

The top boxes may be used by teams who don't have the MapRun app. You can claim controls by circling the scores and adding them up. We trust you to record your own time. For compatibility with the app, lateness is 30pts/min. If you have MapRun, just use this sheet for the control descriptions, and how to find the sprint courses.

No	Team Name			Period, Run/Walk etc
Finish Time		Penalties	Gross Points	Net Points

Sprint Adventure Race Chapter 6

While the sprint maps have a super-large scale and you can see the feature in the circle, that's not the case for the rogaine map. Here are the descriptions for the control locations. They also describe how to find the starts of the sprints (from the 30-series controls). They are close, but not always completely obvious as we didn't want them to be nicked 😊

#	Location	Score
10	Gate to Urupa (cemetery)	10
11	Halfway between street junctions (around about house #26)	10
12	NE corner of playing field	10
13	Transformer cabinet on E side of street	10
14	Small tower, among bushes between path and railway	10
15	Start of path loop, near childrens playground	10
16	Path junction	10
17	Northern building in small park, S side	10
18	Bridge. Might not look like it but the Opahu Stream flows under the road here.	10
19	Tall gravestone (Webb) at W end of small cemetery	10
20	Large pipe on S side of bridge (Korokoro Stream)	20
21	S side of the building (Petone Museum)	20
22	Back door of small cottage in reserve	20
23	Building at entrance to former cigarette factory (soon to be "Richmond Villas")	20
24	Childrens swings in small park	20
25	Point where road changes width	20
26	Small tower near S end of narrow tree-filled passage	20
27	Western-most of several club-houses, N side	20
28	Bridge. Might not look like it but the Awamutu Stream flows under the road here.	20
30	Main entrance to Hutt Central School. To get to the sprint start use the small gate and follow the path to a small canopy.	30
31	Pedestrian entrance to Hutt Valley High School, about 20m SE of the bus shelter. To get to the sprint start, enter the school grounds here and proceed about 30m NW to a canopy between temporary buildings.	30
32	Northern entrance to Wilford School. To get to the sprint start, enter the school here and immediately turn right to a large distinctive tree.	30
33	Pedestrian entrance to Randwick School. To get to the sprint start, enter the school here and look behind a fenced enclosure. Its also the edge of a playground area.	30
34	Canopy at east end of Hikoikoi Reserve carpark. This is at one end of a patch of bush, the sprint start is at the other end of this patch of bush.	30
35	Main entrance to Petone Central School. To get to the sprint start, use the vehicle entrance and go up the drive about 40m to a boulder on the right.	30