



#CITYEXPEDITION IS AN "AMAZING RACE" STYLE ADVENTURE THAT REQUIRES YOU TO SOLVE CLUES, COMPLETE PHYSICAL AND MENTAL TASKS AND TO BE THE FIRST TEAM TO CROSS THE FINISH LINE FIRST.

KNOW BEFORE THE ADVENTURE

ATTIRE

- ✓ COMFORTABLE CLOTHING
- ✓ RUNNING SHOES, NO SANDLES OR HEELS

BELONGINGS

- ✓ SUGGEST ONE BACKPACK PER TEAM
- ✓ BRING A PEN AND BOTTLES OF LIQUIDS IN CASE OF DEHYDRATION
- ✓ NECESSARY MEDICAL SUPPLIES

TERMINOLOGY




ROUTE INFO
INDICATE A LOCATION ALONG THE EXPEDITION THAT TEAMS MUST VISIT




ROAD BLOCK
A CHALLENGE ONLY LIMITED NUMBER OF TEAM MEMBERS MAY PERFORM



PIT STOP
A PLACE WHERE TEAMS CAN REST AND WILL DEPART FROM HERE 30 SECONDS APART



TIME PENALTY
A 15-MINUTE TIME PENALTY WILL OCCUR WHEN A TEAM GIVES UP ON A CHALLENGE



WINNER
THE TEAM WHO CROSSES THE FINISH LINE FIRST WITHOUT ANY TIME PENALTY

DO DURING THE ADVENTURE

ASSISTANCE

- ✓ INTERNET, MAPS, SMARTPHONE ARE OKAY
- ✓ ONLY INTERACT WITH BYSTANDERS AS THE LAST RESORT
- ✓ CONTACT BILL @ 778-889-5357 OR YOUR ORGANIZER IF NEEDED

TRAVEL

- ✓ TEAMS MUST TRAVEL TOGETHER
- ✓ ON FOOT ONLY, NO PUBLIC TRANSIT OR UBER
- ✓ WATCH OUT FOR PEDESTRIANS, TRAFFIC AND UNEVEN SURFACES

MARKERS AND CLUES

- ✓ AT EACH DESTINATION, FIND A RED AND YELLOW MARKED BAG, BOX OR STAND
- ✓ PICK UP ONLY ONE CLUE PER TEAM WHEN ALL TEAM MEMBERS HAVE ARRIVED
- ✓ OUR RACE STAFF DOES NOT HAVE THE CLUE
- ✓ MUST FINISH READING THE CLUE BEFORE PROCEEDING TO THE NEXT DESTINATION
- ✓ EACH MARKER WILL ONLY BE THERE FOR A LIMITED TIME SO KEEP UP WITH THE GROUP

MANDATORY REST PERIOD

- ✓ THE ADVENTURE WILL BE DIVIDED INTO 3 STAGES WITH 2 PIT STOPS IN BETWEEN
- ✓ THE NEXT STAGE OF CITY EXPEDITION WILL ONLY START AFTER ALL TEAMS HAVE ARRIVED AT THE PIT STOP
- ✓ WILL COLLECT ALL YOUR CLUES AT THE PIT STOP AND FINISH LINE

BEWARE

- ✓ KNOW YOUR LIMITS AS IT IS ARDUOUS
- ✓ STOP IF YOU FEEL UNWELL AT ANY POINT

DO NOT

- ✓ DO NOT CALL LOCAL AUTHORITIES TO ASSIST YOUR TEAM
- ✓ DO NOT ENTER STORES, BUSINESSES OR FACILITIES UNLESS INSTRUCTED TO DO SO BY THE CLUES