutes

- All official teams must contain two females and two males from the same club (either CMOC, AOC, NWOC)
- Unofficial teams can be created, but will be non-scoring

ENTRY

- Participants should advise their respective club of their wish to compete.
- Club entries must be completed by 23:59 on Wednesday 16 September. The clubs will receive the entry form via email.

TIMETABLE

- 9:30 am: Arena / Registration opens
- 9:45 am: SI-Cards available for collection
- 10:30 am: Event briefing and changeover demonstration
- 10:50 am: Call up for 1st leg runners
- 11:00 am: Mass start for 1st leg runners
- 12:15 pm: Mass start for all remaining runners
- 1:00pm: Course closure
- 1:00pm: Prize giving & socialising

ARENA

The arena is in a grassed area located at the north-western corner of the Botanic Gardens just south of a lake/wetland.

Access to the arena area is strictly through the Everglade Drive entrance or along the “Timber Trail” from David Ave (as shown on map below). These entrances can be accessed from Redoubt Rd from the North and East, or Orams Rd from the South and West. Curb side parking is available on the streets east and west of the motorway. There is no vehicle access into the park itself.

There are no toilets at the arena. Public toilets are available about 250m southeast of the arena. Competitors are to stay on the footpath when going to the toilets.



MAP

- The Botanic Gardens, updated August 2026
- Scale 1:4,000
- Contour Interval 2.5m

The Auckland Botanic Gardens covers 64 hectares of land, including 10 hectares of native forest. Opening to the public in 1982, the Auckland Botanic Gardens is a young garden by world standards. It is a spectacular South Pacific Botanic Garden that is widely recognised for its outstanding plant collections with over 10,000 plants from around the world. The Gardens attract over 1 million visitors each year.

The area features a large variety of terrain including lush lawns, an abundance of trees of all shapes and sizes, lakes, streams and a maze of paths. Running surfaces will be a mix of paved surfaces, unpaved paths and natural terrain, including significant areas of grass and some runnable forest. The majority of courses will be on grass and other natural surfaces. The competition area is slightly undulating.

PUNCHING AND TIMING SYSTEM

- Sport Ident cards will be issued by Counties Manukau Orienteering Club for each member of each team. You must use your allocated SI card, not your own.
- SPORTident Air+ punching will not be enabled.

TEAM NUMBERS

- There will be no bibs.
- Each competitor must write their team and leg number on their hand. If it is not visible you will not be let into the pre-start area.
- Team lists will be available at the Registration Tent in the Event Centre. Each club will be provided with two copies of the team lists. These will be in a bag along with the team SI-Cards.

WARM UP AREA

- Warm-up area is limited to the road/path between the arena and the Everglade Drive entrance to the park.

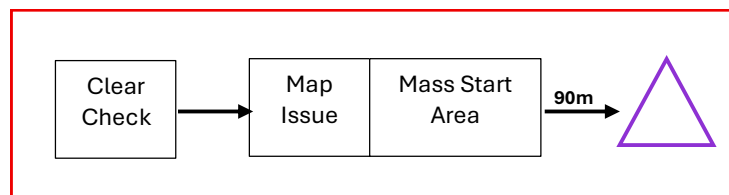
PRE-START AREA

- Only first leg runners will be called up. The call-up time is approximately 10:50am or straight after the briefing, whichever comes later.

- All other competitors are responsible for entering the pre-start area on their own accord.
- There will be clear and check stations at the entrance to the pre-start. All competitors must remember to punch both of these before entering.

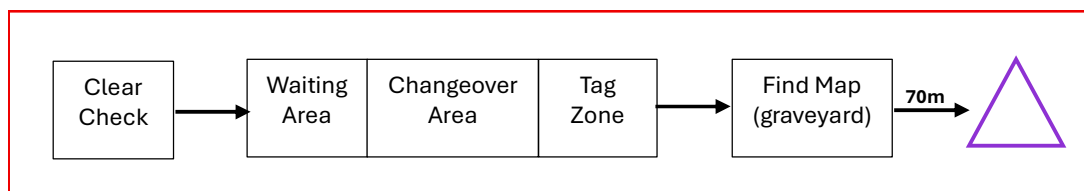
LEG 1 START

- At -10 minutes, all leg 1 competitors will be called to the start area where they will receive their rolled up maps according to their team. The map will be rolled and labelled with team and leg number 1.
- It is the competitor's responsibility to make sure they have the map with the correct team and leg number.
- It is forbidden to unroll the map or peek inside the roll before the start signal. Competitors who open their maps before the start will be disqualified.
- At -3 minutes, the leg 1 competitors will be called to the start line where they will line up for the start.
- Following a verbal countdown, a mass start for all categories is at 11:00am
- The start triangle is 90m from the start line and will be marked with a control flag. Competitors must follow the marked route to the start point.



LEG 2 - 4 CHANGEOVER & MAP GRAVEYARD

- Leg 2, leg 3 and leg 4 competitors may enter the changeover pen once their teammate has passed through the spectator control.
- When your teammate punches the last control, you are allowed to proceed to the tag zone.
- There will only be a short time from when the incoming teammate visits the last control until the changeover. It is the competitor's responsibility to be ready for the changeover.
- The incoming and outgoing competitors must make physical contact over the changeover barrier (tag zone) before the outgoing competitor begins their leg.



- The changeover procedure will be:
 - The outgoing competitor enters the changeover area when their incoming teammate passes through the spectator control
 - The outgoing competitor approaches the changeover barrier when their teammate punches the last control
 - The incoming competitor will cross the finish line, punch the finish control and continue to the changeover barrier
 - The incoming competitor makes a physical contact with their outgoing teammate over the changeover barrier
 - The outgoing competitor proceeds to the 'graveyard' to find their map
 - After checking to see their map matches their team number and leg number the outgoing competitor starts their race and follows the tape to the start triangle

MASS START FOR SLOWER TEAMS

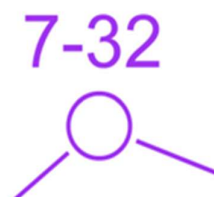
- There will be a mass start at approximately 12:15pm for all remaining competitors who have not yet started.
- This time is subject to change and will be communicated clearly within the arena.

FINISH

- The actual finish line will be a few metres before the finish control. In the event of a close finish, placings will be determined by who crossed the finish line first. The finish control must still be punched.
- After completing the changeover (or crossing the finish line for leg 4), competitors must download their SI card. The SI Card can then be returned to the volunteer at the download tent.

CONTROL DESCRIPTIONS

- Control descriptions will be printed on the map in symbol format only. There will be no loose control descriptions.
- Control codes will be printed on the map next to the control number. For example:



SAFETY

- The competition area features lakes, streams and small patches of forest. Some areas may be rough underfoot and slippery, especially if wet. Shoes with grip (but no spikes) are recommended. There will be no traffic within the competition area but competitors must be aware that they may encounter moving vehicles driven by Botanic Gardens' staff.
- The competition area is heavily used by members of the public and is not closed to the public. Please give way to other users and be courteous when passing them.
- The northwestern area of the Gardens including the arena is an off-leash dog exercise area.

INTERCLUB RELAYS CHALLENGE

The overall interclub winner will be determined through combined scores across the four classes.

For each class, the best placed official team for each club will be awarded a point value for their respective standing.

- First - 5 points
- Second - 3 points
- Third - 1 point
- No result - 0 points

After combining the points across the classes, the club with the highest point total will receive the Interclub Relays Challenge Trophy.

In the event of a tie, lowest cumulative time across all the scoring teams will be used. Teams with no result (i.e. mispunch) will be allocated the maximum run time (2 hours) for this calculation.

PREVIOUS WINNERS

2025	North West	2020	Auckland
2024	Auckland	2019	Auckland
2023	Auckland	2018	North West
2022	Auckland	2017	Auckland
2021	Not Contested	2016	Not Contested