

THE COURSE

All activities on race weekend - registration, start, finish and prize giving - are based at Race HQ at the Christchurch Town Hall on Kilmore St.

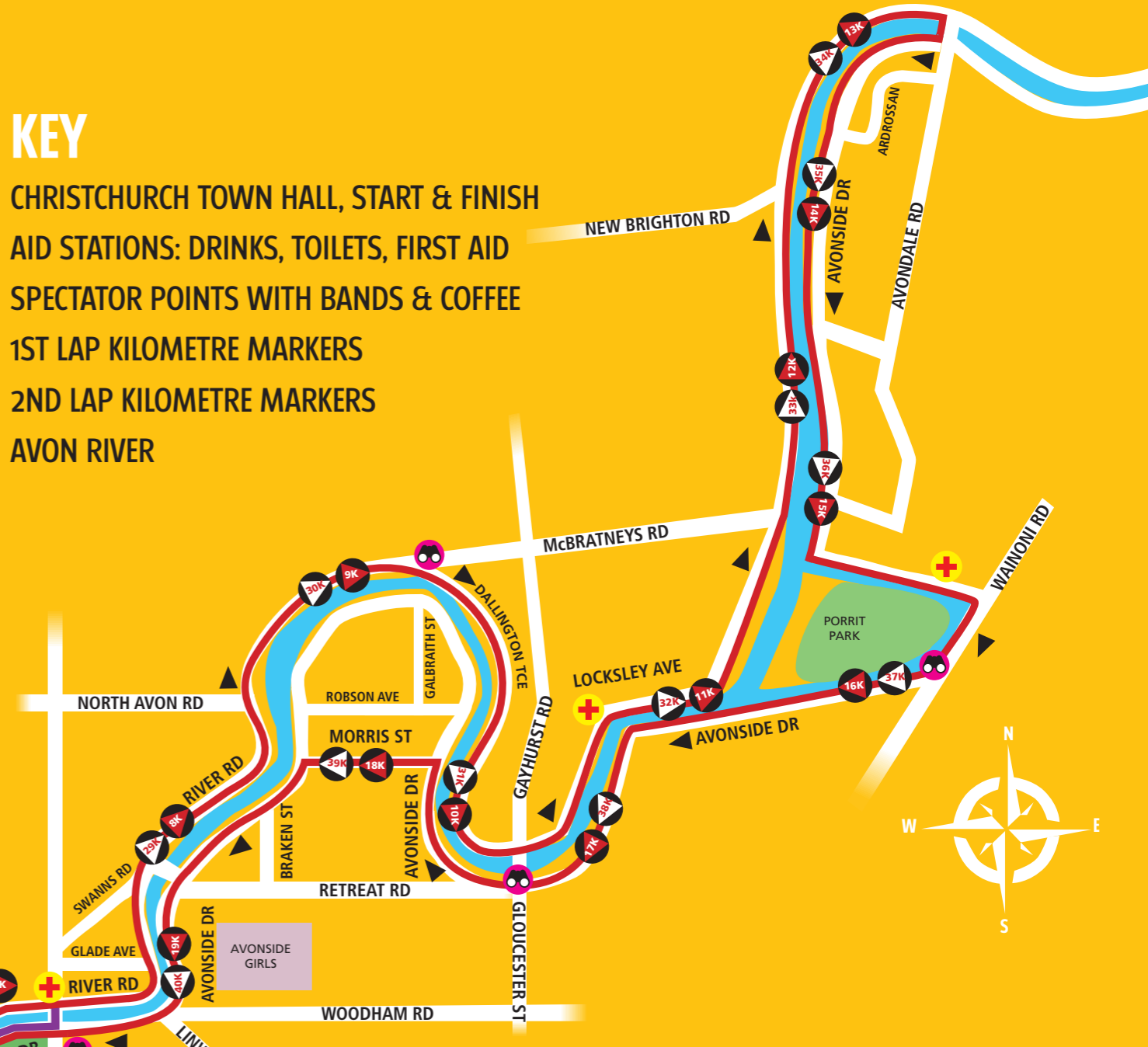
The 10k, Half Marathon & Full Marathon all start together outside the Christchurch Town Hall and head west toward Hagley Park. The Kids' Mara'Fun starts on the north-east corner of Kilmore St and Durham St.

All events finish outside the Town Hall, heading west on Kilmore St.

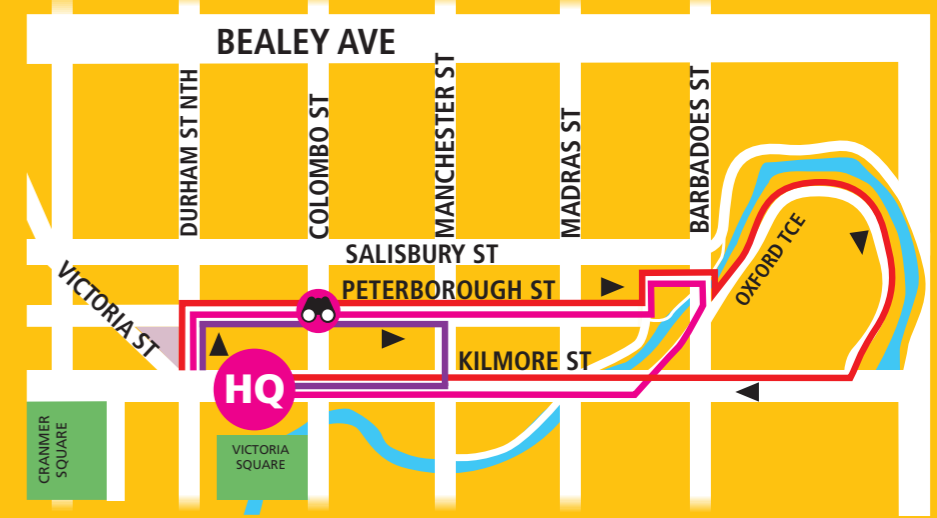
The Full Marathon does two laps of the red line shown on the map. The Half Marathon does one lap of the red line shown in the map. The 10k follows the red line with the Half marathon & Full Marathon until the 7k mark, where it peels off to follow the purple line for 2k, before rejoining the red line for the last 1k.

KEY

-  **HQ** CHRISTCHURCH TOWN HALL, START & FINISH
-  **+** AID STATIONS: DRINKS, TOILETS, FIRST AID
-  **👁** SPECTATOR POINTS WITH BANDS & COFFEE
-  **5K** 1ST LAP KILOMETRE MARKERS
-  **25K** 2ND LAP KILOMETRE MARKERS
-  **AVON RIVER**



Kids' Mara'Fun Course



- KEY**
-  **HQ** CHRISTCHURCH TOWN HALL, START & FINISH
 -  **👁** SPECTATOR POINTS WITH BANDS & COFFEE
 -  **1 K COURSE**
 -  **2 K COURSE**
 -  **3 K COURSE**
 -  **AVON RIVER**