

2026 parkrun Championship

1 point per parkrun

There are 54 UK parkruns in 2026

ONLY Christmas Day and New Year's Day parkruns will count outside normal Saturday parkruns

10 bonus points for **BARCODES** tourist runs

parkruns beginning with each letter of the word BARCODES – 1 point per letter plus 2 extra points for all 8 letters.

1 bonus point for finishing in an **ODD** number of seconds

Times ending in even seconds, e.g. 20:01, 21:05, 22:09, 23:27, 24:59 25:35 etc

The ODD bonus point will have a time limit

Female Time Limit 45 minutes

Male Time Limit 40 minutes

Times over these limits will not be considered for the ODD bonus

5 bonus points for a **New Year's Day** parkrun

15 bonus points for a high **SPEERM** Count

Finishing in a time ending in **26 Seconds**,

finishing in an overall **Position** ending in **26**,

running an **Event** number ending in **26**,

running in an event with number of **Runners** ending in **26**,

running on the **26th** of a **Month** (2 opportunities this year)

1 bonus point for the first 26, 2 bonus points for the second 26, 3 bonus points for the third 26,

4 bonus points for the fourth 26 and 5 bonus points for the fifth 26

Seconds ending in 26 – 20:26, 21:26, 22:26, 23:26 etc.

Position ending in 26 – 26th, 126th, 226th etc. token not gender

Event number ending in 26 – event 26, event 126, event 226 etc.

Runners at the event ending in 26 – 26, 126, 226, 326 etc.

Month date of 26 – 26th September & 26th December

5 bonus points for running a non-UK parkrun

Just the single bonus again

5 bonus points for a **Christmas Day** parkrun

10 bonus points for **5V** volunteering five times

Please let us know when you've completed this

The "Local Legend" 5 bonus points for running at the 10 closest parkruns to Meltham:

Distances are as the crow flies

Huddersfield 6.8km	Oldham 18.3km
Halifax 15.1km	Stamford Park 18.6km
Penistone 16km	Oakwell Hall 19.7km
Dewsbury 16.7km	Watergrove 19.9km
Glossop 17.7km	Chadderton Hall 21.1km

Total points available: 163