



## FREQUENTLY ASKED QUESTIONS

*Final Version*

### What is the Great Race?

It's an awesome all-day immersive genetically enhanced scavenger hunt/puzzle/road trip on steroids, spanning all of Warren County.

### Is it in any way an athletic "race," in the traditional sense?

No. It is a race only in the sense that you are "racing" against other teams to solve the puzzles and complete the day's challenges before any other teams. The physical and athletic requirements are pretty minimal.

### Is this a family-friendly event? Can kids participate?

Yes, and yes. In fact, this year for the first time we'll separately recognize the winning team from within the "**Families with Kids**" category (\$100 prize for first place). If your team includes at least one adult and one pre-teen you qualify for this category. Minors must have parental permission and a waiver signed by a parent.

### What about older folks?

Same deal. While there might be some physical components to some of the challenges, you don't need to be an Olympic class athlete to be competitive and have fun – plus you don't need to do anything you don't think you're up to. In the spirit of the previous question, we're also separately recognizing the "**Seniors**" category (\$100 prize for first place). If your team includes two or more members who are at least 60 years of age, or if your team feel they are of sufficiently advanced age as to warrant sympathetic treatment by inclusion in this category, and the Taskmaster checking you in in the morning doesn't challenge it, then you qualify.

### How many players to a team?

Up to four.

### What's the Grand Prize for the winning team, and what's the registration fee?

\$1,000.00, and absolutely free!

### Really?

Really.



## FREQUENTLY ASKED QUESTIONS

*Final Version*

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### *That's awesome!*

We think so.

### *What assurance is there that we will have fun if we register and participate?*

Your satisfaction is absolutely guaranteed, or the event sponsors will refund triple your registration fee (see "registration fee," above).

### *How do we register our team?*

By going to [www.warrencountygreatrace.com](http://www.warrencountygreatrace.com).

### *Has late registration been a problem in past years?*

Yes, a bit. In past years more than half of all team registrations came across in the final 72 hours before the Race. This makes it very hard to plan the logistics. While we expect to be able to accept registrations right up until 8:30 the morning of the event, we might need to shut them off if we get too many in the final hours and days, and if accepting additional participants would ruin the fun for everyone else. Please have mercy and help us out by getting your team registered today, and encouraging your friends and family to do the same.

### *How does check-in work on the day of the race?*

Every team needs to be registered and checked in at 218 Liberty St no later than 8:30 on the morning of the race. You can check in as early as 7:00.

### *Was the check-in process a problem last year?*

Almost. Due to the large number of teams and limited staff to process check-ins, we came very close to having to postpone the start of the Race.

### *So will you be giving a small bonus or special hint to teams who register early, or to the first 50 teams to be checked in on the morning of the Race?*

No promises, but it's a definite possibility. Either way, we would definitely appreciate your support in getting registered early and checked in quickly and efficiently to keep things moving along. Come prepared with waivers already printed out and signed.

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## FREQUENTLY ASKED QUESTIONS

*Final Version*

### How do we start the Race?

Starting at approximately 8:40am on Saturday, September 12, each registered team will be given a package of miscellaneous items that may or may not be useful. At approximately 9:00am, an event will happen, and the lunacy will begin.

### How do we successfully complete the Race?

By winning the hand of the Princess.

### Where will we find her?

Locked away in her prison cell in the upper levels of the Fortress of Gold.

### How do we win her hand?

By serenading her sweetly from directly below the balcony of her prison cell. She is extremely shy (pathologically so), and hard of hearing, and will not emerge from her cell to reveal herself to you until she is sufficiently moved by your sincere and heartfelt musical telling of your deep love for her and her infinite beauty, and retelling of the perils you have endured and the obstacles you have overcome today to find and rescue her. Shallow, halfhearted or incomplete attempts will not persuade her to emerge from her cell, and may in fact prompt her to instead express her disdain for you by lobbing various items on the tops of your insincere heads from her perch.

### Is there an official ending time to the Race?

The winning teams will be announced, and the prize money will be forked over at 5:00 back at the starting location at 218 Liberty St.

### How will the day's events flow?

There will be a series of different manned stations situated throughout Warren County. You may be required to successfully complete one or more challenges to the satisfaction of the Taskmaster at each station before the Taskmaster will give you your clue to find the next station. In other instances, the station itself may be a puzzle that, once solved, provides the clue to the next station.

### What is the Passport, and how will it work ?

Your team will be given an official 2009 Great Race Passport. Taskmasters will periodically punch your passport so you can prove that you successfully completed the required challenges, and you



## FREQUENTLY ASKED QUESTIONS

*Final Version*

will periodically be asked to show your passport to prove that you completed the earlier challenges to gain entry to some stations. You cannot complete the Race without showing all punches on your passport to prove that you completed all challenges in the correct order. Do not attempt to find the Princess or the Fortress of Gold until all twelve (A-L) boxes of your Passport have been punched.

### *Do we need to check in and out with the taskmaster at each station as we arrive and depart?*

Yes. When checking in you'll need to have your passport inspected. When checking out, the taskmaster will punch your passport to prove that you legally completed the station. Unless the taskmaster specifically tells you that there is no punch needed for this station, you are responsible for ensuring that you get your passport punched before leaving any manned station.

### *Any noteworthy changes since last year's Race ?*

Yes, a few observations here:

- Fewer Hints - We're not going to be as active in releasing hints or giving you the answers to help you when you get stuck. You'll need to earn your way from one station to the next a lot more than in the past. Be tenacious, dig in, keep trying.
- Less Bottlenecking - We've taken steps to reduce the pile-ups and associated problems when a bunch of teams all hit a given station at once.
- Less Driving - Hopefully you'll spend more time frustrated by the actual puzzles and events, and less time frustrated by the driving times and distances.
- Less Linear - We've broken things up a bit. No two teams will take all of the challenges in precisely the same order. Your path is unique to your team, and following other teams without solving your own challenges in the correct order will leave you hopelessly disoriented and unable to complete the race.

### *What if we get stuck?*

Be resourceful. Ask a local for help. Call your mom. Google it. Don't get frustrated if something seems too hard, or if you don't think you're doing well. Some of the puzzles are intentionally designed to be extremely challenging, while others are more straightforward. After years of putting these events on, we've learned that the winning team often has no idea how well they're really doing relative to other teams until their victory has been announced at the end.

There will be a public white board at Mission Control that will be updated continually throughout the day with hints and other potentially useful information. If you feel stuck, there's a decent



## FREQUENTLY ASKED QUESTIONS

*Final Version*

chance it may contain critical information to help you with your current challenge. Other than this single information source, we will not be feeding you with specific hints or clues through any other mechanisms throughout the day. If you don't want a hint, and you prefer instead to work through it yourself, don't look at the whiteboard at Mission Control.

### Can we earn bonus points?

Potentially, yes. If, in the course of the day you do anything that particularly impresses (or perhaps flatters) the judges or taskmasters, they may give you a card with a number printed on it. The number represents the time adjustment (in minutes) to be subtracted from your actual completion time, to determine your final official adjusted completion time (this is the number that matters). You must write your team's name on the bonus card in pen immediately when you receive the card. When you check out at the end of the day upon completing the race, you will hand in all of these bonus cards to allow the judges to tally your score. There will be a limit to how many bonus minutes one team can earn. Bonus minutes cannot be transferred from one team to another.

### What about parking throughout the day?

At some locations there may not be sufficient parking precisely at the station itself. In all cases, you must park legally and safely, and in such a manner as to not block access or the exit of any other vehicles. This may involve parking farther from the station than you might ideally prefer, and walking for a few minutes. In some cases, the station is located on private property with the generous permission of the landowner – please be appropriately respectful of private property. Poor parking etiquette, or any kind of aggressive or generally anti-social behavior involving a vehicle is a great way to get your team immediately disqualified from the day's fun.

### How should we behave towards the Taskmasters?

Be nice to them. Flatter them.

### Will it help?

They'd sure appreciate it!

### Would it be okay if our whole team came dressed in our team uniform, t-shirt or other creatively elaborate garb?

Sure, if that's what you're into. Why not?

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## FREQUENTLY ASKED QUESTIONS

*Final Version*

### What should we do with the brightly colored Taskmasters?

Play a game with them!

### What game should we play with them? When should we do it?

The answer to the first question will become self-evident. When the answer to the first question becomes self-evident – not before.

### Will there be an opportunity for us to Amuse and Impress a Taskmaster?

Perhaps. At some point in the day a Taskmaster may invite your team to *Amuse and Impress* him or her. You will get at most one such invitation during the day – and you must be invited. If you accept the invitation, you may offer up your best effort. This is a blank canvass for you - you may do anything you wish in this brief effort to curry favor with the Taskmaster during this challenge. Points will be awarded at the Taskmaster's discretion based on the level of amusement the Taskmaster experiences and the degree to which he or she is impressed.

### When should we proceed to the station whose clue is given in Parts 1 and 2 of 2?

Only after the B and C spots on your passport have been punched. If you try to go before this, you will skip a station and be unable to successfully complete the Race.

### Should we be prepared to get dirty and/or wet?

Most definitely.

### Anything we should bring?

The following items may or may not be of value to you:

- Resourcefulness
- Transportation
- A good map of the local area
- At least 250ft (approximately 7 centifleems) of duct tape (*at least*) – you can never have too much duct tape.
- A strong desire to win
- Dominos & Legos
- Lunch
- A team spirit that impresses, or maybe even flatters the judges
- Good weather



## FREQUENTLY ASKED QUESTIONS

Final Version

How should we behave if we arrive at a station to find it absolutely glutted with a huge number of other teams, and an insufficient number of taskmasters struggling to maintain order and keep things moving along?

With the highest level of courtesy, and sportsmanlike etiquette.

Any advice on how we can get disqualified, disgraced and publicly declared to be lame?

By breaking any law, or demonstrating any behavior that, in the opinion of any Taskmaster, is unsportsmanlike or otherwise violates the spirit of the Great Race.

If we're in a public area with a lot of other teams trying to solve a puzzle, and we finally get the correct answer and just blurt it out so that other teams can overhear our solution, are we lame?

Yes. Try not to do that.

Will this year's event benefit any worthwhile causes?

Yes – we will be conducting a local food drive. Also, we'd be pleased as punch if we could raise some constructive interest in (not to mention some cash for) the Majengo Orphanage in Tanzania (one of Ian's & Matt's pet projects).

How can we participate in the food drive while also maybe helping our chances of winning the Race?

By bringing all the canned and other shelf-stable food you can get your hands on, and donating it during check-in prior to the start of the Race.

How will you exploit our enthusiasm for winning the Great Race to benefit the Majengo Orphanage?

A few different ways. First, we will encourage you to go to the orphanage web site at [www.majengo.org](http://www.majengo.org) and scour its contents in hopes of finding clues or other useful information. By suggesting that we might bury useful Great Race information deep within the Majengo site (regardless of whether we actually bury said information), we exploit your desire to win the Race by forcing you to familiarize yourself with the project, ever so gradually reprogramming your brain to make you want to lend a hand to ensure that our Majengo kids continue to have a future to look forward to. Also, we will suggest that if you print out the one-page donation form, and hand it in along with your team's donation to the Warren Majengo Foundation on the morning of the Race



## FREQUENTLY ASKED QUESTIONS

*Final Version*

that would be just **AWESOME!** A donation of \$25 from your team would be really great; though a donation of \$25 or more for each member of your team would be particularly Impressive and Flattering to the Great Race sponsors!

*What impact will a donation of, say \$100 from our team have for the orphanage?*

It will provide *everything* needed (food, clothing, shelter, education, medical care – *everything*) to support one of our kids, keeping him or her safe, happy, healthy and hopeful for almost 90 days.

*Does the quality of duct tape matter?*

Oh yes. We're talkin' some serious industrial-scale duct-taping here. El-Cheapo brand duct tape will not get you very far.

*How many people participated last year?*

About 200, give or take.

*Are you hoping for a lot more this year?*

Yep.

*Will our team receive any advantage if we get other teams to register and participate, and they cite our team's name when they register?*

Very possibly, but if they do not mention your team's name when they initially register, you will definitely *not* receive any benefit.

*Why haven't we seen more in the way of photos and other information from past years' events on the Great Race web site?*

Basically, each year as soon as the event is completed on Saturday we're all burnt out and need to get urgently back to work/family/life and all of the other stuff we've neglected in recent weeks. So we never quite get around to it despite our most excellent intentions.



## FREQUENTLY ASKED QUESTIONS

*Final Version*

*So should we, as Great Race enthusiasts take the initiative and create a completely awesome narrative/photographic journal of our day and post it to the web so you can link to it from the Great Race web site?*

Absolutely. In fact, we'll make a point of handsomely rewarding (through recognition and bonus points) those teams who produce quality content chronicling their experiences and evangelizing about the event. Maybe we'll give extra credit for the best overall effort.

*Who are the Sponsors of the Great Race?*

McKissock, the Youngsville Pharmacy and the WCCBI.

*Why are you guys doing this?*

For years the team at McKissock, with the generous assistance of the Youngsville Pharmacy (a.k.a., Ian Ashbaugh), have had a blast putting on our own annual company event in the same vein, in lieu of a more traditional summer company picnic. We finally decided that it was way too much fun to keep to ourselves, and in 2007 the sponsoring organizations decided to pool financial resources and talent to do this as our annual gift to the local community. Collectively we have almost 50 people who have worked their fannies off (almost exclusively on a volunteer basis) to put on an event that we and the entire Warren County community can be proud of.

*What can I do to help?*

Tell everyone you can think of about it, and get them to register a team and have a blast along with the rest of us. We love living in Warren County, and making this a truly great and successful annual event - the kind that others will travel from afar to participate in - is one fun way we can do our part to make it an even better place.

*Will there be a special bonus for the team who writes the most compelling Letter to the Editor that gets printed in the WTO, going on at length about the awesomeness of the Great Race?*

I can't comment on that, as I wouldn't want to undermine the journalistic integrity of the process.

*Is it true that since printing the previous question in the FAQ last week, the WTO is rumored to be "somewhat annoyed" with Matt due to the huge volume of letters that have since been received?*

That's what I hear. [tee hee]



**FREQUENTLY ASKED QUESTIONS**

*Final Version*

So should we also write to the WTO following the event telling them how AWESOME it was?

No comment.

Will this FAQ document be updated between now and race day?

Nope. This is the final and official version.

Is there a clue or other useful tip buried somewhere in this document?

Difficult to say.

