

主辦單位：

華潤創業建設投資有限公司
China Resources Enterprise Property Investment Company Limited

幸匯

贊助機構：

GUWOW 谷舞

聖唐乳業

博鈴 乳業

ORGANO

HUNG FOOK TONG

東邊植造

怡寶

全力支持：

TERRAX



幸匯與您 玩轉大埔 CITY HUNT
第三屆城市定向賽

「幸匯」與您 玩轉大埔 City Hunt 第三屆城市定向賽



活動手冊 Event Handbook

日期 2026年3月15日 (星期日)

時間 1pm - 5pm

地點 大埔市區



幸匯與您 玩轉大埔 CITY HUNT
第三屆城市定向賽

「幸匯」與您

玩轉大埔 City Hunt

第三屆城市定向賽

「幸匯」與您 · "玩轉大埔 City Hunt" 第三屆城市定向賽

📌 基本資料 Basic Information 📌

日期 Date	2026 年 3 月 15 日 (星期日)	15 th Mar 2026 (Sun)
集合及起步地點 Event Centre Location	香港教師會李興貴中學 (新界大埔運頭塘邨)	Hong Kong Teachers' Association Lee Heng Kwei Secondary School (Wan Tau Tong Estate, Tai Po)
形式 Format	奪分式城市定向賽	Score City Orienteering Event
賽前之查詢電話 Pre-race enquiry number	5975 5784 (只限 Whatsapp ONLY)	
比賽當日緊急聯絡電話 Emergency contact on race day	5975 5784	

🏃 比賽日流程 Race Day Rundown 🏃

共建美好親子組 Family	青春綻放奮進組 Youth	乘風破浪飛躍組 Open	活動內容 Activity Flow
12:00 - 13:30			參加者報到、領取選手包 Registration & Collect Race Kits
13:50 - 14:20			開幕典禮 Opening Ceremony
14:30	14:40	14:50	起步 Start
16:00	16:10	16:20	比賽時限完結 Time Limit Ends
16:30			成績公佈 Result Announcement
16:45 - 17:15			頒獎 Prizes Presentation Ceremony
17:30			比賽結束 Race Ends

比賽日流程可能會因應實際情況而更改，請留意賽事中心公佈。

The rundown shall be revised upon change in circumstances. Please pay attention to any announcement at the Event Centre.

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賽事中心 Event Centre

1. 賽事中心位於香港教師會李興貴中學（下圖紅框內 - <https://maps.app.goo.gl/BzfuY5Cyme8oxDjM7>）。
2. 選手包物資非常豐富，派發時間由賽事當日**中午 12 時起至下午 1 時 30 分**，建議參賽隊伍盡早到賽事中心（香港教師會李興貴中學）領取選手包。
3. 洗手間設於學校地下。
4. 賽事中心設有行李寄存服務，惟請勿存放貴重物品，如有物件遺失，大會恕不負責。
5. 電子計時指卡將於報到時派發給各參賽隊伍，每隊只需一隻電子計時指卡。
6. 地圖將會於起步時派發給各參賽隊伍。
7. **參賽隊伍需穿着由大會提供的活動紀念 Tee (將於活動當日派發) 及掛上號碼布。**

1. Event Centre is located at the Hong Kong Teachers' Association Lee Heng Kwei Secondary School (In the red box below - <https://maps.app.goo.gl/BzfuY5Cyme8oxDjM7>).
2. The race pack is very well equipped. Distribution will take place from 12:00 noon to 1:30 p.m. on the event day. Teams are advised to collect their race packs early at the event center (Hong Kong Teachers' Association Lee Heng Kwei Secondary School).
3. Toilet facilities is located on the ground floor of the school.
4. Luggage deposit service will be available at event centre. However, please do not store valuables and the Organizer is not responsible for any lost items.
5. Timing chip will be distributed at registration counter. Each team need one timing chip only.
6. The race map will be distributed at the start.
7. **Participating teams must wear the event tee provided by the organizers (to be distributed on the day of the event) and display their number bibs.**



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交通安排 Transportation

參加者可乘以下公共交通工具：

- 港鐵 – 由大埔墟站 A3 出口步行 5-8 分鐘到賽事中心 [上圖紅色箭咀]；
- 小巴/巴士 – 有多條小巴/巴士路線途徑賽事中心入口附近，參加者可於南運路 [上圖綠色框] 下車前往賽事中心。

Runners can take

- MTR to Tai Po Market Station and walk 5-8 minutes from exit A3 to event centre [Follow the red arrow above]
- Minibus or bus and alight at bus stop of Nam Wan Road [Green box above], and walk to event centre.

小巴路線資訊 Minibus Route Info

<https://bit.ly/4kSOzYq>

城巴路線資訊 Citybus Route Info

<https://bit.ly/4bTBkCR>

九巴路線資訊 KMB route Info

<https://bit.ly/3FsckKW>

△ 賽事形式 Race Format △

- 比賽為奪分式城市定向比賽，各個控制點設有不同分數，參賽隊伍可自由選擇到訪各指定控制點的次序。
 - 部份控制點設有問答题或任務，答對問題或完成任務之隊伍，可獲額外分數。
 - 各組限時為 90 分鐘，參賽隊伍將於起點集體出發，並須於限時內回到賽事中心，超時每分鐘扣 50 分，逾時超過 10 分鐘的隊伍將會被取消資格！**
 - 在限時內獲得最高分隊伍為該組別的優勝隊伍，多過一隊獲得相同分數的隊伍以完成時間較短的為優勝。
- This is a score city orienteering competition. Each checkpoint has a different point. Teams are free to visit all designated controls in their own choice.
 - Some checkpoints have questions or tasks. The team that answers the questions correctly or completes the task will receive bonus points.
 - The time limit of the each class is 90 minutes. Teams will start at event centre and must return to the event centre within the time limit. A penalty of 50 points will be deducted for every minute exceeded, and teams arriving more than 10 minutes late will be disqualified!**
 - Within the time limit, team awarded the highest points will be the winner of the specific class. If more than one team are awarded the same points, the team with shorter finishing time will be the winning team.

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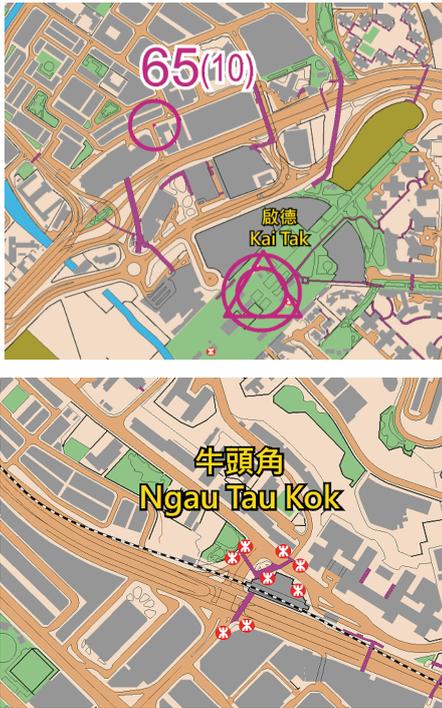




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地圖 Map



△ 起點 Start ○ 31(10) 控制點 Control (分數 Points) ⊙ 終點 Finish

-  道路 Roads
-  有蓋行人通道/天橋/隧道 Covered Pedestrian Walkways/Footbridge/Tunnel
-  植被/樹林 Vegetation/Forest
-  公園/休憩設施 Park/Recreation Facility
-  建築物 Building
-  水體/水務設施 Water Body/Water Facility
-  禁區/地盤 Embargoed/Construction Area
-  港鐵站出口 MTR Exit
-  鐵路 Railway

1. 各個控制點設有不同分數，分數將於控制點編號旁邊以及地圖上之列表顯示。部份控制點設有問答题或任務，答對問題或完成任務之隊伍，可獲額外分數。
2. 賽程設於市區，參賽隊伍必須嚴格遵守交通規例，使用行人道、人行天橋、隧道、行人過路設施。
3. 賽區為公眾地方，參賽隊伍沒有專用權利，應經常保持警惕避免碰撞其他途人。
4. **賽事起步位置較為狹窄，請參賽隊伍在起步時保持忍讓及注意安全。**

1. Each checkpoint has a different point. The points will be shown right next to the checkpoint code and in a list on the map. Some checkpoints have questions or tasks. The team that answers the questions correctly or completes the task will receive bonus points.
2. Competition is set on town area, teams must be strictly abide with Traffic Regulations, using pedestrian, foot bridge, pedestrian subway, pedestrian road crossing facilities.
3. The competition area is public place, teams do not have privilege of using, be aware of other public users at all time.
4. **The starting line is relatively narrow. Please be patient and pay attention to safety when starting.**

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🕒 電子打孔及計時系統指引 🕒

SPORTident 電子計時系統使用方法

1. 是次賽事採用 SPORTident 電子計時系統，參賽隊伍需派一位代表在賽事當日到行李寄存處旁邊領取 SPORTident 計時指卡。
2. 參賽隊伍抵達每個控制點時，須在控制器打卡，參賽隊伍在比賽期間有責任確保計時指卡成功插入在打卡器上的感應區 (數字上方圓圈位置)，打卡器將發出響聲，表示資料已紀錄在計時指卡內。



3. 參賽隊伍抵達終點時，須在終點控制器打卡，比賽時間在那刻完結，終點控制器隨即會發出聲響。
4. 參賽隊伍的成績將根據電子控制卡的紀錄計算，若然電子控制卡未能記錄參賽隊伍到訪某個控制點的紀錄或參賽隊伍發現電子系統失效時，需使用附在控制點的打孔器，打在地圖上的打孔格內，並於打印成績時告知大會工作人員，以便大會核實。若然兩者都無法證明參加者曾到訪該控制點，該控制點記錄將會視作無效。



5. 參賽隊伍在比賽期間有責任妥善保管 SPORTident 電子控制卡，並於比賽後交還。若有遺失或損毀，參賽隊伍必須賠償港幣\$700 予大會。

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🕒 Punching and Timing System 🕒

SPORTident punching and timing system user guide

1. SPORTident punching and timing system will be used in this race. Each participating team must appoint a representative to collect the SPORTident card next to the bag drop area on the race day.
2. Teams must punch in at the control unit upon arriving at each control point. Teams are responsible for ensuring that the SPORTident card is successfully inserted into the sensor area (the circular position above the numbers) on the unit during the race. The unit will emit a sound to indicate that the data has been recorded in the SPORTident card.



3. It is required to punch the "Finish" unit when your team reach the finish. The timing stops when participants punch the "Finish" unit and the unit will feedback with "beep" sound and flashing optical signal as confirmation.
4. Teams' result will be determined based on the punching and timing record of your SPORTident card. If runners found that the SPORTident card fail to punch or record at any control point, they should use the physical punch attached to the orienteering flag to make a physical punch on their map and inform race official at Result station for verification. If runners cannot prove their punching record at certain control point with either the SPORTident card or the physical punch, their record at that control point is deemed invalid.



5. Teams are responsible to take good care of the SPORTident card during the race and return it to the Organizer after the race. Runners are required to indemnify HK\$700 to the Organizer for any lost or damage of the SPORTident card.

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🏆 獎項 Prizes 🏆

1. 各組前 13 名將獲頒發獎項，賽事當天將設有頒獎環節。
1. Prizes will be awarded to the top 13 teams of each class. There will be prize presentation ceremony on the event day.

📋 規則 Rules 📋

1. 參賽隊伍必須遵守賽事規則及服從工作人員的指示。
2. 參賽隊伍於比賽期間必須集體行動，隊員之間不得分開超過 10 米。
3. **所有隊員需穿着大會提供的活動紀念 Tee 及掛上號碼布。**
4. 在賽事進行中參賽隊伍只能徒步或乘搭公共交通工具，不得利用私家車、的士、輪式溜冰鞋、滑板、滑板車、單車或租賃客貨車，違規隊伍將會被取消資格。
5. 如參賽隊伍使用的設備或工具於第 4 條未有列出，但有違反公平競賽原則之嫌，大會將保留最終決定權。
6. 參賽隊伍不得移動或損毀「控制點」或其他大會設施，違規者一經發現將被取消參賽資格。設施如有損毀，須照價賠償。
7. 參賽隊伍若在比賽中遇到緊急事故需要求助，請保持鎮定，並立即通知大會。
8. 本賽事使用 SPORTident 電子計時系統，使用非由大會分發或他人的計時指卡會被取消參賽資格。
9. 隊伍在比賽期間有責任妥善保管計時指卡，若有遺失、損毀或於比賽結束後未能交還大會，須賠償港幣\$700 予主辦單位。
10. 控制點會設有打卡器，隊長在所有隊員到達控制點或終點後方可將計時指卡接觸打卡器。
11. 當聽到打卡器發出「嘀嗒」聲後，表示計時指卡已經記錄資料，否則系統將無法計算比賽分數時間。
12. 大會於各得分點設有打孔器，在打卡器失效下，隊長可使用打孔器在比賽地圖相應位置上打孔作得分記錄（必須記錄於隊長地圖上）。
13. 隊伍成績將根據計時指卡的記錄計算，若打卡器失靈，隊長應在下載成績時出示以相應打孔機打孔的地圖以作核實。
14. 隊長必須待所有隊員均到達終點後，方可接觸設於終點的感應器完成記錄，比賽完成時間亦以該時刻為準。
15. 完成賽事後，切勿自行把計時指卡放置在任何打卡器上，以免影響記錄。
16. 未能於限時內到達終點的隊伍將會取消資格，所有成績均以大會公布為準。
17. 完成賽事後，各隊隊長必須要到成績站交還計時指卡，如地圖有打孔記錄，亦請一併交還。
18. 大會保留、增加、修改及詮釋任何規則、須知之權利；若有任何修改，則以比賽當日大會公佈的為準。

1. All participants must follow the race rules and the instructions of staff of the organizer.
2. All participants should stay with their teammates throughout the race, without being separated by more than 10 meters.
3. **All team members must wear the event tee provided by the organizers and display their number bibs.**

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4. During the race, participants must travel on foot or by public transportation only. You are not allowed to use private cars, taxis, roller skates, skateboards, scooters, bikes or rent a van. Otherwise you will be disqualified.
5. In the case of any participant using tools that are not permitted in point 4 and the fairness of the race is affected, the Organizer reserves the right to make the final decision.
6. Participants should not move or destroy any race facilities or you will be disqualified. A replacement cost will be charged if the facilities are damaged.
7. In an emergency, please remain calm and inform the organizer ASAP.
8. The race is using SPORTident electronic timing system. Using a timing chip which is not provided by the organizer or belongs to another team will result in disqualification.
9. Participants should keep the timing chip well throughout the race. HK\$700 will be charged in case of loss of the chip or failure to return it to the organizer.
10. Every checkpoint has a timing unit. The team captain should wait until the whole team arrives before placing the chip on the unit.
11. Make sure the timing unit “beeps” twice, otherwise your time and score will not be recorded.
12. Every checkpoint has a punch. If the electronic timing unit fails, you can use the punch to make a record on the team captain’s map.
13. The results will be calculated according to the timing chip. If you have encountered any timing unit failure, please show the punch record to the staff of the race at the results station.
14. Team captains must wait until their whole team arrives at the finish point before placing the timing chip on the timing unit. The race time ends at that moment.
15. When you have finished the race, remember not to place the timing chip on any timing units or your result might be affected.
16. The teams who fail to arrive at the finish point within the time limit will be disqualified. The results announced by the Organizer will be final and are not to be contested.
17. Team captains should proceed to the results station to return the timing chip after the race. If you have any punch record on the map please also hand this in to the race officials.
18. The Organizer has the right to maintain, add, amend and interpret the rules. Any further amendments will be announced on the race day.

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備註 Remarks

1. 本【活動手冊】內容如有更改，以大會當日公佈為準，有關內容將在賽事中心公佈。
 2. 所有參賽隊伍須自行負責個人意外及財物損失的責任，大會概不負責，建議參加者自行購買合適保險。
 3. 參加者請留意天氣及個人情況，有需要時請帶備足夠飲料及防曬/禦寒用品。
 4. 參加者如在比賽中遇上緊急事件需要求助，請留在安全地方並聯絡大會。
 5. 比賽當日上午10時前，如有紅色或以上暴雨警告、3號或以上熱帶氣旋警告訊號生效，大會將透過電郵通知參賽隊伍會否如常舉行。如本會決定將賽事延期舉行，或有其他安排，將會透過電郵通知參賽隊伍。
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1. In case of any changes to this Event Information document, the Organizer will announce the relevant changes at the Event Centre on the race day. Information announced at Event Centre are deemed latest.
 2. All teams are responsible for their own personal accident. The Organizer is not responsible nor liable for any personal accident, injury or death. Runners are strongly advised to purchase their own insurance as per their personal need.
 3. Runners are advised to pay attention to the weather and their own body condition. Please bring along enough drinks, sunscreen and clothing where required.
 4. In case of emergency during the race, runners are advised to stay in a safe area and contact organizer immediately.
 5. If Red Rainstorm Signal, Typhoon No.3 or above is hoisted at 10am on Event Day, **the organizer will inform teams via email whether the race will be held as usual.** If the organizer decides to postpone the race, or has other arrangements, details will be announced by email to teams.

聯絡我們 Contact Us

TerraX Sports

電郵 Email: race@TerraX.hk

電話 Mobile: +852 5975 5784 (賽前查詢只限 Whatsapp ONLY for Pre-race enquiries)

Facebook : <https://fb.com/TerraXsports>

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☀ 附錄 1 – 新手小貼士 ☀

賽前準備

1. 充足睡眠！保持頭腦清晰最緊要。
2. 飲食得宜，早餐要豐富，賽前 2 小時避免大量進食，多飲水讓身體儲存足夠水分。

服裝

1. 衣服以輕便為主，切忌牛仔褲！建議穿著運動鞋、跑步鞋。
2. 帶備替換衣物、防曬用品、帽、蚊怕水。



出發前

1. 請預留充足時間領取選手包，做熱身運動、換衣服、去洗手間等。
2. 最好帶備適量飲料出賽。如有指南針及哨子，建議帶出賽：指南針助你玩得更得心應手，哨子可用來應急。
3. 留意大會設置，如終點及成績下載處的位置。
4. 提前 5 分鐘到出發區準備。

比賽時

1. 一出發不要人跑你又跑，先在地圖上找出自己的位置 — 起點三角符號。
2. 到達每個控制點必須檢查提示符號欄的編號，是否與該控制點編號相符，方可拍卡。
3. 定向運動最考驗獨立思考，不要盲目跟隨別人，自己為每個控制點計劃最適合自己的路線！
4. 雙圓圈為終點。

比賽後

1. 到達終點後，第一時間到成績處理下載成績，並交還電子控制卡。
2. 天氣炎熱，盡快為身體補充水分。
3. 用大約 10 分鐘做伸展動作，可減少運動後肌肉疲勞。

主辦單位：



贊助機構：



全力支持：





幸匯與您 玩轉大埔 CITY HUNT
第三屆城市定向賽

「幸匯」與您

玩轉大埔 City Hunt

第三屆城市定向賽

💡 Appendix 1 – Tips for rookie 💡

Pre-race preparation

1. Sleep sufficiently! Keep your mind clear and critical.
2. Eat well and have plenty of breakfast. Avoid eating too much food 2 hours before the race and drink plenty of water to keep your body hydrated.

Clothing

1. Clothes should be lightweight and please do not wear jeans! It is recommended to wear sports shoes or running shoes.
2. Bring extra clothing for replacement, sunscreen, caps, and mosquito-repellents.

Before the start

1. Please allow sufficient time to collect your race pack, do warm-up exercises, get changed, use the restroom, etc.
2. It is recommended to bring your own drinks for the race. If you have a compass and a whistle, it is recommended to bring them with you during the race. The compass is a great assistance for orienteering, and the whistle can be used for emergency.
3. Pay attention to the event settings, such as the location of the finish and the result processing station.
4. Arrive the start area 5 minutes in advance for preparation.

During the race

1. Don't just run forward after started. Remember to first find your position on the map - the start triangle symbol.
2. Remember to check the codes on the IOF control descriptions to match the control codes on unit before you punch.
3. Orienteering is an independent sport. Do not blindly follow others, and plan the route that suits you best for each control point!
4. The symbol of double circles is the finish.

After finish the race

1. After reaching the finish, please visit the result processing station as soon as possible, and return the electronic control card.
2. The weather is hot and replenish water to your body as soon as possible.
3. Spend about 10 minutes for stretching exercises to alleviate muscle fatigue after running.



主辦單位：



贊助機構：



全力支持：

