



## Race Rules

1. Each team is to consist of 2 players and will be charged an entry fee of \$100 per team payable to Think Jackson. Entry fees can be sponsored.
2. All racers must be at least 18 years old.
3. At least one smart phone (with camera) per team is recommended. Teams will be responsible for providing their own cell phones.
4. All teams must sign-in on the day of the race during the designated sign-in time. Any team that arrives late will be assessed a 30 minute time penalty.
  - a. Sign-in 11:00a.-12:30p.
  - b. Racer Briefing Meeting 12:30p.
  - c. Race Start Time 1:00p.
  - d. Race End Time 6:00p.

All teams must complete all challenges on the race route no later than 6:00p. on the day of the race to qualify for the prizes. Any skipped challenge will result in a 45 minute time penalty. At 6:00p. all teams should return to the starting line site.
5. The winning team of the race will be determined by the time from start to crossing the finish line as recorded by race coordinators. Both team players must cross the finish line to register a finish time. All teams must abide by the rules. Failure to do so can result in time penalties, which can negatively affect finishing position. Any penalties assessed on a team will be added to their time at the end of the race. In the event of an unlikely tie at the end of the race, points collected by the team will determine the winner.
6. Teams will also have opportunities to earn points before and during the race. Collecting points is optional. Any points earned will be calculated after the race and will qualify teams for prizes.
7. All race participants are to follow all local laws, including but not limited to traffic laws. Any team or player breaking the law will be immediately dismissed from the race with no refund of any entry fee.
8. Use of profane, offensive, threatening, or intimidating language or actions toward another team, player, volunteers, or staff associated with the event for any reason will result in a race misconduct time penalty or dismissal from the race with no refund of any entry fee.
9. Racers are prohibited from smoking during the race.
10. No team or player is allowed to "get in the way" or prevent other teams or players from proceeding with what they have to do in the race, except when choosing to use a tool of the race such as a Yield or U-Turn. A 30 minute penalty will be imposed.



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11. In some cases teams will arrive at tasks at the same time. The team (both teammates) that arrives at the activity first has the chance to complete the task before the next team that arrives. Unless otherwise instructed by the challenge, both team members must be present to receive the clue and both must complete the challenge.
12. Race coordinators reserve the right to change tasks and activities, impose mandatory rest periods, alter the course of the race, or make accommodations for disable racers as long as it does not negatively affect one or more teams in comparison to other teams.
13. Team members must use their own biking equipment. Helmets are required during the race.
14. Recommendations:
  - a. This race may include walking, biking, riding the bus, kayaking, physical challenges, and mental challenges.
  - b. Know how to take photos with your phone. We recommend you set the quality of the photos to a resolution that is easy to text. There may be opportunities to earn points using these tools. Race coordinators will not be responsible for points that are missed because a photo is not sent correctly.
  - c. Read instructions very carefully or you may miss important information. In some situations it may help to write things down.
  - d. Please be mindful of others when in public.
  - e. Teams are encouraged to create t-shirts, bandanas or other identifying clothing to set them apart from other teams.

The undersigned has read and understands the rules of the race.

Team Name: \_\_\_\_\_

\_\_\_\_\_  
Signature

\_\_\_\_\_  
Date

\_\_\_\_\_  
Signature

\_\_\_\_\_  
Date

Printed Name: \_\_\_\_\_

Printed Name: \_\_\_\_\_