

Timetable: Years 7 - 13

2026	“GIVE IT A GO!” - Social Timetable (Or second chance redemption)			COMPETITIVE - Canterbury Secondary Schools Qualifier Timetable When: Term 1, Tuesday 17th March (Prelims) & Friday 20th March (Finals) Where: Nga Puna Wai, Christchurch Coaching available on request - ask Dean U15 (born 2012 or earlier) ; U16 (born 2011); U17 (born 2010); U20 (born 2009 or later)								Where: Hansen Park, Opawa When: Friday 27th February (Postponement day: Friday 6th March)	
	Yr 7-8	Yr 9-10	Yr 11-13	Yr 7-8 Girls	Yr 7-8 Boys	Yr 9-10 Girls	Yr 9-10 Boys	Yr 11-13 Girls	Yr 11-13 Boys	Open Events			
				Primary School Zones (Term 4)		Approximate age: Under 16		Approximate age: Over 16		All Ages			
9:00 am	Roll Check and head to the first event										Racing Notes		
9:15 am	Long Jump	Javelin	Sack Race	200m Heats 9:15am Discus	200m Heats 9:20am Shot Put	200m Heats 9:25am	200m Heats 9:30am	200m Heats 9:35am High Jump	200m Heats 9:40am High Jump			Less than 8 entries straight final at 12:00 pm Estimated start times 1st/2nd auto-qualify Next fastest by times make up 8 for the final	
9:45 am	Tug of War	Gumboot Throw	Javelin	Shot Put	Discus	High Jump	Long Jump			1500m		Mass race	
10:15 am	Javelin	Discus	Gumboot Throw	100m Heats 10:15am	100m Heats 10:20am	100m Heats 10:25am Long Jump	100m Heats 10:30am High Jump	100m Heats 10:35am Shot Put	100m Heats 10:40am Shot Put			Less than 8 entries straight final at 12:00 pm Estimated start times 1st/2nd auto-qualify Next fastest by times make up 8 for the final	
10:45 am	Hammer			Morning Tea									
11:00 am	Shot Put	Tug of War	Discus	100m Final 11:00am High Jump	100m Final 11:05am Long Jump	100m Final 11:10am	100m Final 11:15am	100m Final 11:20am	100m Final 11:25am			Finals! Estimated start times	
11:30 am	Sack Race	High Jump	Tug of War			Discus	Shot Put	Long Jump	Long Jump	800m		Mass race	
12:00 pm	Gumboot Throw	Sack Race	Shot Put	200m Final Long Jump	200m Final High Jump	200m Final Shot Put	200m Final Discus	200m Final Javelin	200m Final Javelin			Finals! Estimated start times	
12:30 pm	Whole School 400m Mass Walk/Run “Have a Go” 60m Hurdles			Lunch						Triple Jump	Whole school mass 400m in one go! “Have a Go” Social 60m hurdles in age groups, random groups, challenge groups		
1:00 pm	Discus	Long Jump	High Jump	400m Sprint 1:00pm	400m Sprint 1:05pm	400m Sprint 1:10pm Javelin	400m Sprint 1:15pm	400m Sprint 1:20pm	400m Sprint 1:25pm			Run in lanes. One race per age group only. Lanes may be shared.	
1:30 pm	100m High Jump	100m Shot Put	100m Long Jump				Javelin	Discus	Discus			Social 100m run in age groups, random groups, challenge groups.	
2:00 pm	Primary HB's / Parent 100m Shuttle Relays											Endless running in HBs or friends	
2:30 pm	Senior HB's / Groups / Staff 100m Shuttle Relay											Random groups of 10 (5pp at each end)	
2:45 pm	Clean up, Sign Out and Depart												

Timetable: Years 0 - 6

2026

START
TIMES

9:00 am

Y1 ↓

Y2 ↓

Y3 ↓

Y4 ↓

Y5 ↓

Y6 ↓

HB Roll Check / Year Level Split / Head to First Event - Each event flows to the next

9:30 am

Long Jump

1st Shuttle Hurdles
2nd Oval Relay
3rd 100m Sprint

Discus
(500 grams)

High Jump

Javelin

Shot Put
(Blue Shot)

10:00 am

1st Shuttle Hurdles
2nd Oval Relay
3rd 100m Sprint

Quoit Throw

High Jump

Javelin

Shot Put
(Blue Shot)

Long Jump

10:30 am

MORNING TEA BREAK - Give a Go Hammer

11:00 am

Quoit Throw

High Jump

Javelin

Shot Put
(Gold Shot)

Long Jump

1st Shuttle Hurdles
2nd Oval Relay
3rd 100m Sprint

11:30 am

High Jump

Javelin

Shot Put
(Gold Shot)

Long Jump

1st Shuttle Hurdles
2nd Oval Relay
3rd 100m Sprint

Discus
(750 grams)

12:00 pm

Lunch Break

12:30 pm

Whole School 400m Mass Walk / Run

1:00 pm

Javelin

Bean Bag Push
(Gold Shot if you wish)

Long Jump

1st Shuttle Hurdles
2nd Oval Relay
3rd 100m Sprint

Discus
(750 grams)

High Jump

1:30 pm

Bean Bag Push
(Gold Shot if you wish)

Long Jump

1st Shuttle Hurdles
2nd Oval Relay
3rd 100m Sprint

Discus
(500 grams)

High Jump

Javelin

2:00 pm

100m Shuttle Run Relays - Home Straight - HB/Friends/Age/Parents/LAs

2:45 pm

SIGN OUT & DEPART