

10-12 June 2022

EVENT RULES 2022

1. Registration and Briefings

- a) The EVENT HQ is located at RACQUETY FARM, LARCHWOOD STUDIO, WYECLIFF, HAY ON WYE, HR3 5RS
- b) Team captains must register their teams upon arrival at the event HQ between 14:00 and 18:00 on Friday 10th June. Teams will receive their race bibs, trackers and further event information.
- c) Registration for day 1 (Saturday 11th June) is located at LLANGORSE LAKE, BRECON, POWYS. LD3 7TR.
- d) Registration for day 2 (Sunday 12th June) is located at RACQUETY FARM, LARCHWOOD STUDIO, WYECLIFF, HAY ON WYE, HR3 5RS.
- e) Teams must register their participating team members at the start of each day between 07:30 and 08:00 on Saturday 11th and Sunday 12th June.
- f) Kit checks will finish at 08:15 on both days.
- g) Event safety briefings and team/individual equipment checks will take place at 08:20 on both days. On arrival there will be the option to present your kit for inspection so that you have time to buy items which you might be missing. The race begins at 09:00 on both days.
- h) Teams must register their fundraising total upon registration on Friday 10th June.

2. Teams

- a) Your team comprises of a maximum of 7 members which must be registered at the start of the event.
 - 6 team members who will compete in the adventure race.
 - 1 team enabler (coordinating the management task, logistics, team support and act as an adventure race substitute).
- b) Teams can choose their best and most appropriate 6 for a specific stage. No substitution is allowed during a specific stage unless the Race Director provides specific authorisation.
- c) Teams must finish each stage as a team of 6. There will be a 10% additional time penalty per person on stage finish time if a team member drops out. 4 is the minimum number you can finish a stage with. (4 finishing would mean a 20% time penalty - i.e. 10% per person).
- d) The team may substitute a participant when in between stages or transitions. Substitutions can only be made from their registered pool of 7 members. Teams can make as many substitutions from this pool of 7 members as they require throughout the race abiding by the rules stated above.
- e) Substitutes must make themselves known to an event marshal before substituting and they must make sure that they cross the timing mat at the start of the stage along with their team otherwise an **event penalty** will be incurred.
- f) Teams must travel and complete the course together, with all team members being close enough to see and communicate verbally with each other at all times. Whilst on any stage, team members must be:
 - i. *Able to See all other team members*
 - ii. *Able to communicate with other team members*
 - iii. *Within 20 seconds of each other (excluding final sprint challenge; stage 7)*

Failure to comply with this will incur an **event penalty**

- g) If a team is unable to finish a stage through emergency/breakdowns/injuries they will incur the **event penalty**.

- h) Late arrival for briefings will incur a time penalty equating to how late they arrived. This may also affect the stage starting time

3. Equipment

- a) All teams will be subject to a kit check on both days. Compulsory items of kit (see list provided) must be carried by teams and individual members at ALL TIMES during the race. This also includes the relevant personal protective equipment for the canoe and cycle stages. There will be spot checks and teams who are found in breach of this rule will forfeit the stage and will be given an **event penalty**
- b) Teams must wear team bibs at all times, including team enablers / substitutes
- c) All teams are to carry GPS trackers provided upon registration. This is carried by one person and if this person is substituted or does not complete the stage it is essential the tracker is passed onto a participating team member. Failure to carry a GPS will be in breach of the compulsory team equipment conditions and may be subject to an **event penalty**.

4. Timing

- a) 2022's event is electronically timed. All participants must wear their timing chip (wrist-worn) issued upon registration for the duration of all stages. Failure to do so will incur an **event penalty**.
- b) All participating teams must pass the designated timing point at the start and end of each stage. Follow the guidance of marshals if you are unsure of the timing location.
- c) 7 timing chips will be issued to each team at the start of the event (allowing for one substitute). Only participants registered on the morning of each day are allowed to use the timing chips. Any teams found in breach of this rule will receive an **event penalty**.
- d) The loss of a timing chip will result in an **event penalty**.
- e) If your timing chip is found to be faulty the Race Director will apply an average team time to that stage. If you notice any damages to the device, please inform a Race Marshal as soon as possible.

5. Medical and Emergencies

- a) Any team who encounters a medical emergency, be it in their own team or another team, or external to the event, must stop to render assistance and seek help from marshals. If a team is unable to finish a stage through emergency/breakdowns/injuries they will incur the time penalty.

6. Environment

- a) Teams must treat the environment and landscape of the course with respect and leave minimal evidence of their racing. All litter must be taken home and nothing discarded.
- b) Teams should use refillable water bottles throughout the event and avoid the use of single use plastic wherever possible. Recycling provision will be provided throughout the event.
- c) Any team/individual in breach of points a) and b) will be awarded a penalty at the Race Directors discretion.

7. Conduct

- a) Competitors must conduct themselves in a respectful manner at all times, without cheating, abusive behaviour, language or violence. Any team / individual in found to breach this rule will be awarded a penalty at the Race Directors discretion.

8. Adjudication

- a) Adjudication of the event rules is the responsibility of the Race Director. The Race Director's decision is final

9. Safety

- a) The Event Management Team reserves the right to withdraw a team at any point during the Event.

Bonus and Penalty Summary

Throughout the weekend teams will have the opportunity to achieve **TIME BONUSES** according to the successful completion of tasks or challenges.

However, **TIME PENALTIES** can also be earned by teams as outlined below.

Lastly **EVENT PENALTIES** will also be applied by the Race Director if the rules outlined in this document are broken at any time. The Race Director has final say.

Time Bonuses:

- Each team's Management Case Study submission will affect a team's overall race time as minutes are subtracted on the following basis:

| Scoring Band (%) | Minutes taken from final time |
|------------------|-------------------------------|
| 90 to 100 | 60 |
| 80 to 89 | 54 |
| 70 to 79 | 48 |
| 60 to 69 | 42 |
| 50 to 59 | 36 |
| 40 to 49 | 30 |
| 30 to 39 | 24 |
| 20 to 29 | 18 |
| 10 to 19 | 12 |
| 0 to 9 | 6 |

- Each team's charitable fundraising total will affect a team's overall race time as minutes are subtracted on the following basis:

| Amount Raised | Minutes taken from final time |
|---------------|-------------------------------|
| £0-500 | 0 |
| £501-1000 | 1 |
| £1001-£1500 | 2 |
| £1501-£2000 | 3 |
| £2001-£2500 | 5 |
| £2500+ | 6 |

- As part of **stage 1**, teams will need to complete a bike assault course. If all team members complete the course without putting a foot down, **4 minutes will be taken off their stage time.**
- Successful competition of the logic puzzles on **stage 3** will earn teams **a significant amount of time** off their stage time. **The time bonus will be revealed when all logic puzzles are completed.** A failure to complete the logic puzzle challenges will result in no time being taken off at the end of the stage. All teams will be expected to give the logic puzzles a try. Skipping the puzzles altogether will result in an event penalty.

Time Penalties:

1. The following time penalties will be awarded when a team completes a stage with less than 6 competitors

| Number in Team | Time Penalty Added |
|----------------|-------------------------------------|
| 6 | 0 |
| 5 | 10% added to stage time |
| 4 | 20% added to stage time |
| Less than 4 | Not able to compete in stage / race |

note: time penalties will not be added for teams with less than 6 on Stage 2 (Team Canoe) or stages where you are required to compete with less than your full team of 6 (eg. Stage 7)

2. As part of stage 7, an in-stage time penalty time will be awarded according to an archery challenge.

Each team will have 6 arrows to fire at an archery board. Each time an arrow fails to land in the red or yellow areas of the board a 15 second time penalty will be added. The cumulative penalty time will need to be served by one group in the penalty box at the beginning or end of a lap.

Event Penalties:

A team being given an event penalty will be awarded the slowest recorded team time for that stage, plus an additional 20% time penalty from that stage.

These are added by the Race Director when the team fails to meet specified aspects of points 1 - 9 in the rules

- i. Substitutes not making themselves known to a race marshal before substituting*
- ii. Failing to complete the course together (see point 2.f)*
- iii. Failing to finish a stage*
- iv. Not having the listed event kit at the kit briefing*
- v. Losing a GPS tracker or timing chip*
- vi. Failing to wear your allocated timing chip*

Event penalties will also be applied for any additional infringements as follows:

- vii. cycling in an area identified as a 'no cycling zone'*
- viii. intentionally miss treating or handling a bike or any personal protective equipment issued to participants.*
- ix. staying longer at a transition than 30 minutes without permission from the Race Director*
- x. substituting a team member during a stage, i.e. when 'on the clock'*
- xi. taking a shortcut on the route*
- xii. impeding another team or team member or for not giving right of way to a member of the public*
- xiii. all road cycle riding must be in single file with the exception of overtaking a slower team. Overtaking should be carefully considered especially as many of the road sections have narrow and restricted width roads. If a team wishes to overtake, they must pass at a suitable and safe time passing quickly in single file therefore never riding more than 2 abreast.*

Dell Technologies Management Challenge