



RULES

1. WAIVERS

Each ticket holder must sign and return a liability waiver. One team member may turn in waivers for the entire team at packet pick-up. Race materials will only be provided once a waiver has been received from each team member.

2. STARTING TIME

The race starts at 2:00 PM (EST) at the Richmond Kickers City Stadium, 3201 Maplewood Ave. Doors open at 1:00 PM. Teams are strongly encouraged to arrive no later than 1:30PM. Late arrivals will be at a disadvantage and may miss the first challenge.

3. RACE BIBS

Race bibs must be worn at all times by participants. Your race bib is your ticket to participate in each challenge station and identifies you to race staff and hosting challenge sites. Without a race bib participants will be denied entry into challenge areas and race activities.

4. TEAM SIZE

Teams may range from 2 to 5 people. Children under the age of 9 may accompany a team but may not participate in challenges.

5. RACE MATERIALS

Teams may be assigned materials for different challenges and activities. Tampering with or removing another team's materials is grounds for disqualification from the race and makes that team ineligible for prizes.

6. SMARTPHONE USE

Participants may use smartphones during the event. Smartphones primarily will be used to take pictures during photo scavenger hunt challenges and to find the check-in stations of each zone, if necessary. Using a smartphone during other activities will not provide a significant advantage.

7. RACE ACTIVITIES

There are three types of activities: challenge stations, puzzles, and photo scavenger hunts. All race activities are optional. There is no penalty for not completing any of the race activities.

8. RACE ZONES

Race activities are divided into three zones: Downtown, the Fan, and the Sports Center of Richmond (SCOR). Teams will be provided with a map of all race zones just before the start of the race on September 17. No team will be active in more than one zone at a time. Teams choose when to start and stop in each zone by going to the check-in/out station to pick-up and return their race materials. Once a team turns in their materials for a zone they may not go back or make any changes to their answer sheet.

9. ZONE TICKETS

Teams must present a ticket for the zone at the check-in table to receive materials. Teams will receive their first zone ticket as they exit the starting location. When teams turn in their completed answer sheet they will receive their ticket for the next zone.

10. POINTS & SCORING

Points are earned based on the number of challenges completed, number of puzzles solved correctly, and number of photo scavenger hunt activities completed correctly. The team with the most points at the conclusion of the race wins. The amount of time teams spend with their answer sheets in each of the three zones is recorded, and in the event of a tie the team with the shortest cumulative time spent active in the race zones is declared the winner.

11. TRANSPORTATION & PARKING

Teams are responsible for their own transportation and parking from zone to zone. Teams may travel by car or by bike. Travel time is not factored into a team's score. The most efficient use of time will be to park in the zone and then travel by foot to complete all activities in the zone. Designated parking spaces or vouchers are not provided.

12. RACE END

The race ends at 6:00 PM. All race materials must be turned in before 6:00 PM to be considered part of the team's score. For example, if a team turns in their materials at 6:01 PM, materials for that zone will not be calculated in the team's final score.