2017 University of Auckland Metrogaine Rules

The race organisers (University of Auckland Sport & Recreation) assume all race participants have read and understand the following rules and regulations.

General Race Rules

1. Failure to adhere to the rules may result in automatic disqualification subject to the event organiser’s discretion.
2. Teams entering the event must have 4 competitors to register.
3. Only Current University of Auckland Students and Staff are eligible to register for the University of Auckland Metrogaine.
4. All competitors in a team must race in the team they have registered with.
5. Competitors shall travel only on foot.
6. The three hour event shall end precisely three hours after the actual starting time as defined by the organisers’ clock.
7. The 90 minute event shall end precisely 90 minutes after the actual starting time as defined by the organisers’ clock.
8. Members of a team must remain within unaided verbal contact of one another at all times whilst on the course. A team shall demonstrate compliance with this requirement to any event official or other team on request.
9. All team members shall simultaneously approach each checkpoint for which points are claimed.
10. Competitors shall not adversely interfere with a checkpoint, any other facility placed upon the course by the organisers, or the equipment of any other team.
11. A team shall finish by all of the members reporting together to the designated finish area at the university’s Newmarket campus on Khyber Pass Road, Newmarket and submitting the final password on display as provided at the finish line.

Scoring

12. Race Goal – to collect as many points as possible by visiting checkpoints in the allocated time.
13. In order to gain points for a checkpoint, teams must answer the checkpoints’ multiple choice question in the format outlined in the race pack via a mobile text message to the provided mobile number.
14. A team’s score shall be the total value of the checkpoints visited and correctly verified in accordance with these rules, less any penalties.
15. Teams finishing late will be penalised at 10 points per minute or part minute.
16. Teams finishing more than thirty minutes late shall be deemed ineligible for a placing and their result shall be recorded as LATE.
17. In the event that the answer to a checkpoint is unclear or missing, teams should answer by submitting the checkpoint number followed by a question mark (e.g. 15?) as their answer. At the completion of the race, points may be awarded to those teams at the discretion of the event organisers.
18. The team with the greatest score – or in the event of a tie the team that finished earlier – shall be awarded the higher placing.
Scoring Misconduct

19. During the event, participants will use mobile text messaging to submit their team’s answers.

20. Teams **must physically be at the checkpoint and locate the correct answer** before submitting an answer using the scoring system.

21. Since race organisers cannot monitor all teams at all times, the scoring system relies on participant honesty.

22. The following tactics are considered forms of ‘cheating’ as they contradict the race rules. If it is proven a team has employed one or more of these tactics, they will be automatically disqualified:
   22.1. Guessing answers to checkpoints instead of correctly locating and identifying them – this can be identified by the scoring system manager.
   22.2. Providing answers to other teams.
   22.3. Arriving to the finish line and guessing answers to the checkpoint/s they did not visit – this can be identified by the scoring system manager.

Participant Conduct

23. All competitors must adhere to any Health and Safety requirements set out by the race organisers.

24. If any competitor acts in a manner or does anything which risks the safety of others in the course of the race, the event organiser has the right to withdraw that competitor’s whole team.

25. If any competitor or team displays unsportsmanlike behaviour, the event organiser has the right to withdraw the offending competitor’s team.

26. For teams to win the ‘best dressed’ award, all team members must be involved.

27. All competitors must inform event organisers of any medical conditions that might for any reason cause concern during the day.

28. Competitors accept all the risks of injury or damage to property and other miscellaneous injury that may arise from their participation in the event.

29. All competitors are required to sign a waiver form on acceptance of terms and conditions.

30. All competitors must abide by the New Zealand pedestrian laws at all times during the course of the event.

31. The race organisers have the final decision on any dispute that may arise.