

# ORGAN TRAIL

## RULES AND REGULATIONS

The ORGAN TRAIL is a thrilling adventure that is intended to be fun for all who participate. While some of the challenges may encourage teams to get out of their comfort zones, we want everyone to have a positive experience. Whether you sign up with a competitive or relaxed attitude, we hope all teams will have fun. To that end, all participants are expected to have respect for the event itself, the rules, the organizers/volunteers, other teams, and the general public. Teams are expected to obey all of the posted rules and abide by "the honor system." Event staff reserves the right to penalize or disqualify any team for either directly violating the rules or failing to uphold the spirit of the rules. Should a dispute arise during or after the race, the decision of the event staff is final. Having said that, HAVE FUN!!!

1. **TEAM CAPTAIN:** All teams must have a designated team captain.
2. **TEAM SIZE:** Teams will consist of 2-6 zombies.
3. **RACE START:** All teammates must be present, registered, and wearing their bib when the race starts. A team will not receive a clue sheet until all teammates are wearing their race bibs.
4. **TRAVEL:** On the course, teammates may only travel by foot or by acceptable public transportation. Use of prohibited transportation will result in immediate disqualification.  
Specifics:
  - a. Accepted transportation: running, walking, crawling, mall bus, RTD bus, RTD light rail.
  - b. Not allowed: private vehicles, taxis, pedi-cabs, scooters, bicycles/B-cycles, skates/blades, skateboards, any other form of transportation not listed specifically above.
5. **RACE DURATION:** To finish, a team must successfully complete the course and cross the finish line before time runs out. Team will have **FOUR HOURS** to finish. Checkpoints will close at that time and all remaining teams are encouraged to return to the finish line.
6. **RACE COURSE:** Teams will determine their own routes during the race. Teams will interact with motor traffic and other pedestrians. The course is not policed. Therefore, all teams must comply with all relevant traffic rules and regulations. **ANY TEAM THAT IS TICKETED BY LAW ENFORCEMENT FOR ANY SUCH VIOLATION WILL BE DISQUALIFIED.**
7. **BREAKING THE LAW:** Teams who violate any state or local laws will be disqualified immediately.
8. **STAYING TOGETHER:** Teammates must stay together at all times and remain within fifty (50) feet of each other.
9. **AT CHECKPOINTS:** Teams will complete the challenges in the order they arrived at the checkpoint. All teammates must be present at a checkpoint before the team can begin the challenge (see Rule 8). If other teams are present at a checkpoint, a team may have to wait to begin.
10. **WINNING THE RACE:** The team that successfully completes the course and crosses the finish line with the most time remaining will win. Times will be adjusted to take into account penalties as described below and in the Event Details. **ALL TEAMMATES MUST CROSS THE FINISH LINE TOGETHER.**

11. COURSE CLOSURE: When four hours has elapsed, the course and all its checkpoints will close.
12. WAIVERS: In order to receive the team packet (including race bibs, t-shirts, etc.), all teammates must be registered and the team captain will need to return a signed waiver/release for **each** teammate. Teammates can download and print the waiver from the ORGAN TRAIL website.
13. TECHNOLOGY: Use of cell phones, smart phones, computers, PDA's, GPS devices, cameras, etc. is strongly encouraged. Maps, schedules, and other printed materials are also permitted. Teammates both on the course and at HQ may use these technologies to:
  - a. Interact with each other.
  - b. obtain guidance (intel) from others who are not involved in the race (friends, family, strangers, places of business, etc.).
  - c. access the internet or other electronic resources for aid in locating and/or completing the checkpoints.

**HOWEVER, TEAMS MUST COMPLETE ALL CHECKPOINT ACTIVITIES THEMSELVES.**

14. ON-COURSE ASSISTANCE: Teams may not accept help on the course by directly interacting with friends, acquaintances, or family members. Teams may solicit help from complete strangers throughout the race.
15. SUPPORT CREWS: In addition to getting help from teammates at HQ, teammates (both on the course and at HQ) may use technology to obtain support from others who are not participating in the race. However, as stated above, teams may not directly interact with friends, family, or acquaintances on the course.
16. MISCONDUCT: Teams who physically impede the progress of another team will be disqualified. Verbal/physical aggression, theft, harassment, vandalism, or illegal/unsportsmanlike behavior towards other participants, race staff, or the public will result in immediate disqualification. Remember the spirit of the race.
17. LOST ITEMS: The ORGAN TRAIL and its organizers are not responsible for lost, damaged, or misplaced items during the race. If a challenge could potentially cause damage to a team's equipment (i.e., getting a phone wet), IT IS THE RESPONSIBILITY OF THE TEAM TO PROTECT OR REMOVE ITEMS DURING A CHALLENGE AS NEEDED.
18. PUBLICITY: Teammates may or may not be photographed, filmed, recorded during the race. Participants consent to use of their images, voice, and names for any promotional or publicity purposes without compensation.
19. PRIOR KNOWLEDGE: Individuals with prior knowledge of the course or any checkpoint are prohibited from competing in the race.
20. FINAL DECISIONS: Race staff may disqualify teams at any time for any reason. Physical injury, accident, illness, etc. may also result in disqualification in order to ensure the safety of all participants. All decisions of race staff are final. Race staff will determine how to interpret and apply these rules. There is no right of appeal or review. Additional rules may be applied as needed to ensure safety and fairness for all participants.