

Las Vegas Adventure Race 2010

Please read all instructions carefully!

General Rules

- Safety is the most important concern during this event. Please obey all traffic laws and do not put yourself or others at risk under any circumstances.
- Cell phones are not allowed unless they are being used as your team's camera. You may not make calls to other team members or go online to look up information.
- Private transportation (cars, taxis, hitchhiking, etc) is not allowed during the event. Public transportation (bus or monorail) can be used.
- If you encounter members of another team during the event, you should not directly interfere with them. However, you may use psychological warfare to distract them.
- The scorekeepers can answer any specific rule-related questions you may have, but will not provide hints on how to complete any of the tasks. Make sure you understand all the rules before setting out to avoid an extra trip back!

Event Scoring

- Points are awarded for completing the various tasks described in these instructions. The more difficult or time-consuming the task, the higher its point value. There are significant penalties if certain rules are not followed, so be sure to pay close attention.
- Teams will be ranked based on the total number of points earned. Members of the top two teams will be in scoring position for the Septathlon (1st through 6th place).
- The individual members of each team will be ranked based on their performance in the Head-to-Head Competitions. See that section of the rules for more details.

Overall Tiebreakers

- First tiebreaker - whichever team completed the race first wins.
- Second tiebreaker - each team chooses a representative, and they race all the way around the intersection where the race started.

Time and Deadlines

- Each team has up to 2 hours and 30 minutes to accomplish as many of the listed tasks as possible.
- All three members must be present for a team to finish the race. All collected materials, photos, and answer sheets must be submitted at that time only.
- If your team finishes early, you will earn **10 points** for every 5 minutes remaining until the deadline. Finishing less than 5 minutes early will not yield a bonus.
- If your team finishes late, you will lose **250 points** for every 5 minutes (or portion thereof) past the deadline. All teams over thirty minutes late are disqualified.
- You can check with a scorekeeper for the exact time elapsed at any point during the competition.

SOTG

Because there are a limited number of scorekeepers available, it is up to the competitors to maintain the Spirit of the Game. A lot of effort has gone into the planning of this event, so please respect the rules, follow them to the best of your ability, and encourage your teammates to do so as well. Please ask for clarification if you don't understand anything!

Head-to-Head Competitions

- **Mandatory!** Each team must complete exactly four (4) Head-to-Head Competitions. Your team will receive a **1,000 point penalty** if you have not done exactly four of these six tasks!
- All three team members must participate in each of your selected Competitions, and all scores must be recorded in the spaces provided.
- Team members should do each task one at a time, in the order described in that Competition's rules. If the order can't be decided, settle it via rock-paper-scissors.
- While it's not your turn, help keep score or time for your teammates.
- Sandbagging is NOT allowed. You must give at least 100% effort to the given tasks! Don't just rush through, attempting to finish as quickly as possible.
- For each Competition, the team that completes it successfully with the best cumulative score will receive **double points** for that task. In the event of a tie, the team with the best individual scores will win.
- If there is a tie between two members of the same team during a Competition, additional rounds of that task should be held until a victor emerges. The third, non-tied member does not need to take part in tiebreakers. Record all scores during tiebreakers.
- If one of the chosen Competitions on your score sheet shows an unresolved tie, your team will **lose the points** that you would normally have gained for the task!

Dance Dance Revolution

Rules: The most popular event in Septathlon history is back, so find an arcade machine and show off your hottest moves in single player mode! Each player can select their own song and difficulty level... but the harder the song, the higher your score can be! Record your scores as accurately as possible, along with the number of "Perfect" steps achieved. Failing a song means your score is ZERO and does count as completing the task – but remember that no ties are allowed!

Competition order should be from youngest to oldest, youngest going first.

Your team will earn **100 points** for finishing this Competition.

Player _____ Song Title _____

Score _____ Perfects _____

Player _____ Song Title _____

Score _____ Perfects _____

Player _____ Song Title _____

Score _____ Perfects _____

Pen Twirling

Rules: It's been over 10 years since this activity was introduced to the Septathlon, so hopefully everyone has been practicing in the meantime. Each competitor must attempt to do the Pen Trick **50 times** with the regulation pen provided. Whoever finishes the fastest, wins. If you can't find a stopwatch or clock with a second hand, a scorekeeper can time this event for you. **Competition order** should be in reverse alphabetical order, based on last names.

Your team will earn **20 points** for finishing this Competition.

Competitor _____ Time _____

Competitor _____ Time _____

Competitor _____ Time _____

Pull Ups

Rules: As Mr. Lusk's classroom has proven in the past, you don't need the par course to hold a pull up competition! Find a location with some sort of high bar or ledge that competitors can grasp, and attempt to do as many pull ups as possible in **two sets**. You must begin by hanging with arms fully extended. For a successful pull up, you must raise your chin up to or above the level of the bar. An overhand grip should be used, not the underhand "Chin up" grip.

Competition order should be based on shoe size, smallest going first. Each person should do their first sets in this order, then repeat in the same order for the second sets.

Your team will earn **40 points** for finishing this Competition.

Competitor _____ Scores _____

Competitor _____ Scores _____

Competitor _____ Scores _____

Memory Competition

Rules: Locate a Little Caesar's Pizza Machine to test your pattern recognition skills (and maybe even win a free pizza)! If you want to stand a chance, making notes as you go will be required. You have **two attempts**, and each correct button press is worth 1 point. If you can't find an official Pizza Machine, it's acceptable to borrow a Septathlon-sanctioned replacement... but who would have something like that in the middle of Las Vegas?

Competition order should be based on weight, heaviest going first.

Your team will earn **30 points** for finishing this Competition.

Competitor _____ Scores _____

Competitor _____ Scores _____

Competitor _____ Scores _____

Free Throw Shooting

Rules: While it would be nice to hold this Competition on the UNLV courts, you'll have to find a substitute location somewhere close by. A regulation-sized basketball and hoop are not required, but everyone on your team should be competing under the same circumstances (the same number of shots allowed [**minimum of 10**] and the same amount of time given).

Competition order should be based on score in this year's NCAA bracket, best scores first.

Your team will earn **40 points** for finishing this Competition.

Competitor _____

Shots Taken _____ Shots Made _____

Competitor _____

Shots Taken _____ Shots Made _____

Competitor _____

Shots Taken _____ Shots Made _____

Nerds Shooting

Rules: While there isn't room to set up a full biathlon-style course, your sharpshooting skills will be pushed to the limit in this Competition! You're free to begin this task at any point during the race, as long as a scorekeeper is available to supervise and another team isn't currently on the target range.

Competition order will be set by the scorekeepers.

Your team will earn **30 points** for finishing this Competition.

Competitor _____ Scores _____

Competitor _____ Scores _____

Competitor _____ Scores _____

Photo Challenges

- You can only receive credit for each Challenge once.
- If you manage to complete several Challenges with a single photo, the value of each will be multiplied by the number of items thus combined. For example: your team in face paint (1), Sinatra (2), and a Showgirl (3) together would be worth **TRIPLE** the normal points.
- Clever solutions are encouraged, but the scorekeepers will make final decisions regarding the acceptability of submissions.
- Make sure to check your photos after they've been taken! If an image is too blurry to make out or an important part is cropped out of the frame, it may not be counted.

3-person photos: all team members must be in the shot!

- In front of the “Welcome to Las Vegas” sign, 1.3 miles south of the Strip – **100 points**, plus all team members gain **+50 points** to their Septathlon score for this event.
- In front of The Dam Restaurant – **25 points**
- Wearing Braveheart-style face paint – **100 points**. The following styles must be recreated:



2-person photos: one team member in the shot, one team member taking the pictures.

A team member with any of the following Las Vegas luminaries – **25 points each**

- Elvis
- Sinatra
- Wayne Newton
- Siegfried & Roy
- Caesar
- King Tut
- A Hooter's Girl – plus **5 points** per additional Hooter's Girl in the photo
- A showgirl – plus **10 points** per additional showgirl in the photo

A team member swimming a lap underwater, in a pool – **50 points**

Souvenir Collection

Locate the following items and return them as your team finishes the race. All collected items will be returned after scoring is complete.

- “Slapper” Cards – these classic Vegas items are distributed throughout the area, promoting the services of local businesswomen. Each one submitted by your team must have different photos. You may ask a scorekeeper to see a sample if you don’t know what they look like.
 - First ten: 2 points each
 - 11 – 20: 5 points each
 - 21 and above: 10 points each
- Casino Chips – each one submitted must be obtained from a different casino. Any denomination is acceptable, but they must be currently legal for use.
 - First five: 10 points each
 - 6 – 10: 15 points each
 - 10 and above: 20 points each
- Matchbooks – these can be found at various casinos and restaurants in the area. Each one submitted by your team must feature a different logo.
 - First five: 3 points each
 - 6 – 10: 6 points each
 - 10 and above: 10 points each
- An official Las Vegas Frisbee (must be a real product, not handwritten) – 100 points
- Happy Bear Memorial Task: Any stuffed animal won from an arcade/midway attraction – 50 points (the largest one submitted will receive double points)
- Melquiades rattle replica: 100 points (must meet standards of accuracy)
- Jerry Tarkanian memorabilia: 20 points
- A Hooter’s shot glass: 10 points
- A Sharpie: 5 points
- Something bearing the Flash insignia: 10 points
- Photo of a team member with an Ice Machine: 20 points
- A Pacifier: 10 points
- A Lil’ Black Book: 10 points

MAD FIGS Trivia

- Trivia questions are worth **10 points** each.
- For each question answered but incorrect, you **lose 10 points**.
- If you answer all 7 questions correctly, you will receive an additional **100 points**.

1. How many 'FIGS are required to make a quorum of a quorum of a quorum?

2. What does it mean if you have been H.A.D.?

3. Which three 'FIGS are never allowed to be on the same three-man Frisbee team?
(reasons obvious)

4. When and where will the Official MAD FIGS Reunion take place?

5. What punishment does the Vice President of the Bill Nye the Science Guy Club receive if he fails to perform his given duties?

6. What are the Official Top 10 MAD FIGS Movies?

7. What did the First Mate do with his big 'un?

_____ and _____

Special Heroics

- Bring one of the scorekeepers a cold beverage of their choice. This must be done no later than 30 minutes before the end of the race, and each scorekeeper will only accept one beverage every 30 minutes. 50 points
- Find and correct a spelling or typographical error in the rules. 25 points
- Consume a total of 20 McDonald's chicken nuggets, split however you decide between team members. Photo evidence required. 100 points
- Get an actual, permanent tattoo of the classic MAD FIGS logo (sample seen below) anywhere on your body. It must measure at least 1 inch x 1 inch. The exact shape, color, and level of detail are up to the person being tattooed.



1 team member = 200 points, 2 members = 500 points, 3 members = 1000 points