Participant Instructions

The Amazing Race begins and ends at the main entrance of the AST building. The race consists of TEN challenges spread throughout campus. When you arrive on Saturday morning, you will receive a race envelope with additional supplies.

At the start of the race you will receive information about the location of your first challenge.

Once you arrive at a challenge location, the Pit Stop Captain will give you details of the challenge. There is a 10-minute time limit for each challenge. (As a participant, you will keep track of your own time, so please bring a watch, phone, or something with a clock.) If you have not successfully completed the challenge within 5 minutes, you are allowed to ask the Pit Stop Captain for a hint. (Some challenges do not have a hint available.) After receiving the hint, you may work for up to an additional ten minutes to complete the challenge. Once you successfully complete the challenge, the Pit Stop Captain will mark your passport (contained in the race packet) with a CHECKMARK, and you will be given details on the location of the next challenge. You may then proceed to that location.

If you do not reach the correct solution in the 10-minute time limit, the Pit Stop Captain will mark your passport with an X. They will then give you the details for the next challenge and you may proceed to it.

When you arrive at the next challenge, you will not receive the details of the challenge until the Pit Stop Captain has verified that your passport has been marked.

At any point after arriving at a challenge you may choose to take a FAST FORWARD which allows you to skip the challenge. If you choose to do so, you must get a FAST FORWARD pass from the Pit Stop Captain. Once you arrive at the FAST FORWARD location, you will be given a Fast Forward challenge. Upon its completion, your passport will be marked and you will receive details on your next location. You may only take ONE FAST FORWARD during the race, which will count as a successfully completed challenge.

After completing the final challenge, race to the finish at the main entrance of AST to check in.

The first team to arrive at the finish with the most successfully completed challenges WINS!