



## A Fundraiser for ECCT

### August 4, 2012

Thank you for your interest in The Amazing Race Chippewa Valley. This event will take place on Saturday, August 4<sup>th</sup>, 2012. On the following pages you will find a wealth of information regarding this event. Please read the information carefully for explanations of registration deadlines and fees; fundraising requirements; registration and start times; and rules, terms and conditions.

It is important that each team understand the requirements for their team's category and the items which **MUST** be provided by each team.

We look forward to seeing you compete in this event. It will prove to be a challenging but rewarding day for all involved!

Sincerely,

The Amazing Race Chippewa Valley Committee

**The Amazing Race Chippewa Valley**  
**A Fundraiser for ECCT**  
**Rules and Requirements**

**Each team application package must include the following items which *must be received by July 31, 2012***

1. A completed "Team Registration/Liability Waiver Form" (Incomplete application forms will not be considered)
2. Registration Fee: A check made payable to ECCT for the designated amount.

**Requirements to Participate in the Amazing Race Chippewa Valley (Race)**

1. All Corporate and Adult teams consist of four team members, 18 years of age or older.
2. Team members under 18 years of age must be part of a family team and must have a Liability Waiver Form signed by a parent or legal guardian. At least two members of each family team must be related, with one being a parent or legal guardian. Families can have no more than five team members, two of whom must be under 18 years of age.
3. All team members must have a valid government issued ID with photo or proof of parent/legal guardianship.
4. Access to a vehicle with legal seating and seatbelts for all team members including a Team Marshal.

**Rules, Terms & Conditions**

1. The member agrees to adhere to the rules of the Race, which will be set out on the day of the Race and are a part of the condition of entry into the Race. Failure to adhere to the rules of the Race will result, at the sole discretion of the Race Officials, in disqualification from the Race and any claim or right to the prize(s) offered.
2. Members understand and acknowledge that some instructions, reminders and other useful information will be sent to the email addresses provided by the members. It is the responsibility of members to supply a correct email address and to check the Race webpage ([www.ecct.org](http://www.ecct.org)) regularly for updates and information about the Race.
3. ECCT Employees, members of the Board of Directors, the Race Committee members and their immediate families are not eligible to participate in the Race.
4. Teams are required to obey all local and state laws and by-laws.
5. Consuming any drugs, smoking, or drinking alcohol is forbidden during the Race.
6. Team members will maintain the utmost respect for other members, sponsoring businesses, and community members at large.
7. If a discrepancy occurs during the Race, the Challenge Marshal has the final decision.
8. There will be one mandatory 20-minute pit stop (break) taken by each Corporate and Adult team at some point in the Race.

**Other Important Information:**

1. The Race will include three categories of teams – Adult, Corporate and Family. The race will be limited to a combination of 45 Adult and Corporate teams, and 30 Family teams.
2. Corporate and Adult teams are required to report for registration between 8:15 and 8:45 a.m., attend the team information session at 8:45 a.m., and be prepared to begin the Race at 9:00 a.m.
3. Family teams are required to report for registration between 11:15 and 11:45 a.m., attend the team information session at 11:45 a.m., and be prepared to begin the Race at 12:00 p.m.
4. Some challenges will not allow for every team to compete at once. This is designed as part of the Race and should be accepted as such. All team members will be expected to participate in parts of the Race.
5. This event will occur rain or shine.
6. If a team-member is unable to participate for reasons beyond their control, a substitute team member can participate in their place with a letter stating such from the non-participating team member.

**Each Team MUST provide:**

- A vehicle with legal seating for each team member AND a Team Marshal
- A bike and bicycle safety helmet
- FULL tank of gas
- Enough snacks, beverages and food to last throughout the day—limited beverages and snacks will be available at pit stops
- Drivers License (for all drivers), Car insurance and registration

**Teams are NOT ALLOWED to use:**

- ELECTRONIC DEVICES including cell phones, laptops or GPS devices of any type
- Emergency lights or sirens
- Gas cans or containers of any type
- Anything not approved by the Race Committee. The Race Committee reserves the right to inspect and remove anything from the vehicle prior to the Race

**Penalties and Definitions**

# **The Amazing Race Chippewa Valley**

## ***A Fundraiser for ECCT***

### **Automatic team penalty or dismissal from the Race**

1. Speeding or reckless driving – each vehicle will be identified as a Race vehicle
2. Violation of Race spirit – i.e. taking more than one clue at a location or cheating during challenges
3. Use of emergency lights or sirens
4. Violation of any rule set forth
5. The Race Committee reserves the right to make changes to these rules at any time
6. The Race Officials reserve the right to assess penalties and/or disqualifications at any time during the Race

### **Marshals**

A Team Marshal will be seated in the front passenger seat with each team for the entire Race. The Team Marshal will document parts of the Race as well as ensure that teams follow rules of the Race. The Team Marshal is obligated to report speeding, use of technology or other infractions to Race Officials. A Challenge Marshal will be stationed at each checkpoint and will supply teams with information about the challenge, provide hints and answers, and assess penalties.

### **Checkpoints**

Checkpoints are locations where teams will travel to so challenges can be performed.

### **Challenges / Penalties**

Teams must complete each challenge as specified by the various clues given to them throughout the Race. Each team has the option to “skip” a challenge (45 minute penalty assessed) as well as opt for penalty points if they are unable to complete a challenge after attempting that challenge for at least 15 minutes. “Failure to Complete” penalties will be assessed a pre-determined minute penalty, which will vary depending on the challenge. The penalties for the use of “Skip” or “Failure to Complete” are significant, and each can be used only once during the Race.

### **Hints / Answers**

If a team is unable to decipher a checkpoint clue, the team may redeem a hint for further assistance in determining the checkpoint. If the hint does not provide the guidance needed to identify the checkpoint location the team may request the answer. Requesting and accepting hints and answers will result in an additional time penalties. Each team may request up to three hints and three answers, and will be assessed a time penalty in minutes as follows: **Hint 1** – 10 min, **Answer 1** – 20 min, **Hint 2** – 20 min, **Answer 2** – 20 min, **Hint 3** – 30 min, **Answer 3** – 30 min.

### **Detours**

A detour is a challenge found at a checkpoint that allows choice between two or more options - each with their own pros and cons.

### **Roadblocks**

A roadblock is a challenge found at a checkpoint that either one team member or the entire team will complete. *Each* team member must perform *at least one* solo roadblock during the course of the Race. Upon arrival at the checkpoint, it will be revealed whether the challenge is team or individual. At that time, the team will view the challenge, determine the member (in the case of an individual challenge), and complete the task.

### **Winning the Race**

All challenges must be completed according to instructions and in the time allotted for the Race. After all penalty minutes (if any) have been added to a Team’s Race finish time, the Team with the fastest Race finish time will be considered the winner.

### **Prizes**

- Adult Teams will be awarded the following prizes: 1<sup>st</sup> – \$1000; 2<sup>nd</sup> – \$500; 3<sup>rd</sup> – \$300.
- Corporate Teams will be awarded team trophies for 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup> place.
- Family Teams will be awarded non-cash prizes for 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup> place.

## **Fundraising Information**

***Team costumes, group themes and creative team names are encouraged.  
A prize will be awarded to the team who shows the most creativity in these areas!***

**The Amazing Race Chippewa Valley**  
*A Fundraiser for ECCT*

## **Fundraising**

Because this event is a fundraiser for ECCT, raising funds will be a major way to advance your team in the Race. Please review the following information carefully. Funds raised will be turned in to race officials prior to the start of the race at the time of registration.

### **ADULT AND CORPORATE TEAMS:**

- For *every* \$250 raised by any team, that team will be entered in a drawing for special benefits
- 4 “Answer” cards and 4 “Change Person” cards will be available from this drawing prior to the start of the Race
- Each team raising \$250 or more will be awarded a 10-minute credit to their finish time at the completion of the Race
- The team raising the MOST funds for ECCT will receive a “Fast Forward” card allowing them to move past one of the challenges in the Race. **ONLY ONE FAST FORWARD CARD WILL BE AWARDED.**
- The team raising the MOST funds for ECCT will also receive a star on the ECCT “Wall of Fame”

### **FAMILY TEAMS:**

- For *every* \$150 raised by any team, that team will be entered in a drawing for special benefits
- 2 “Answer” and 2 “Change Person” cards will be available from this drawing prior to the start of the Race
- Each team raising \$150 or more will be awarded with a 10-minute credit to their finish time at the completion of the Race
- The team raising the MOST funds for ECCT will receive a “Fast Forward” card allowing them to move past one of the challenges in the Race. **ONLY ONE FAST FORWARD CARD WILL BE AWARDED.**
- The team raising the MOST funds for ECCT will also receive a star on the ECCT “Wall of Fame”



**The Amazing Race Chippewa Valley**  
**A Fundraiser for ECCT**  
**Team Registration/Liability Waiver Form**

<b>Corporate</b>
<div style="display: flex; justify-content: space-between;"> <div>_____ \$250 by 6/30</div> <div>_____ \$300 after 6/30</div> </div>

<b>Adult</b>
<div style="display: flex; justify-content: space-between;"> <div>_____ \$350 by 6/30</div> <div>_____ \$400 after 6/30</div> </div>

<b>Family</b>
<p style="font-size: small;">Families register from 11:15 to 11:45  Race begins at NOON.  (See page 2 for family group requirements)</p> <div style="display: flex; justify-content: space-between;"> <div>_____ \$75 by 6/30</div> <div>_____ \$100 after 6/30</div> </div>

\*Corporate and Adult teams register from 8:15-8:45; Race begins at 9:00 a.m.

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

<b>Team Captain:</b> _____ <small>(main contact person)</small> <b>Address:</b> _____  <b>Phone:</b> (H)_____ (W)_____ <b>Cell:</b> _____ <b>Email:</b> _____ <b>T-shirt Size:</b> Adult S M L XL XXL Youth 10-12 14-16
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<b>Team Member 2:</b> _____  <b>Address:</b> _____  <b>Phone:</b> (H)_____ (W)_____ <b>Cell:</b> _____ <b>Email:</b> _____ <b>T-shirt Size:</b> Adult S M L XL XXL Youth 10-12 14-16
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<b>Team Member 3:</b> _____ <b>Address:</b> _____  <b>Phone:</b> (H)_____ (W)_____ <b>Cell:</b> _____ <b>Email:</b> _____ <b>T-shirt Size:</b> Adult S M L XL XXL Youth 10-12 14-16
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<b>Team Member 4:</b> _____ <b>Address:</b> _____  <b>Phone:</b> (H)_____ (W)_____ <b>Cell:</b> _____ <b>Email:</b> _____ <b>T-shirt Size:</b> Adult S M L XL XXL Youth 10-12 14-16
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**Acknowledgement of Risk**

I have entered this special event of my own free will. I hereby acknowledge that I fully understand and accept that risks and dangers exist in any outdoor activity. These risks and dangers include, but are not limited to the hazards of hiking, swimming, biking, riding or traveling throughout the Chippewa Valley. These dangers could result in, but are not limited to death, fractures, sprains, illness or injuries, injuries caused by the force of nature, injuries involving travel by automobile or other conveyances and/or loss of personal property.

I also hereby acknowledge that these activities may take place in remote areas throughout the Chippewa Valley where rescue may be difficult and/or delayed. I am aware that related risks include any number of experiences such as travel to and from the activity or walking on rough terrain.

I also acknowledge that I am in good health and good physical condition and have no medical problems that would affect my ability to participate in these activities.

**Liability Release**

I hereby acknowledge that I have read and fully understand the Acknowledgement of Risk. I have and do hereby assume all of the above risks and will indemnify and hold harmless The Amazing Race Chippewa Valley and their sponsors, agents or associates from any and all liability, actions, causes of action, claims and demands of every kind and nature whatsoever which I now have or which may arise out of or in connection with my participation in The Amazing Race Chippewa Valley. The terms hereof shall serve as a release and assumption of risk for my heirs, executors and administrators and for all members of my family.

Team Captain Signature \_\_\_\_\_ Date: \_\_\_\_\_

Team Member 2 Signature \_\_\_\_\_ Date: \_\_\_\_\_

Team Member 3 Signature \_\_\_\_\_ Date: \_\_\_\_\_

Team Member 4 Signature \_\_\_\_\_ Date: \_\_\_\_\_