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TRAFFIC MANAGEMENT NZ

KARAPIRO MARATHON

42K TEAM RELAY



TEAM MANAGERS BOOK

IMPORTANT INFORMATION

REGISTRATION CONFIRMATION

PLEASE BRING YOUR CONFIRMATION EMAIL TO REGISTRATION

REGISTRATION TIME

SATURDAY 12TH APRIL 2025

7.30AM – 10.00AM

REGISTRATION LOCATION

IN MARQUE AT START/FINISH AREA – MIGHTY RIVER DOMAIN, KARAPIRO

START TIME

SATURDAY 12TH APRIL 2025

10.00AM

EVENT DIRECTOR

Murray Fleming

Phone: (07) 348 3301

Mobile: 0274 877 967

email: info@eventpromotions.co.nz



GENERAL EVENT INFORMATION

Team Event Numbers

You will be given six team race numbers. These numbers are to be worn on the front and must be worn at all times.

Timing

A timing transponder has been placed into your team batons. Please carry with you the whole event and pass to your next competitor. Please ensure your baton is returned at the finish line at the completion of your event.

Toilets

There are toilets available at the start / finish line plus at the start of legs 3 & 5 at Gate 2 of the Mighty River Domain.

Campsite – Team area

All teams are welcome to set up on the grass area between the finish line and the Waikato River. Bring along your gazebo, chairs, BBQ and chilly bin for a wonderful day!!

Results

A full set of results will be available from Monday morning on the Event Promotions website: www.eventpromotions.co.nz

Team Uniform

During the Relay, it would be an advantage if all your team wear the same colours. It makes it easier for you to recognise your team member.

Prize-giving

This will be held on the grass area at the finish line at 4.00pm. We will celebrate the podium winners and give away some wonderful spot prizes. A great way to finish off the day.

Leg Times

Total team times and individual leg times will be taken, and results will be available after prize-giving.

Medical

St John will be on-site throughout the duration of the event for first aid responses and medical attention if required.

Refunds

No refunds will be given within 7 days of each event - no exceptions. A \$50.00 administration fee per team will apply prior to this date.

Animals

Animals are not permitted at the venue, or on the course.

Team Members

Runners / Walkers may compete for only one team with a minimum age is 12 years.

Injury

If injured, a runner / walker may be replaced by the runner / walker who is to compete next. If it is the final leg, the runner / walker of the previous leg may take over. Under no circumstances may an injured competitor re-join the event after they have been replaced.

Pacing

No pacing by vehicles, bicycles or other runners / walkers is permitted.

Disqualification and Protests

Only the Manager may lodge a protest. This should be done as soon as possible in writing to the Event Director. All protests will be heard by the Judicial Committee once all teams have completed the Relay. The Committee will comprise of two Event Directors and one Event Referee. All decisions made by the committee will be final and no correspondence will be entered.

Change-over zones

Each change-over is to be made by passing on the baton within the change-over zone. Any change over at any other point will result in disqualification, except in the case of an injury.

Event Officials

Event Officials will be patrolling the event. The directions of event officials must be obeyed at all times. Any team breaking the event rules may be either:

- a) stopped from completing the event, or
- b) allowed to complete the event but will be disqualified and ineligible for any spot prizes.

The organisers reserve the right to withdraw any entrants they consider unable to continue for medical reasons.

Lap Cut-Off Time

There is a safety cut-off time at 3:00pm. No team can start a new lap after this time.

Finish Chute

You have all participated in successfully achieving the relay, so we request that you all run or walk into the finish chute and cross the finish line together please.

Event Finishers Medals

These will be presented to your team as you cross the finish line



GRADES/START TIMES

Marathon Relay – Running teams

Start time 10.00am

The Relay course is the same as the Marathon course but can be completed in a team of four to six persons. Team members can run or walk a maximum of two legs. Competitors can run or walk at any time.

Marathon Relay – Composite teams (mix of runners and walkers)

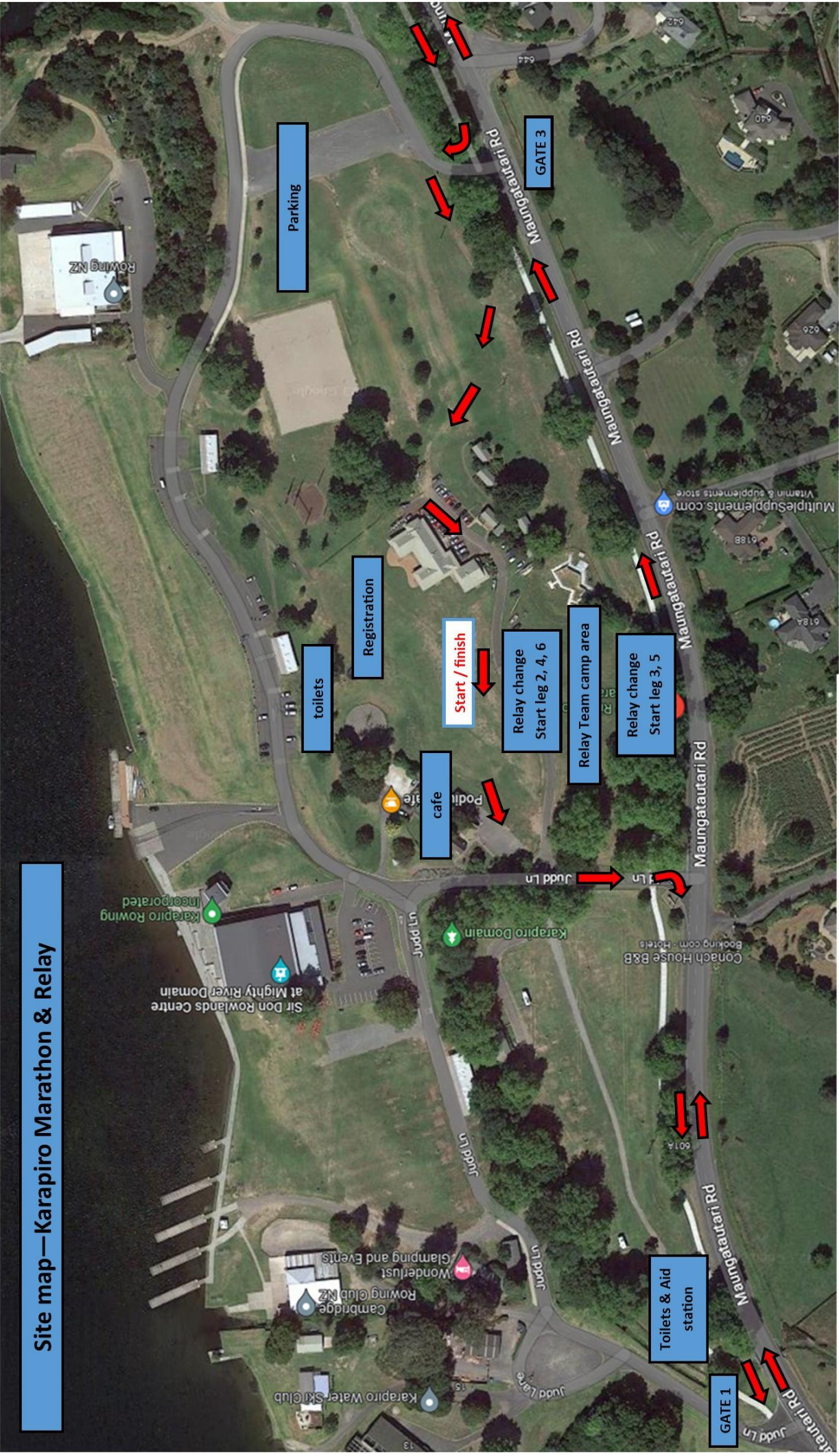
Start time 10.00am

The Relay course is the same as the Marathon course but can be completed in a team of four to six persons. Team members can run or walk a maximum of two legs. Competitors can run or walk legs one, four, five and six. **Competitors MUST walk legs two and three.**

COURSE MAP



Site map—Karapiro Marathon & Relay



COURSE DESCRIPTION

LEG ONE – 10.5km

Composite teams – run or walk leg

Start and finish line is on the internal road by the Rod Waddell Lodge within the Mighty River Domain.

Run along this internal road to Gate 2, turn right, and run along the Te Awa concrete pathway staying to the right-hand side.

Continue until Ariki Road, then cross & continue along the Te Awa Trail concrete path until you reach the turnaround at 300 Maungatautari Rd. Make the turn and continue back to the Mighty River Domain on the Te Awa Trail.

Just before Gate 3 veer safely off the trail onto Maungatautari Road for around 2.0km. Turn left into the entrance of the Te Awa Trail and return to the Mighty River Domain Gate 3. All competitors turn right into Judd Lane and make their way down to the Relay transition zone 100m before the finish gantry to complete your 10.5km leg.

Pass the baton to your next team mate to start their lap.

LEG TWO – 6.5km

Composite teams – compulsory walk leg

Start at the Relay change-over point 100m before the finish line.

Run along this internal road to Gate 2, turn right and run along the Te Awa concrete pathway staying to the right-hand side.

Continue until Ariki Road, then cross & continue along the Te Awa Trail concrete path until you reach the turnaround at 300 Maungatautari Rd. Make the turn and continue back to the Mighty River Domain on the Te Awa Trail to complete the 6.5km leg, 100m past Gate 2 at the Relay transition zone.

Pass the baton to your next team mate to start their lap.

LEG THREE – 4.0km

Composite teams – compulsory walk leg

Veer safely off the trail onto Maungatautari Road for around 2.0km. Turn left into the entrance of the Te Awa Trail and return to the Mighty River Domain Gate 3.

All competitors turn right into Judd Lane and make their way down to the Relay transition zone 100m before the finish gantry to complete your 4.0km leg.

Pass the baton to your next team mate to start their lap.

LEG FOUR – 6.5km

Composite teams – run or walk leg

Start at the Relay change-over point 100m before the finish line.

Run along this internal road to Gate 2, turn right and run along the Te Awa concrete pathway staying to the right-hand side.

Continue until Ariki Road, then cross & continue along the Te Awa Trail concrete path until you reach the turnaround at 300 Maungatautari Rd. Make the turn and continue back to the Mighty River Domain on the Te Awa Trail to complete the 6.5km leg, 100m past Gate 2 at the Relay transition zone.

Pass the baton to your next team mate to start their lap.

LEG FIVE – 4.0km

Composite teams – run or walk leg

Veer safely off the trail onto Maungatautari Road for around 2.0km. Turn left into the entrance of the Te Awa Trail and return to the Mighty River Domain Gate 3.

All competitors turn right into Judd Lane and make their way down to the Relay transition zone on the internal road 100m before the finish gantry to complete your 4.0km leg.

Pass the baton to your next team mate to start their lap.

LEG SIX – 10.5km

Composite teams – run or walk leg

Start at the Relay change-over point 100m before the finish line.

Run along this internal road to Gate 2, turn right, and run along the Te Awa concrete pathway staying to the right-hand side.

Continue until Ariki Road, then cross & continue along the Te Awa Trail concrete path until you reach the turnaround at 300 Maungatautari Rd. Make the turn and continue back to the Mighty River Domain on the Te Awa Trail.

Just before Gate 3 veer safely off the trail onto Maungatautari Road for around 2.0km. Turn left into the entrance of the Te Awa Trail and return to the Mighty River Domain Gate 3. All competitors turn right into Judd Lane and make their way down to the finish gantry to complete your 10.5km leg.

We encourage all team members to run or walk the last 100m together.

The cut-off time to be able to start leg 6 is 3:00pm.



