

Art-official Race Rules:

1. Each team member will have fun.
2. Some may have more fun than others.
3. No crying if you don't win – it's the process that counts.
4. No crying if you do win – we don't care, and neither will ESPN.
5. Be yourself, unless you want to be someone else.
6. No cheating – unless it is artistically done and gives you no advantage over other teams.
7. Please be safe and pay close attention to rule 8.



OA Rules & Operating Procedures:

8. All teams must obey the Law & all City of Eugene ordinances. This years race will be on bicycles – please obey all bike safety rules. Helmets are required. Please do not treat this as a bike race – bike only at a leisurely pace, be safe, and enjoy the scenery. Any team found biking aggressively will be tested for steroids and will have their tires removed.
9. In the spirit of teamwork, all team members must stay with their team while completing the race.
10. All teams will start at the same time from the same location. All teams will end at the same location, with different times. Each team will finish the race with a team **Race Time**.
11. During the race, teams will have the opportunity to creatively lower their **Race Time**. This is done by subtracting minutes for certain **DeDUCKtions** (see below for a description of all **DeDUCKtion** options).
12. The race winners are then decided by the total **Race Time** minus the total time of all **DeDUCKtions**, equaling total OUT IN THE ARTDOORS time (**OA Time**).

Example:

Race Time	4:58
DeDUCKtions	<u>- 1:25</u>
OA Time	3:33

13. To make sure that the appropriate race course is followed, each team will be given a **Team Passport**. The **Team Passport** will be checked at each **Race Station** by race officials. Once the challenge is completed at each **Race Station**, the **Team Passport** will be stamped, and that team will then be given a new clue that points them to the next **Race Station**.
14. At each **Race Station** you will be given a set of instructions that define fair protocol for the challenge at that station. Each challenge will be defined by a certain **Style Protocol** that must be followed. See below for a definition of the **Style Protocols**.
15. Please recycle--keep any materials that you acquire throughout the day (especially race clues) in your team bag & recycle it at the end of the day.

RACE TERMINOLOGY

Race Station – A place where a team or individual team member has to complete a challenge.

Team Passport – A document that each team carries to verify they have successfully completed a **Race Station**. It is also used to document **DeDUCKtions**.



DeDUCKtions – Methods of getting time subtracted from your **Race Time**. They are as follows:

Picasso Points – On certain challenges, race officials will be able to give team members or whole teams “wow that was creative” deductions. Time **deDUCKtions** for **Picasso Points** will vary between 5 & 15 minutes.

Yes We Can – Some challenges will give your team the opportunity to merge and work cooperatively with another team to complete that challenge. Time **deDUCKtion** for **Yes We Can** is 15 minutes.

Style Protocols – Methods in which teams have to complete the challenge at each station. The **Style Protocols** include the following:

Artist Spotlight – only one team member can compete in this challenge.

Group Hug – all 4 team members must participate to complete this challenge.

Paint or Paddle – at some Race Stations you will need to make a choice between 2 or more different challenges.

Bike Path By Pass (you must say it 3 times) – at certain times during the race you may have the opportunity to “By Pass” a Race Station.

Race Time – The actual time it takes a team to finish the race.

OA Time – Race Time minus **DeDUCKtions**. This is the time that matters, if you really care about it.