

2025 Auckland Interclub Orienteering Relays - Bulletin

Date: Sunday 2 November

Time: Registration Opens 9.30am

Course planner: Marquita Gelderman

Controller: Rob Garden

Event Coordinator: Andrew Jensen

Location: Muriwai Regional Park/Okiritoto Stream

- Accessed from Muriwai via Coast Road
- GPS coordinates: 36.80897 S, 174.42106 E
- Signposted from corner of Muriwai Road and Motutara Road

FORMAT

The 2025 Auckland Interclub Relay will be contested in 5 categories, with 3-person mixed gender teams. Categories with classes allowed, leg difficulty level and length are below.

Category	Classes	Leg 1		Leg 2		Leg 3	
Open	M/W 18-39	Red	4.9 km	Red	4.3 km	Red	4.9 km
Master	M/W 40-49	Red	4.3 km	Red	3.8 km	Red	4.3 km
Veteran	M/W 50-59	Red	3.8 km	Red	2.6km	Red	3.8 km
Junior	M/W 14-16	Red	4.2 km	Orange	3.5 km	Orange	3.5 km
Allcomers	M/W 12 and all B-classes	Orange	3.5 km	Yellow	2.9 km	Yellow	2.9 km

- All official teams must contain at least one female
- Age is at 31 Dec 2025
- 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 28 October. The clubs have already received the entry form via email.

TIMETABLE

- 9:30 am: Registration opens
- 10:40 am: Event briefing
- 11:00 am: Mass start for first leg runners
- 12:40 pm (approx): Mass start for all remaining runners
- 2:00pm: Course closure
- 2:00pm: Prize giving

MAP

- Okiritoto Stream, updated September 2025
- Scale 1:7,500
- Contour Interval 5m

TERRAIN DESCRIPTION

Predominantly pine forest on Woodhill sand dune terrain. Runnability varies from excellent to slow thanks to extensive areas of asparagus weed and/or cutty grass. Courses have been designed to avoid the worst of these areas. There are many tracks made by local walkers. A stream bisects the map.

CLOTHING

- Long pants are recommended for longer courses due to the cutty grass.

PUNCHING AND TIMING SYSTEM

- Sport Ident cards will be issued by North West 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

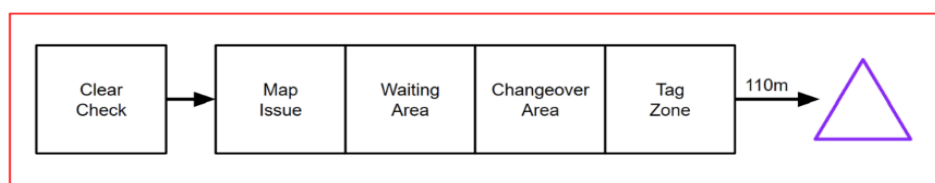
- There will be no bibs.
- Each competitor must write their team and leg number on their hand. If it is not visible you will not be given your map.
- Team lists will be available at the Registration Tent in the Event Centre. Each club will be provided with two copies of the team lists. These will be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

WARM UP AREA

- Warm-up area is limited to the road along which the car-parking is.

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.



- When entering pre-start, all competitors will be issued with their map according to their team and leg number. The map will be rolled and labelled with team and leg number.
- It is the competitor's responsibility to make sure they have the map with the correct team and leg number.
- Teams running with the wrong map will be disqualified at the next changeover.
- It is forbidden to unroll the map or peek inside the roll before the start signal or changeover. Competitors who open their maps before the start will be disqualified.
- After map issue, competitors will move into the waiting area. Once you have your map you must remain in the waiting area.
- There will be limited space for warming up inside the waiting area.

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.
- Mass start for all categories is at 11:00am
- The start triangle is 110m from the start line and will be marked with a control flag. Competitors must follow the marked route to the start point.

CHANGEOVER

- Open, Masters and Veterans courses have a spectator control in the distance and competitors should be visible from a small hill in the event arena area. This is probably 10-20 minutes from the finish. Junior and Allcomers courses pass close to the spectator hill approximately 1km before the finish (10 minutes).
- Leg 2 and 3 competitors may enter the changeover pen once their teammate has been spotted from the spectator hill.
- Once the in-coming runner is seen in the finish chute, the out-going runner may remove the rubber band from their rolled up map and proceed to the tag zone.
- The in-coming runner must punch the finish control **before** physically tagging the out-going runner.
- It is the competitor's responsibility to be ready for the changeover.

MASS START FOR SLOWER TEAMS

- There will be a mass start at approximately 12:40pm 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 3), competitors must download their SI card.

CONTROL DESCRIPTIONS

- Control descriptions will be printed on the map.
- IOF symbols will be used for Red difficulty courses while English will be used for Orange and Yellow courses.
- There will be no loose control descriptions.

SAFETY

- The access road to the event runs through the event arena and is crossed at least once by all courses. All roads in the competition area are closed to non-orienteeing traffic but care should still be taken when crossing any road.
- Okiritoto Stream bisects the map. The Open, Masters and Veterans courses will cross this stream close to where it reaches the beach. As long as there isn't a huge rain event the day before, this should be about knee deep. Juniors and Allcomers

do not cross except on bridges. If you are trying to cross anywhere else you are going the wrong way.

- The competition area is heavily used by walkers, runners and horse riders. The majority of these also seem to have dogs with them. Please give way to other users and be courteous when passing them. If approaching a horse rider please signal your presence in such a way as to not spook the horse.

INTERCLUB RELAYS CHALLENGE

The overall interclub winner will be determined through combined scores across the five categories.

For each category, 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 categories, 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.