



Race for Kids Winnipeg Rules



Saturday, May 26th, 2018 Assiniboine Park

9:00 -9:45am Registration/Check-In
10:00 AM Race Start-Near Big WhiteTent
12:00am to 12:30pm Awards Ceremony

Each team should have:

Race bibs (one for each team member)
Map
A First Step Envelope (Takes you to the Clue Sheet)
Race Rules

Race for Kids Winnipeg Rules:

About the Teams:

- ❖ Teams are made up of 4 people.
- ❖ All team members must complete the race together from start to finish.
- ❖ All participants must be **18** or over on race day.
- ❖ Teams must stay together at all times during the Race and must complete each Challenge as a team unless otherwise instructed by an Official.

About the Course & Safety:

- ❖ Teams may only travel by foot in Winnipeg.
- ❖ At least one charged Smart Phone will be needed by each team during the race.
- ❖ All participants must obey all laws, regulations, bylaws and rules of the road and comply with the directions of the Race for Kids Officials, authorities and property/venue owners.
- ❖ The Officials reserve the right to disqualify any team or participant engaging in unsportsmanlike or illegal behaviour, are endangering their personal safety and well-being, or the safety and well-being of competing teams or the general public, all as determined by the Officials in their sole and absolute discretion. If a participant is disqualified, their entire team will also be disqualified and will not be able to continue competing in the Race.
- ❖ **All teams are to stay in Assiniboine Park.**
- ❖ It is very important to refer to your race map, as the area in red is where the checkpoints are located.
- ❖ Teams may not ask staff or volunteers at the Checkpoints for help in completing challenges. Teams may access the Internet, cell phones, or general public as information sources.
- ❖ At **10:00AM** all teams can head through the official Inflatable Race for Kids Start Line as the siren starts. **The course closes at 12:30pm.**
- ❖ First Step envelopes can be opened once the full team is through the start line.
- ❖ After successfully completing each Checkpoint in any order the team captain will receive one token with a letter on it. Each team should collect ten tokens(unless team raised \$2,000 or more) to unscramble a word before



Race for Kids Winnipeg Rules

crossing the finish line. Finish line word unscramble checkers must verify the teams word.

The clock will stop when all team members cross the finish line with their complete Word Scramble.

About Head Start Advantages:

Head starts are given to teams reaching specific fundraising targets.

In Winnipeg teams who achieve the below fundraising targets will have time deducted from their final race time accordingly:

(Teams who have been sponsored and qualify for a team with sponsorship by a corporation have to raise additional funds to qualify for the head start advantages, starting at \$0)

\$750 fundraised dollars / team = **1 minute** subtracted from total finishing time

\$1,000 fundraised dollars / team = **3 minutes** subtracted from total finishing time

\$1,500 fundraised dollars / team = **5 minutes** subtracted from total finishing time

\$2,000 fundraised dollars / team = **Bypass Any Checkpoint (Get missing token at word unscramble)**

\$1,000+ Raised by a Team

Clue for the Word Unscramble

At Registration Participants will be awarded Race Advantage Coupons

You must present these coupons at the finish line for hint or time deduction.

To Win the Race

To be eligible to win the Race, the team

- a) must have raised and contributed to the Race for Kids event registration site the minimum suggested fundraised amount of \$400.
- b) all four (4) team members must be present and have participated in the Race from the Start Line to crossing the Finish Line
- c) the team must present 10 Checkpoint Tokens (A token will be given with a hint to those who raised \$2,000 or more);
- d) be confirmed by the event Officials as having completed at least 10 Challenges (including any Challenges specified to be mandatory Challenges)
- e) solve the Race for Kids Final Puzzle within the duration of the Race ("Winning Criteria").

Race Postponement/Amendment/Disqualifications

Officials reserve the right, to end, postpone or amend the Race, to amend or change these Rules and Regulations, or disqualify any participant(s), if for any reason they believe that participants or teams may not be able to safely complete the Race, or for any other reason.

