



26th - 28th October

Bulletin # 1 [23 Oct 2019]

Programme

Saturday	26 th Oct	Middle	Muriwai Regional Park (updated map) Auckland Council
Sunday	27 th Oct	Long	Mushroom Road East (new map) Ngahere o Woodhill
Monday (Labour Day)	28 th Oct	Sprint	Wynyard Quarter / Viaduct Harbour (new map) Auckland CBD

1. Welcome!

The Auckland Orienteering Club would like to welcome everyone to the Auckland Orienteering Championships 2019. We are excited to be able to offer a range of great orienteering over the three days of Labour Weekend, including first use of two new maps and an update of an old favourite.

Please ensure you have read the information provided in this event bulletin. It contains detailed technical and safety information as well as general information about the events to make the weekend run smoothly. Additional late information will be placed on the AOC webpage and outside the Registration campermatic.

I'd like to thank the organising team of experienced AOC club members who have worked hard for the past few months to deliver these Auckland Championships. Orienteering is a wonderful sport but it is not simple to deliver, and can only happen with the dedication and commitment of the volunteers that run it. I'm always enormously appreciative of the time and expertise that people donate to make events happen. This includes all the club members who are helping each day over the weekend to make the event run smoothly and successfully – we couldn't do it without you!

I hope that everyone has a great time, whether you are entering to win or just looking forward to the challenge of successfully navigating around a course. Enjoy your time in this interesting and varied terrain!

Alison Comer
President, Auckland Orienteering Club

2. Acknowledgments

The organisers are very grateful to the following landowners for access to their land, and for their cooperation and support in the running of these events.

Sprint
Panuku Development



Middle
Auckland Council



Middle | Long
Ngati Whatua o Kaipara

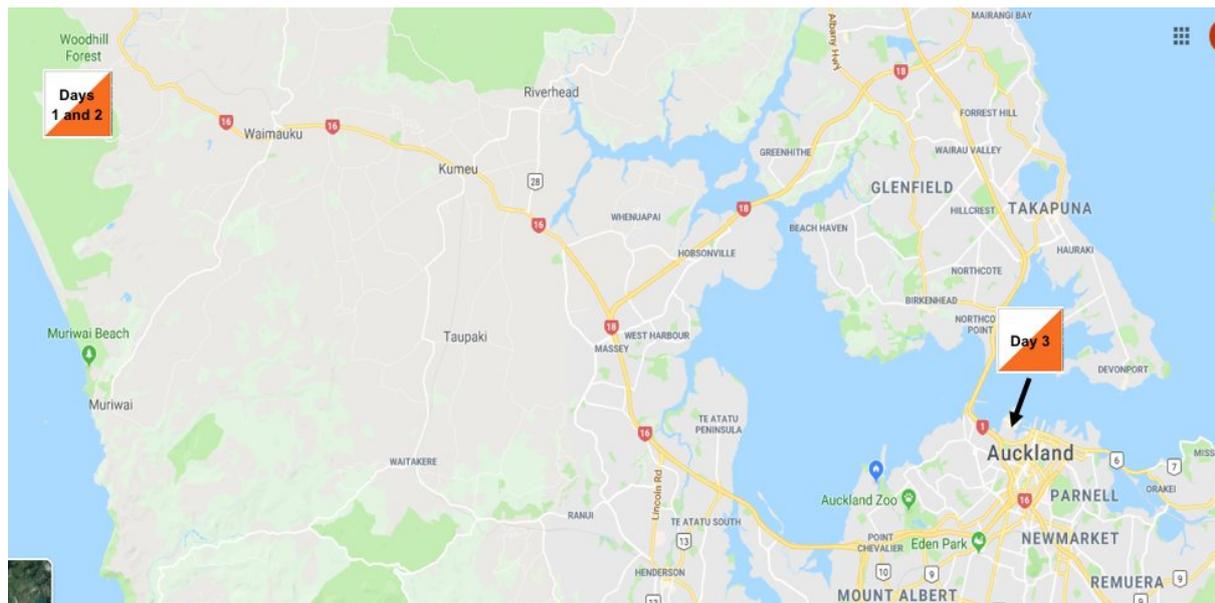


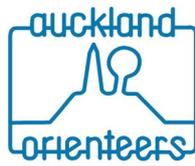
3. Detailed Schedule

Saturday 26th October – MIDDLE		
10.30	Forest Gate Open	Event Arena: Woodhill Forest
12.00	Middle First start	Restall Road access
16.00	Course closure	
Sunday 27th October – LONG		
08:30	Forest Gate Open	Event Arena: Woodhill Forest
10:30	Long First start	Restall Road access
16:00	Course closure	
Monday 28th October – SPRINT		
06:00	Wynyard Quarter embargo in place	Event Arena: Customs Street West
08:30	Event centre opens	Auckland City
09:30	Sprint First start	
11:00	Casual starts until 12pm	
13:00	Course closure	

4. General Information

Event Locations





Middle Distance The middle distance event is being run on a dunes map used originally for the middle distance of the Auckland champs in 2001 (then called [Percy's Delight](#)) but not used for a number of years.

Long Distance: The long distance event is being run on a new Woodhill map, Mushroom Rd East. This area has not been used for years, it was previously mapped in 1991 as [Czechoslovakia](#).

Access to both forest events is via the Restall Rd gate off SH16. The distance from central Auckland to the forest events is approximately 50km. Parking will be in the forest, see the event information for details.

Sprint: The sprint will be held at Wynyard Quarter, on the west side of Auckland's CBD. Access to the event arena is from the Downtown Ferry terminal, the Downtown carpark or Britomart Station. The area bound by Beaumont Street, Fanshawe Street, Market Place is Out of Bounds on competition day from 6am for all competitors and supporters. See the Sprint information for details.

Public races and event registration

Registration for competitors who have pre-entered is not required. If you have any enquiries such as a request to change course please visit the volunteers at the campermatic.

Start lists will be available on the Auckland Champs website <http://www.orienteingauckland.org.nz/events/auckland-orienteing-champs-2019/> and on display at each Event Arena.

For those who did not officially enter on time, or those who are there as supporters but decide they would like to try orienteering themselves, unofficial entries will be available on the day for a selection of courses. Please see the volunteers at the registration campermatic.

	Middle	Long	Sprint
Senior	\$30	\$30	\$20
Junior	\$15	\$15	\$10
Family	\$75	\$75	\$50

Plus the \$5/\$10 ONZ non-member levy if applicable, and \$3 SportIdent hire if required. Please try to bring exact cash as EFTPOS is not available and the club float is limited.

Enter-on-the-day Registration Procedure:

Decide which course you would like to run from the courses displayed at registration, then register and pay. You will be given a slip of paper to take up to the start line with your name, course, SI number and start time on it. Make sure you are there early enough to go through the start procedure properly (at least 5 minutes before your start time).



Download/Finish:

At the finish you can download at the normal download stations, and you will receive a printout of your result (overall time and control split times). You can hand in any hire SportIdent cards.

Retail Outlets

At the time of writing no confirmation is available of any merchandise available for sale at the forest events.

Waste and green thinking

The organisers aim to be eco-friendly and reduce waste where possible. The Auckland Champs runs a 'Pack-in, Pack-out' policy, so if you carry it into the venue, please carry it out again.

Please bring a water bottle to the event each day, to use instead of cups at the event centre as much as possible.

Telecommunications and cell phone coverage

There is patchy coverage at the Muriwai Regional Park event (Saturday), almost no coverage at the Woodhill Forest Long event (Sunday) and good mobile phone coverage at the sprint event (Monday).

Catering

Forest events:

A coffee cart will have hot and cold drinks plus a limited amount of snack food for purchase.

Forest event fundraiser for travel overseas:

A variety of baked goods and ice-cold soft drinks will be available for purchase.

Sprint:

A multitude of cafes, bars and restaurants are within easy walking distance of the event arena.

Remember you can only visit cafes, etc. inside the Wynyard Quarter competition area after the last start.

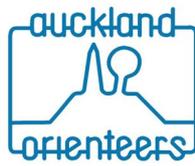
Fair Play

All competitors shall behave with fairness and honesty. Attempts to gain any information related to the courses, beyond that provided by the organiser, is prohibited before and during the competition. It is forbidden to bring any previous maps along to the competition arenas. A competitor who breaks any rule, or benefits from the breaking of any rule, may be disqualified.

Competition maps will not be collected on any of the 3 days of competition. Competitors are reminded not to share their map with runners who are still to start their course.

Embargoed areas

Embargoed areas leading up to the competition, and old maps where available, may be found at the Auckland Champs 2019 website.



Sprint competition area: Wynyard Quarter

Competitors, and other persons are permitted to access the Wynyard Quarter up until competition day; however use of orienteering maps, running training of all kinds and route choice testing are not allowed in the area.

The Sprint area is embargoed on the competition day from 6 am until the competition is over. **All competitors must use only the routes specified by the organisers to reach the event arena.**

Athletes are not allowed to re-enter the Sprint area after they have finished their race and before the last competitor has finished their race.

Long and Middle race areas: Woodhill Forest

All areas are embargoed. As this is a private forest no competitor may gain entry prior to the event. Having crossed the finish line, a competitor must not re-enter the competition terrain without the permission of the Controller. This includes the Start and Finish areas.

Mixed Electronic Punching - Air+ System

A SportIdent mixed punching system will be used in all 3 Auckland Champs events. This means that in addition to normal SI punching, the SPORTident ActiveCard (SIAC) touch-free system will be activated in all races. Regular SI-Cards that you punch the control with will still work like normal. Competitors using the SIAC cards do not need to pause at the control to punch, they only need to pass the SIAC near to it (within 30cm), so they may gain a small time advantage over competitors using regular punching.

More information about the Air+ system and SIAC cards can be found here

<http://www.orienteeringauckland.org.nz/nzoc/info/si-air/>

Control Descriptions

Control Descriptions will be printed on the front side of all competition maps (Symbols for Red courses; English for Orange, Yellow and White level courses). Loose copies of the control descriptions will be available in the start lanes as part of the start procedure. Competitors have one minute to choose and prepare their control descriptions. At the Start, there is NO tape or other equipment available to prepare control descriptions.

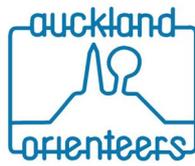
Controls

SI-cards or SIAC must be cleared and checked before each race. Stations to clear and check SI-cards will be located in the prestart. The check boxes also turn on SIAC cards.

At each control, either insert your SI-card into the control unit until the unit beeps and flashes, or pass your SIAC close to the control box and check that the SIAC beeps and flashes.

If you punch an incorrect control, ignore it and continue to the correct control; the extra punch will be disregarded by the results software.

If the SIAC stops working in Air mode (no beep or flash), it can still be used like a regular SI card to punch each station. If an SI unit does not function (there is no beep and no flash) then use the pin



punch attached to the control stand and punch on your map in one of the spaces provided. If you have pin punched any controls on your map you must hand the map in at the Problem Desk before leaving the Finish area and explain what you have done.

At the Finish line punch at one of the SI units (or pass the SIAC over one). Your elapsed race time only stops when you punch one of these units. Competitors must punch one of these Finish units even if they do not complete their course. SIACs are turned off by the finish control.

Start Lists

Start times will be available at <http://www.orienteingauckland.org.nz/events/auckland-orienteing-champs-2019/> from 22 October, and at the Event Arena and pre-starts.

Start Procedure

Each runner is responsible for following the correct marked route to their start area. The competition area is out of bounds until your start time. Distances to the start are specified for each race.

In the Start area, runners will pass through three consecutive starting pens, and remain one minute in each one.

Prestart	-3	-2	-1	mins
Clear	Late Start Lane			
Check SIAC Battery Test	Check SIAC Test	Control Descriptions	Maps	→→Start

Pre-start: Runners clear and check their SI-Card. A SIAC test unit will be available for competitors with a SIAC to check it is turned on.

-3 minutes: SI card and the starting time are checked. . Each runner inserts their SI-card into a Check box. Runners without an SI-card will not be allowed to start

-2 minutes: Loose control description sheets are available for runners to pick up (optional). The control descriptions will also be printed on the map.

-1 minute: Maps. The runner stands beside the map issue box labelled with his/her correct course and class. The start-countdown will be indicated by a series of 6 beeps at -5 to 0 seconds. At the last beep the competitor’s race time begins and the runner can take the map from the map issue box. The runner is responsible for taking the correct map.

Runners will then follow the marked route to the start point which is indicated by a control with a flag (but without an SI punching unit) in the terrain and a triangle on the competition map.

Late Start

Runners who arrive to the start late must report to the late start lane where an official will accompany him/her. Control descriptions and the competition map will be handed over by an official, and the competitor then starts the race when told to do so (IOF Rule 22.9) using a punch-to-



Start. The results of runners who start late will be based on their original start time (with no time compensation). Only if their lateness is the fault of the organiser will their actual race time be used (IOF Rule 22.10).

Any runner who is late, whether through their own fault or otherwise, should not discuss this with the start officials. Instead, if the competitor believes the organiser is responsible, he/she should make a complaint after finishing the race at the Problem Desk before leaving the Finish Area.

Finish Procedure

All runners, including those runners who do not complete the whole course, are required to pass and/or punch one of the SI units on the Finish line. The Finish control is Air+ activated, so runners using SIAC sticks do not need to physically punch, they can run through the finish passing their SIAC close to the finish control. Runners who do not register at the Finish line will be considered as missing in the terrain, which may cause a search for the missing person.

Each runner must download their SI-card/SIAC at one of the manned download stations. Maps will not be collected but in the spirit of fair play must not be shared with competitors who are yet to start. After download, runners are free to go for refreshments.

Complaints and Protests

In accordance with the ONZ and IOF Foot O rules 27 and 28, complaints and protests may be made in writing (in English), using the appropriate forms which are available at the Registration tent in the Event Arenas. Complaints should be handed in to the Registration tent within 60 minutes of finishing. The event Controller will make a decision and notify the complainant as soon as possible. There is no fee for a complaint.

If the complainant is not satisfied with the Controller's decision, a protest may be lodged at the Registration tent. The time frame for this is within the next 60 minutes (ONZ rule 28.3). Protests will be forwarded to the Controller who will convene a jury. After due consideration, the jury will communicate their decision to the complainant. A fee equal to the entry fee for that day for the class in question shall accompany any protest. This will be returned if the protest is accepted.

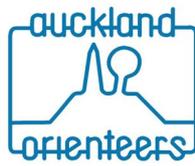
The event Controller will convene a jury of 3 ONZ A-grade Controllers.

5. Social

No official social functions are planned.

We encourage friends to meet and can recommend the Galbraiths Alehouse on the corner of Mt Eden Rd and Symonds St. It's a great venue for hearty pub meals and to sample some fine ales. Advance booking recommended.

After the Sprint on Monday there are many bars and restaurants in the Viaduct/Wynyard Quarter to head to for refreshments. Tuia250 celebrations are also on for those interested in NZ history and/or sailing boats.



Prizegivings

There will be a small prizegiving each day to acknowledge the winners of the elite and age grade classes. The timing will be as soon as winners can be determined.

6. Health and Safety

Personal Responsibility and Safety

Comprehensive Health and Safety plans are kept at Registration in the Event Arenas.

Competitors should use common sense at all times to ensure their own and others safety. Check for specific hazards in the event information and on the Hazards Board at the Event Arena.

A whistle should be carried on course for your own safety. Use your whistle if you need urgent help because of an injury or distress. The recognised distress signal is a series of six short blasts on a whistle. Pause and listen for reply and repeat to allow them to locate you. Do not use your whistle unless it is an emergency.

Competitors are expected to render assistance on their course to anyone who is injured, has blown their whistle, and requires physical assistance. Please render assistance as needed, and make event officials aware of the issue, so as to organise the appropriate response.

To avoid initiating unnecessary searches after the event, competitors must punch the Finish SPORTident control even if they do not complete their course.

Open fires or smoking is prohibited in all competition areas.

7. Auckland Orienteering Championship – Middle

Saturday October 26th, 2019

Ngahere o Woodhill – Muriwai Regional Park

Mapping updated in 2019, ISOM2017-2 standard Jan 2019.

Print Scale Courses 1-11 1:7500; Course 12 1:5000. Contour interval 2.5m.

Mappers: Selwyn Palmer

Planners: Alistair and Joanna Stewart

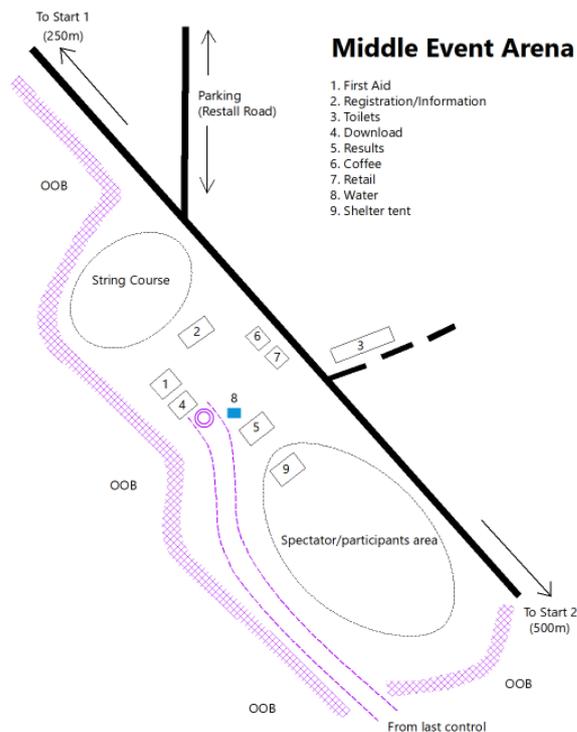
Controller: Martin Crosby

On the day coordinator: Alina Smirnova

Coordinates of Forest Entry Point intersection Restall Rd/ SH16

-36.74724S 174.43829E

Event Arena



Directions

Take the Restall Road entrance to Woodhill Forest from SH16, 5.8 km north of Waimauku, or 10.6 km south of Helensville. Follow the O signs along gravel roads for about 5-10 min to parking.

Parking

Parking is on the side of Restall road. When parking, please follow directions of parking marshals. Do not turn round. You will leave the forest by driving out forwards and turning right up Coast Rd to Telephone Track and back to Restall Rd via Inland Rd

Starts

The first start is at 12:00 Noon. There are two starts: Start 1 is for Courses 1 to 7 and Courses 10 to 12; Start 2 is for Courses 8 and 9 only (W70, M80, W80, Open 8 and Open 9).

Distance to Starts

Start 1: 250m North West from Event Arena along Coast Rd (flat). Allow 5 minutes from the Event Arena.

Start 2: 500m South East from Event Arena along Coast Rd (flat). Allow 10 minutes from the Event Arena.

There will be no toilets at either start.

Terrain

The map consists of a strip of coastal pine forest and a strip of unforested sand dunes. All courses



except course 8 and 9 will spend some time in both terrain types. Courses 8 and 9 will be in the forested area.

The dunes have a network of sandy tracks formed by 4WD vehicles. Some newly formed ones are flattened vegetation rather than sand. These areas have been mapped as a yellow stripe rather than a track symbol. There are also some now unused tracks which are less distinct, and mapped as such. The map has been updated for this event but the area is actively used by 4wd vehicles so it is possible the appearance of some tracks may have changed through recent use. Vegetation off the tracks varies with small areas of box thorn (mapped as dark green) or higher pampas grass (mapped as green stripe) but is mainly low vegetation relatively easy to pass through (mapped as rough open).



The forest is also variable with areas of good runnability but other areas where there is low vegetation and tree litter.

There are a number of fallen trees on the map. Where a group of fallen trees form a significant barrier to progress they have been mapped as green fight (ISOM 410). Individual fallen trees however have not been mapped if a runner can easily get around them without losing time, except where the fallen tree blocks a feature that might otherwise be used as a route choice, for example a narrow re-entrant or erosion gully, in which case it has been mapped.

In the south eastern portion of the map there are several rides (a missing row of trees) that have been formed by felling a row of trees and then leaving them on the ground to rot. These have been mapped using the normal ride mapping symbol of long dashes (ISOM 508) but where the rotting vegetation affects runnability, combined with either a light green or dark green border to indicate slow or difficult running. These log piles however are well broken down and can be easily crossed in most places. There is the occasional larger log still visible but mainly they appear as a slightly elevated thicker growth of ferns. The trees are now joined over the top of the rides but there is an obvious missing row of trees.

Closer to the beach there are some areas of open sand in the dunes. Wind and erosion causes these areas to constantly change so while the map has been updated for this event, recent winds may have shifted sand from what is shown on the map.

Hazards

4WD vehicles sometimes enter the dune area (illegally) from the beach. Given it is a holiday weekend you may encounter one of these if you are running on a track. They generally travel slowly and are easy to hear approaching. Keep clear of any trees which are partially fallen, supported on neighbouring trees. Ground cover is a trip hazard.

Emergency Safety Bearing

North West to Coast Rd.

Course closure

Course closure will be at 4.00pm. All competitors are required to then return to the finish whether they have completed their course or not.

String course

There will be a string course available free of charge for young children. Ask for a clip card from registration

Middle Course Details:

Course	Men	Women	Middle EWT	Length (km)	Climb (m)	Grade
1	M21E Open Red1	Open Red1	35	4.7	120	Red
2	M20A Open Red2	W21E Open Red2	35	4.1	110	Red
3	M18A, M21A, M40A, Open Red3	W20A Open Red3	30	3.3	90	Red
4	M50A Open Red4	W21A, W40A Open Red4	30	3.3	80	Red
5	M16A Open Red5	W18A Open Red5	30	2.9	90	Red
6	M60A Open Red6	W16A, W50A Open Red6	30	2.7	80	Red
7	M70A Open Red7	W60A Open Red7	25	1.9	45	Red
8	M80A Open Red8	W70A Open Red8	25	1.7	30	Red
9	Open Red9	W80A Open Red9	25	1.2	25	Red
10	M14A Open Orange	W14A Open Orange	25	2.4	65	Orange
11	M12 Open Yellow	W12 Open Yellow	21*	2.1	45	Yellow
12	M10 Open White	W10 Open White	21*	1.8	40	White

* Estimated median finish times.

All maps are A4.

8. Auckland Orienteering Championship – Long

Sunday October 27th, 2019

Ngahere o Woodhill – Mushroom Road East

Mapped in 2019, ISOM2017-2 standard Jan 2019.

Scale 1:10000, 1:7500; contour interval 5m.

Mappers: Selwyn Palmer, Martin Crosby

Planner: Dave Crofts

Controller: Jeff Greenwood

On the day coordinator: Alina Smirnova

Directions

Take the Restall Road entrance to Woodhill Forest from SH16, 5.8 km north of Waimauku, or 10.6 km south of Helensville. Follow the O signs along gravel roads for about 10 min to parking.

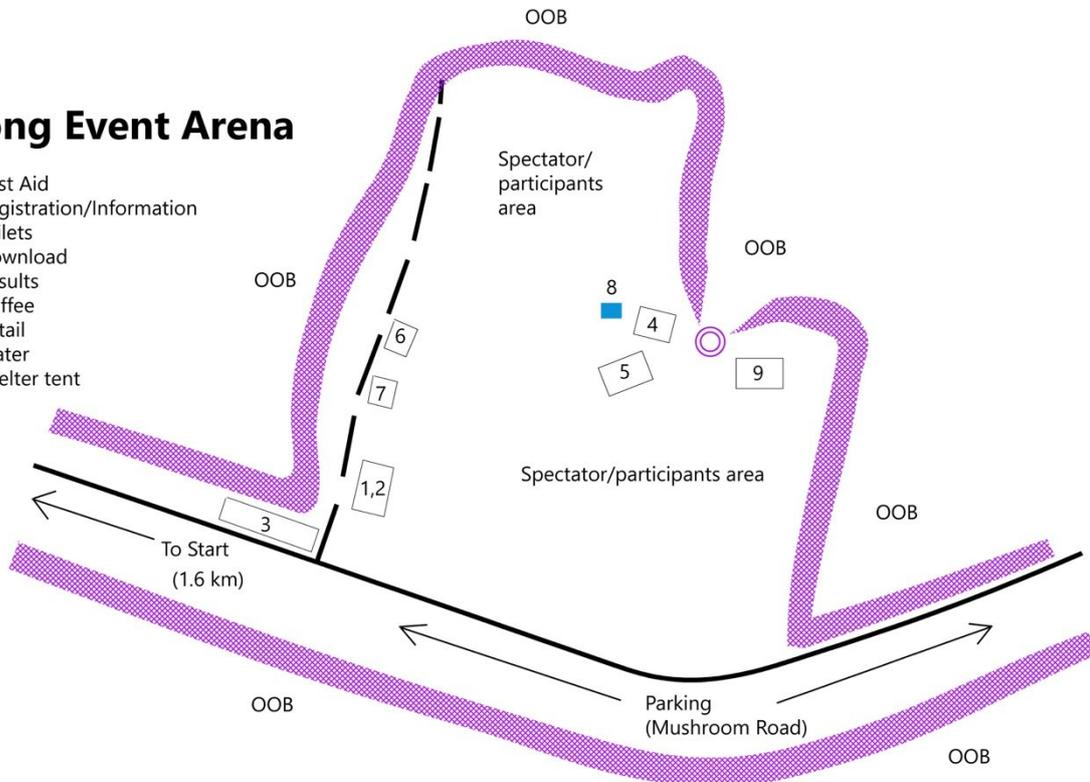
Coordinates of Forest Entry Point intersection Restall Rd/ SH16

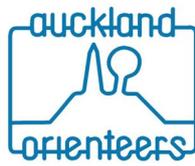
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Event Arena

Long Event Arena

1. First Aid
2. Registration/Information
3. Toilets
4. Download
5. Results
6. Coffee
7. Retail
8. Water
9. Shelter tent





Parking

Parking is along the south side of Mushroom Road only. When parking, please follow directions of parking marshals. Pay particular care not to drive across the fence line as the wire is untensioned in places and can be difficult to see. There is a walk of up to 500 m along Mushroom Road to the arena.

Start

The start is 1.6 km from the arena, back along the access road. Please keep to the side of the road and watch for traffic. There is only one start area but separate tapes to three different start triangles heading off in different directions; the map boxes will be arranged accordingly, as indicated below.

Course 1-9 Red1-Red9

Course 12 White

Course 10-11 Orange, Yellow

The start interval is 3 minutes. There will be water and a toilet tent at the start, and a gear return back to the arena will operate.

Warm-up Area

All forest around the event arena and the start area is strictly out of bounds. Competitors may warm up along the road to the start area.

Terrain

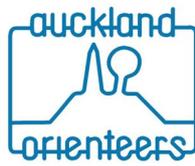
The terrain is moderate to steep coastal sand dune forest, with spur gully character in the steeper areas. A number of deep erosion gullies are present on the map, and are typically passable with care.

The vegetation is radiata pine forest with areas of pampas grass and native understorey vegetation, primarily kawakawa and mahoe. Light green (ISOM406) and middle green (ISOM408) indicate areas of pampas grass or native understorey vegetation with reduced runnability and visibility. Dark green (ISOM410) fight patches indicate fallen trees, and larger areas denote areas of tree windthrow or dense scrub. There are a number of fallen trees across the mapped area; individual fallen trees have not been mapped if the runner can easily get around them without losing time. If an individual fallen tree is a blocking feature in a useable re-entrant or erosion gully it has been mapped.

A number of vehicle, horse and motorbike tracks cross the map. These have been updated up until 2 weeks before the event, but it is possible that there has been more recent (illegal) motorbike activity that will not be marked on the map.

Hazards

The usual forest hazards exist of steep and uneven ground, fallen trees and branches, pampas grass which cuts and vines growing on the ground. Most courses cross the main access road competitors



drive to the event on. Watch out for cars and for fences which run beside this road (fences are mapped but the wires are down and are very difficult to see).

There is the possibility of other users in the forest, particularly horse riders who share this area. Please indicate your presence by saying hello to any horse riders. Illegal motorbike activity is possible; please get safely off the side of a track if a motorbike is coming through.

Full body cover is recommended; consider wearing a long-sleeved top to protect your arms from pampas grass cuts.

Course notes

Competitors on Course 1 will have a map exchange at a spectator control next to the arena. Place your used map in the box and pick up your next map. In addition this second map itself has a map flip; please make sure you are reading the correct side of the map when you leave the map exchange.

Competitors on Course 2 will have a map flip. Maps will be placed in the map tray with the first side face-down. Please make sure you are reading the correct side as you start your course.

There are several taped routes on Course 12; these are marked with continuous white fencing tape.

There is an optional taped route marked on the map for Course 11. This offers an additional route choice which runners may choose to take.

Emergency Safety Bearing

SW to a major vehicle track or road.

Course closure

Course closure will be at 4.00pm. All competitors are required to then return to the finish whether they have completed their course or not.

Water

Water will be provided on all courses, either at controls, or on forest paths and roads (and marked on the map). There will also be water available at the start.

Long Course Details

Course	Men	Women	Winning Time	Colour	Length (km)	Map Scale	Climb (m)	No. of controls
1	M21E Open Red1	Open Red1	80	Red	9.5	1:10000	740	30
2	M20A Open Red2	W21E Open Red2	70	Red	7.0	1:10000	520	22
3	M18A M21A M40A Open Red3	W20A Open Red3	60	Red	5.5	1:10000	370	16
4	M50A Open Red4	W21A W40A Open Red4	55	Red	4.5	1:10000	305	14
5	M16A Open Red5	W18A Open Red5	50	Red	3.9	1:10000	275	14
6A		W16A W50A	50	Red	3.4	1:10000	260	13
6B	M60A Open Red6	Open Red6	50	Red	3.4	1:7500	260	13
7	M70A Open Red7	W60A Open Red7	50	Red	3.7	1:7500	230	13
8	M80A Open Red8	W70A Open Red8	45	Red	2.6	1:7500	170	10
9	Open Red9	W80A Open Red9	45	Red	1.8	1:7500	90	10
10	M14A Open Orange	W14A Open Orange	45	Orange	3.5	1:7500	280	18
11	M12A Open Yellow	W12A Open Yellow	35*	Yellow	2.9	1:7500	200	14
12	M10 Open White	W10 Open White	35*	White	2.2	1:7500	175	20

* Course 11 and 12 times are estimated median finish times for the A grade classes.

All maps are A4.

9. Auckland Orienteering Championship – Sprint

Monday October 28th, 2019

Wynyard Quarter and Viaduct Basin, Auckland CBD (new map)

Mapped in 2016 to the International Specification for Sprint Orienteering Maps (ISSOM) 2007 standard. Re-surveyed during Aug-Oct 2019.

Scale 1:4000; contour interval 2m.

Mapper: Russell Higham 2016, updated 2019 by Alison Comer.

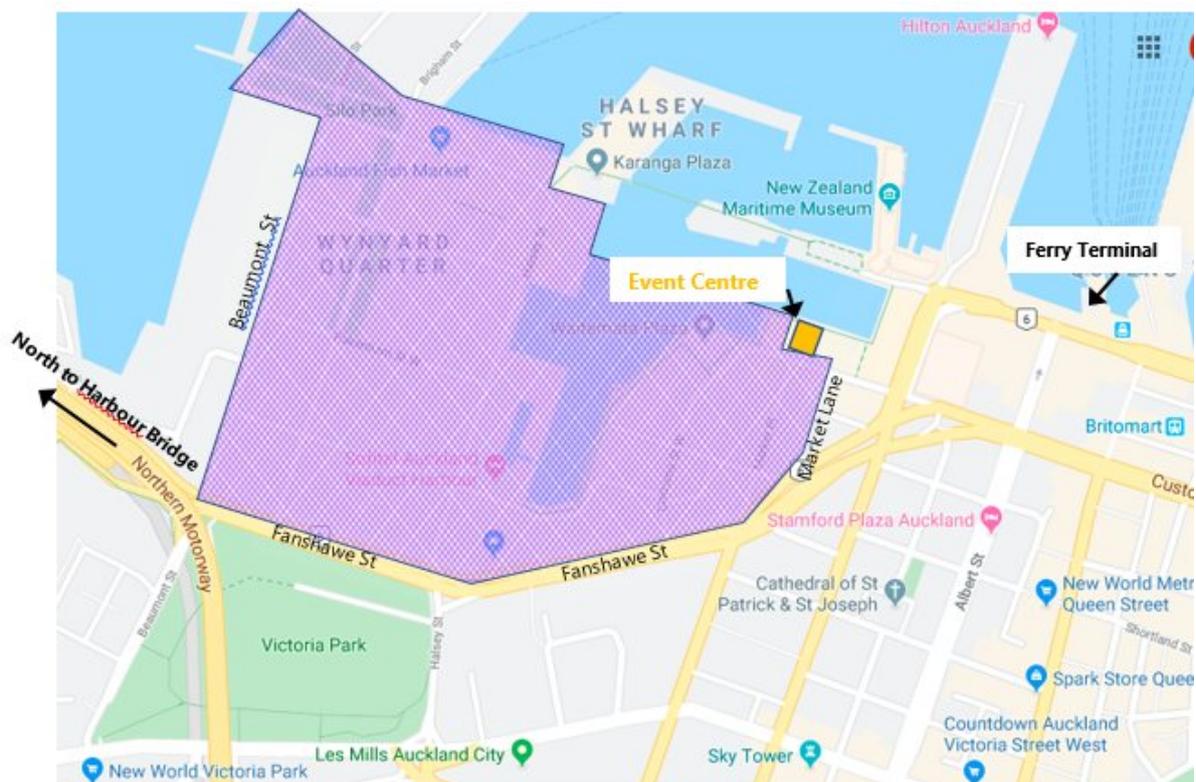
Planner: Alison Comer

Controller: Guy Cory-Wright

On the day coordinator: Lyn Stanton

Embargoed Area

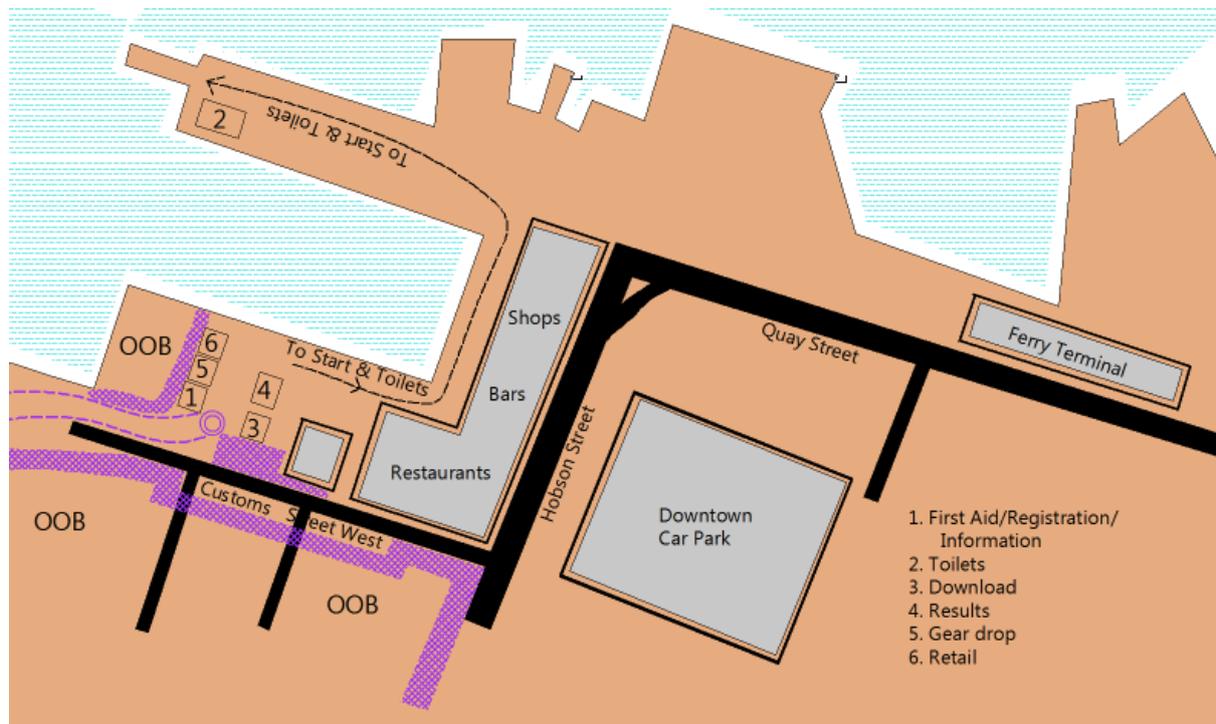
The whole of Wynyard Quarter and Viaduct Basin is a completely embargoed area from 6:00am on the event day (28th October 2019). The embargoed area (shown marked) includes all travel by car, bike or foot on the following streets and footpaths: Beaumont Street in the west, Market Place in the east and Customs Street West. Travel is permitted on Fanshawe Street however all side streets and lanes north of Fanshawe St are out of bounds.



Event Arena

The Event Arena is located at Market Square. Refer to travel directions for how to get there and observe all marked out of bounds.

Toilets will be available on the way to the start. The event arena is fairly restricted. There will be an unsupervised shelter provided to be used as a gear drop whilst you are out running. We strongly advise you use this to store your gear if you do not have someone you can leave it with. Please avoid leaving valuables unsupervised at any time. We are in Downtown Auckland and any bags left lying about Market Square will be a security risk. Please do not bring personal shelter, as you might do in the forest, as there is no room.



Transport options and routes

Arrival on Foot

Access the event arena from the east along Customs Street West. Please observe the “Out of Bounds – Competition Area” signs.

Travel by ferry

If travelling from the North Shore we recommend taking the Devonport or Birkenhead ferry to the Downtown terminal. The event centre is a 10 minute walk from the Downtown ferry terminal.

Travel by bus or train

There are multiple travel options by bus or train. The event centre is a 10 minute walk from Britomart Train Station - this is also the arrival point for many buses. Use the Auckland Transport journey planner to plan your travel <https://at.govt.nz/bus-train-ferry/journey-planner/>.

Travel by motor vehicle

If you are arriving by car the closest place to park is the Downtown car park, then access the event centre by walking 5 mins along Customs St West. On street pay and display parking is an option in the CBD, but you are not permitted to park in the competition area which is out of bounds from 06:00am on competition day.

Terrain

The area of Wynyard Quarter sits entirely on reclaimed land. The original Auckland waterfront was along Fanshawe Street on the southern edge of the map. The area is dead flat – the only climb you will need to manage is an occasional ramp or short set of usually wide stairs.

Wynyard Quarter lies a few hundred metres west of the Auckland CBD and comprises mostly modern low-rise commercial offices and apartments (1-7 levels) plus a myriad of construction sites surrounded by construction fencing and, in some cases covered canopies. Paths and alleyways weave through the buildings in a mostly grid like fashion with many breakouts to open space paved and grassy areas, formal flower beds, hedges, trees, statues and smaller paths. Running is very fast.

Wynyard Quarter is a developing area with changes in the layout of construction fencing occurring almost weekly. Keeping up with all these changes has been difficult. We do not expect any significant changes however there's a chance that small areas of construction will pop up in the week preceding the event which won't be mapped.

Sprint events: Running shoes with or without rubber studs are allowed, but metal-tipped studs are forbidden. Shorts or O-pants are suitable.



Start

First start is at 09:30am. The start is approximately 700 metres from the event centre. We recommend you allow 20 minutes to get to the start. You may have to wait for boats to pass through

an opening bridge on your way to the start. Later starters may also have to contend with members of the public attending the Tuia250 activities.

There is one start grid, where all competitors will be called through, and two start triangles. In the final minute before your start you will be instructed to pick up your map and walk forward. One group of runners will cross a road to their start line. Information signs will make it clear which start to go to. Do not turn over your map until the final beep.

The map boxes will be arranged accordingly, as indicated below.

Start 1 - Courses:
Red 3
Red 4
Orange
Yellow
White

Start 2 - Courses:
Red 1
Red 2
Red 5
Red 6

Note: Start 2 runners will cross a road 1 minute before GO

Tuia 250

Tuia 250, a commemoration of Captain Cook's arrival in NZ, takes place in Wynyard Quarter over Labour Weekend. A flotilla, including a replica of the Endeavour, is scheduled to arrive on Friday 25th and events take place throughout the long weekend. The number of spectators, observers and possibly protestors is not known but we have no choice but to participate in the same area as the public. Again, we're grateful to Panuku for giving us the opportunity to do so. We hope that public numbers will be low during the event being Day 4 of the spectacle and the fact we are starting early.

Please respect public space and allow enough time to get to the start. You will walk past the main event stage on the way to the start. You are free to use their event portals. Be prepared to queue.

Hazards

There are no road closures. The entire area is open to traffic and members of the public during the competition. Traffic in Wynyard Quarter is generally slow moving and traffic volumes are expected to be low. It is the runner's responsibility to cross roads safely and courteously.

Road marshals will monitor traffic at designated crossing points – these are marked on the map with the crossing point symbol. They are not mandatory crossing points (except for the white course) but we recommend you use them. Unless the crossing point is on a zebra crossing the marshals will not be permitted to stop traffic. Keep your eyes and ears open, and if you see an opportunity to cross a road earlier than you might have otherwise done, we recommend you take it. There will not be any timed-out crossings.

Junior courses (white and yellow) have few crossing points and, all but one minor road crossing on the yellow course, are marshalled. Allocated start times for these courses will be early when it will be most quiet.

Please respect other users of the space and avoid collisions with them, and other runners, especially in narrow passageways and on stairs. Steps, concrete and tiled areas may be slippery, especially if wet. Exercise caution when running close to the water's edge, before during and after your run. In places there are no barriers between you and the water, or the deck of a super yacht, some 4 metres below.

All roads and footpaths remain open to the public for the duration of the event.

Warm up area

Space is limited for warming up at the start. You will be best served by jogging to the start. For longer warm up you can jog east along Quay St waterfront.

Special Map Symbols Used

	The cairn/ memorial symbol 537.000 has been used to map sculptures (mostly modern day) in Wynyard Quarter
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Features that competitors are forbidden to cross

Competitors who cross areas or features which are marked on the map with forbidden symbols will be disqualified.

Forbidden to cross	Allowed to cross
 Impassable wall	 Passable wall
 Impassable fence or railing	 Passable fence or railing
 Building	 Canopy Pillar
 Impassable vegetation	 Vegetation: very difficult to run
 Area with forbidden access	
 Area with forbidden access	

Course closure

Course closure will be at 2pm. All competitors are required to then return to the finish whether they have completed their course or not.

Water

There will be no water on the courses. Water will be available at the Finish in the Event Arena. Please bring your own cup. We are a waste free event.

Sprint course details:

Course	Men	Women	Difficulty	Length (km)	Controls	Map Scale
1	M21E, M20 Open Red 1	Open Red 1	Red	4.0	24	1:4000
2	M16, M18 Open Red 2	W21E, W20 Open Red 2	Red	3.3	20	1:4000
3	M21A, M40, M50 Open Red 3	W16, W18 Open Red 3	Red	3.0	20	1:4000
4	M60 Open Red 4	W21A, W40, W50 Open Red 4	Red	2.7	18	1:4000
5	M70 Open Red 5	W60 Open Red 5	Red	2.4	14	1:4000
6	M80 Open Red 6	W70, W80 Open Red 6	Red	1.8	12	1:4000
7	M14 Open Orange	W14 Open Orange	Orange	2.7	20	1:4000
8	M12 Open Yellow	W12 Open Yellow	Yellow	2.2	19	1:4000
9	M10 Open White	W10 Open White	White	1.7	17	1:4000

Course climb is ZERO for all courses; all maps are A4.

Course lengths are given for the shortest distance an orienteer could take, going around all impassable obstacles (high fences, buildings, prohibited areas and marked routes)

Post race

W
W I
W I L
W I L L
W I L L I
W I L L I A
W I L L I A M
W I L L I A M S

The team at Williams Eatery is happy to support our sprint event in Wynyard Quarter.

Turn up after your run and enjoy a 10% discount on all product.

Williams Eatery
Wynyard Central
G03/85 Daldy Street

