GO! Series 2026-2027 Point Scoring

Athletes will earn points for their club by competing in events at the *GO!* Series. The top club at the conclusion of the series will be awarded the *GO!* Series Trophy.

Rules

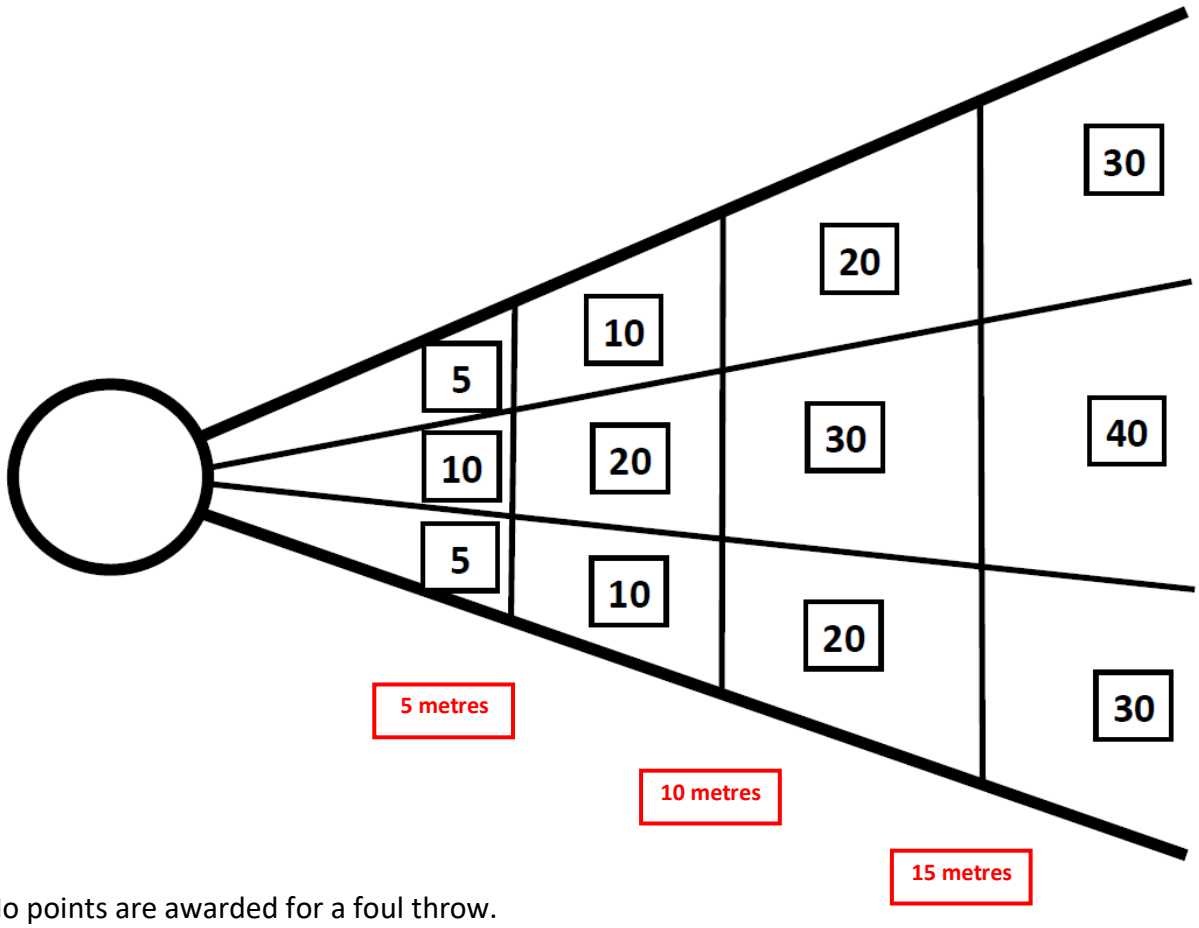
Registration: Athletes must be registered with an Auckland club for the 2026-2027 season (i.e. showing financial on the Athletics Auckland database). Out of Auckland clubs may compete but are not eligible for team scoring.

Scoring

Field Events

Shot Put

Athletes receive points for landing their put in different parts of the Shot-Put sector as below:

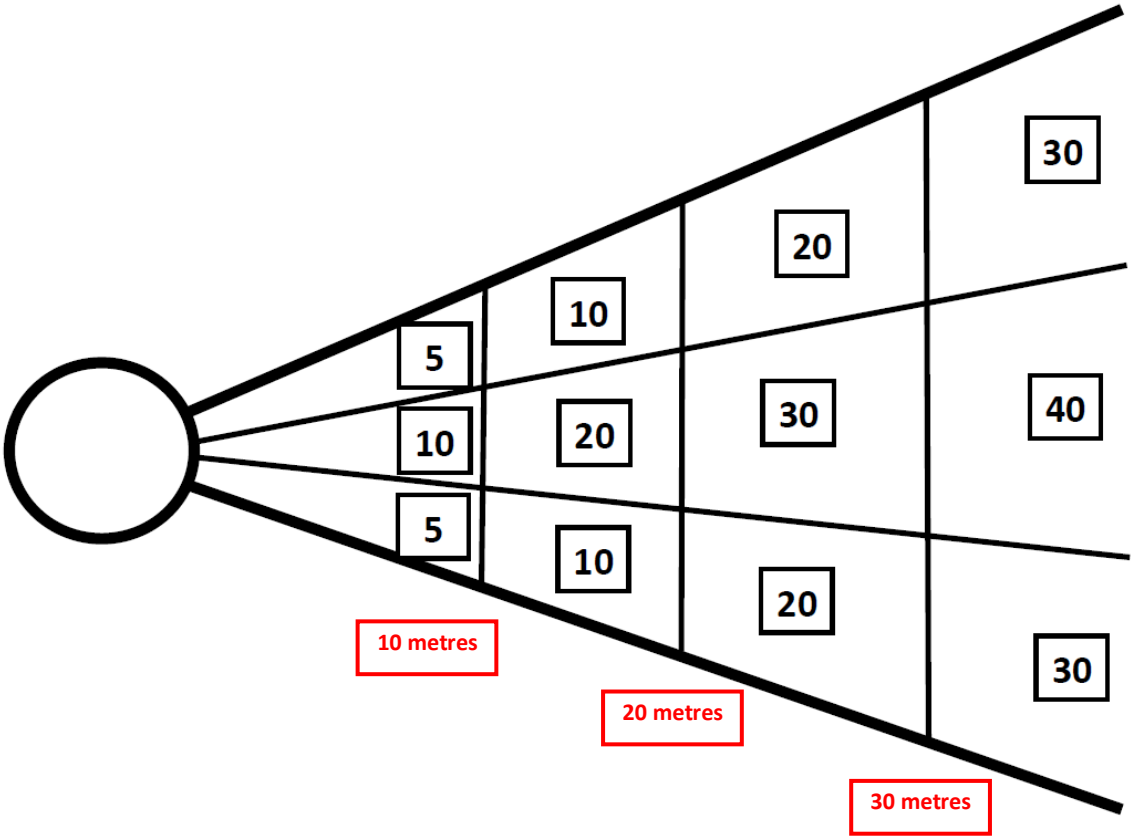


No points are awarded for a foul throw.

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Discus

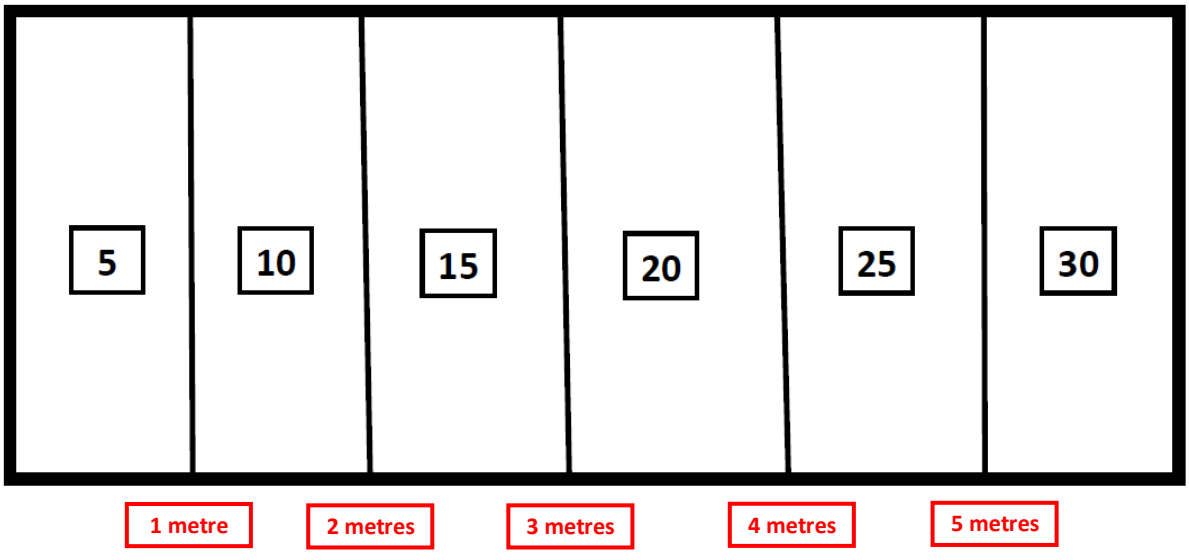
Athletes receive points for landing their discus in different parts of the discus sector as below:



No points are awarded for a foul throw.

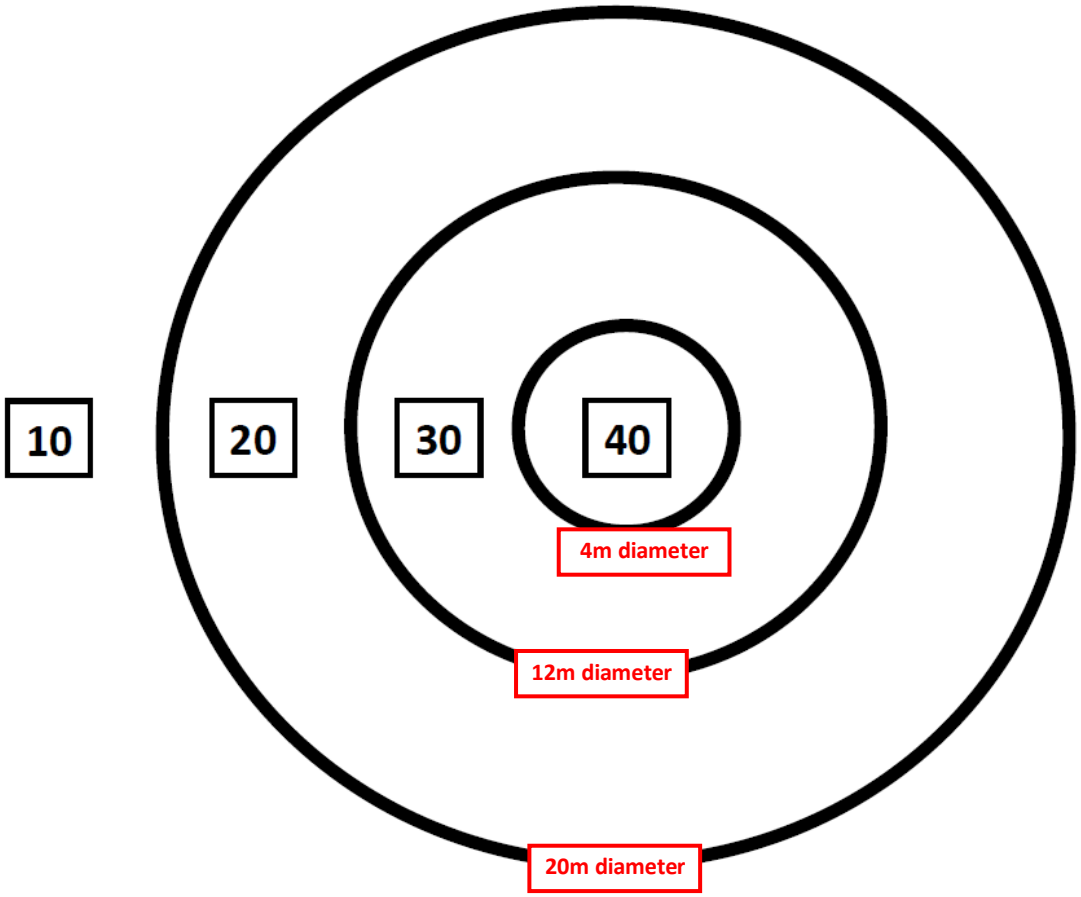
Long Jump

Athletes receive points for landing in different sectors of the long jump pit. Set-out distances from the leading edge of the pit. No points are awarded for a no-jump.



Ball Throw / Vortex Throw / Javelin Throw

The aim is to land (first ground contact) as close to the bulls-eye target as possible with point scoring as set-out below:



No points are awarded for a foul throw.

The centre of the bulls-eye target will be 30 metres from the throwing line.

High Jump

Athletes will get 4 jumps (and possibly up to 6 jumps depending on athlete numbers at the discretion of the official in charge) to score as many points as they can for their club. Points are awarded for clearing a height. No points are awarded for a no-jump. An athlete can complete 4 jumps at the same height if they desire.

Points will be awarded as per the following table:

Age	Gender	Points per Height						
		10	20	30	40	50	60	70
10	Girls	1.05	1.10	1.15	1.20	1.25	1.30	1.35
	Boys	1.10	1.15	1.20	1.25	1.30	1.35	1.40
11	Girls	1.10	1.15	1.20	1.25	1.30	1.35	1.40
	Boys	1.15	1.20	1.25	1.30	1.35	1.40	1.45
12	Girls	1.15	1.20	1.25	1.30	1.35	1.40	1.45
	Boys	1.20	1.25	1.30	1.35	1.40	1.45	1.50
13	Girls	1.20	1.25	1.30	1.35	1.40	1.45	1.50
	Boys	1.25	1.30	1.35	1.40	1.45	1.50	1.55
14	Girls	1.25	1.30	1.35	1.40	1.45	1.50	1.55
	Boys	1.30	1.35	1.40	1.45	1.50	1.55	1.60

Through-out the season there will be variations on a theme such as greatest cumulative height and others. These will be developed as the season progresses and clubs advised accordingly.

Track Events

Athletes will be awarded points based on their finishing times for the various lengths of run outlined as follows. Other events will be added over the course of the season and the point schedule developed in a similar manner.

60 metres

Time (seconds)	<8	8.1 to 13	13.1 to 16	16.1 +
Points	40	30	20	10

150 metres

Time (seconds)	<25	25.1 to 30	30.1 to 35	35.1 to 40	40.1 +
Points	50	40	30	20	10

300 metres

Time (seconds)	<50	50.1 to 60	60.1 to 70	70.1 to 80	80.1 +
Points	50	40	30	20	10

550 metres

Time (seconds)	<95	94.9 to 105	105.1 to 115	115.1 to 125	125.1 to 130	130.1 to 145	145.1+
Points	70	60	50	40	30	20	10

600 metres

Time (seconds)	<100	100.1 to 110	110.1 to 120	120.1 to 130	130.1 to 140	140.1 to 150	150.1+
Points	70	60	50	40	30	20	10

GO! Series Point Scoring – Radar Gun Run

Speed	Points
0 to 20km/hr	10
21 to 30 km/hr	20
31 to 40 km/hr	30
41+ km/hr	40

Event Ranking

For each ***GO!*** Series event, clubs will be ranked according to the total points accumulated by their athletes at the particular event. Points will be allocated for each event in the following manner:

Club Place	1st	2nd	3rd	4th	5th	6th	7th	8th
Points	40	39	38	37	36	35	34	33
Club Place	9th	10th	11th	12th	13th	14th	15th	16th
Points	32	31	30	29	28	27	26	25
Club Place	17th	18th	19th	20th	21st	22nd	23rd	24th
Points	24	23	22	21	20	19	18	17
Club Place	25th	26th	27th	28th	29th	30th	31st	32nd
Points	16	15	14	13	12	11	10	9

Day Points

For each ***GO!*** Series day, clubs will be ranked according to the total points accumulated by event over the course of the day. Points will be allocated for each club taking part in the ***GO!*** Series in the following manner:

Club Place	1st	2nd	3rd	4th	5th	6th	7th	8th
Points	200	195	190	185	180	175	170	165
Club Place	9th	10th	11th	12th	13th	14th	15th	16th
Points	160	155	150	145	140	135	130	125
Club Place	17th	18th	19th	20th	21st	22nd	23rd	24th
Points	120	115	110	105	100	95	90	85
Club Place	25th	26th	27th	28th	29th	30th	31st	32nd
Points	80	75	70	65	60	55	50	45

The club judged to have the best team spirit on each day will be awarded 10 bonus points. Team spirit may include such things as the most team members face-painted, team mascot, banner, and other similar elements. The competition manager on the day will be the sole judge in awarding the bonus points.

Points will be accumulated per club over the series.