

# The Rules

Novotel \$10 Queenstown Challenge 2010



## Hitch-hiking

- 1 Teams must carry and have operational at all times, their own personal phones (number to be advised to Cure Kids HQ pre-event).
- 2 Competitors must regularly contact Challenge HQ between 8am and 8pm plus at the locations specified in the challenge instructions.
- 3 Communication with HQ should be texting and phoning should be your second option. In the event of a real emergency call the emergency number (to be advised pre-event) or 111.
- 4 Competitors must follow the following driver assessment protocol before accepting any ride:
  - a. Does the driver appear sober and free of drugs or alcohol?
  - b. Does the driver appear to be in a calm emotional state?
  - c. Does the car have a current Warrant of Fitness?
  - d. Does the driver have a current Drivers Licence?
  - e. Does the driver agree to observe all traffic safety rules and speed limits?

*Some of these questions rely on your own judgement of the situation and you must make the decision that you feel is best. If you cannot answer 'yes' to each of the above questions and do not instinctively feel safe, then you must not accept the ride.*



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- 5 On accepting the ride teams must immediately text or phone HQ:
  - a. Registration number of the vehicle.
  - b. Time and location of pick-up, name of driver, make, model, colour of vehicle, expected drop-off point and time.
- 6 In the unlikely event that you cannot connect by sending TXT, please ensure the above information is provided to HQ as soon as you gain reception.
- 7 When leaving the vehicle you must immediately text HQ the time and location of your drop-off.
- 8 No hitch-hiking on motorways, their approach ramps or any roads above 50kph limits.  
NB: Exceptions for emergency situations advised to and approved by Race HQ will apply.
- 9 Teams must ensure that rides will terminate in a populated 50kph area with a safe pull-over area.

## Other transportation

- 10 No self driving of any vehicle unless otherwise advised by the Challenge Director.
- 11 No flying or other extra-terrestrial transportation allowed unless otherwise advised by the Challenge Director.



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- 12 The same vehicle cannot be used to arrive at more than one major challenge (unless an exception is noted by the Challenge Director).
- 13 No new ride may commence after 6pm (a sweep vehicle will be available for picking up competitors after this time).
- 14 No rides can be pre-arranged by competitors before or during the event, i.e. as soon as you get out of one vehicle, that is when you can organise your next ride - unless otherwise advised by the Challenge Director.

## General event rules

- 15 Credit cards, including eftpos, cannot be used from the start of the event until the finish line has been crossed. No credit may be promised for goods or services obtained.
- 16 Failure to complete challenges will result in points penalties.
- 17 It is mandatory to attend each official brief/debrief session.
- 18 Competitors must travel with their team member for the entire event.
- 19 No more than one team can travel in the same vehicle at the same time (excepting public/event allowed transport) or if otherwise advised by the Challenge Director.
- 20 All competitors must securely attach and display their official event ID (lanyard and numbered bib) supplied by the organisers at all times during the event and official



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brief/debrief sessions. Numbered bib must be displayed on the outside front of costume.

- 21 All signage must include the official 2010 event logo.
- 22 No cheating, dishonesty or acting contrary to the spirit of the event.
- 23 Competitors must obey the laws of the land, and in particular ensure that road rules, including legal speed limits, are observed at all times.
- 24 Competitors must be over 18.
- 25 Competitors will be advised of any changes to rules within 3 months of the event launch.

Remember... "It's for the kids"

