

Race for the Elements

Registration & Requirements

1. Pre-Race Briefing & Registration
 - a. At least 2 members of each team must attend the briefing prior to the race on the 20th Oct 2007
 - b. The briefing will equip the teams with information that will assist them in completing the race.
 - c. All participating teams MUST report to the registration counter at least 15mins before the start of the race.
 - d. Registration will open from 9.30am and all teams must report by 10am. Teams reporting later than 10am may be disqualified from the race.

2. Race Kit
 - a. Every team will receive a folder with clues to the various Elchemi-points (checkpoints) where the actual clues for the competition will be.
 - b. The Race Kit will also contain a pencil, a DV tape and some props.
 - c. Teams are advised to bring their own water, as there will not be refreshments at any of the designated Elchemi-points.

HOW TO PLAY:

Race for the Elements is about undertaking various activities including but not limited to solving challenges at the Elchemi-points. It is also about working together as a team as well as communication.

STEP 1:

Upon flag off at the Elchemi-Base (Start point), the teams will be given a Elchemi-point list. Teams will need to decipher the clues given to uncover the location of their Elchemi-points. There is no fixed or assigned route that teams must take to their Elchemi-point.

For example:

Teams A and B receive the same 5 Elchemi-point clues but travel in different directions and arrive at different points at different times and order. Teams can remain at the flag-off area for a maximum of 5 mins, after which they will have to leave.

STEP 2:

Teams must look for the Elchemi-point marker, which will be shown during the briefing. At the Elchemi-point, the Elchemi Challenge Commander (ECC) will hand out the challenge to the team captain. Challenges for the teams will be determined by the Commander on a first-come-first-serve basis. At no point in time must teams pester the commander as to who came first. Each challenge has to be captured on a video camera provided by the ECC. Failure to do so will result in the team re-doing the challenge or forfeiting the checkpoint. Each team will also get a stamp for completing the challenge. Decisions made by the commander are final.

STEP 3:

Upon successfully accomplishing the challenge, the ECC will give the team the “element” that is needed in the making of the movie later. Once all 5 Elchemi-points are completed, the team has to return to the Elchemi-Base.

BONUS:

Teams can get the final “element” free if they return to the Elchemi-Base as the first team to arrive with four completed Elchemi-points and “elements”. Teams that have successfully completed 4 points but is not the first team to arrive will be asked to continue with their last Elchemi-point.

DO’S AND DON’TS

1. Teams **MUST** return in that 2hour period even if they have not completed all 5 Elchemi-points.
2. Teams must conduct themselves in a safe and courteous manner during the race. At no time should the traffic rules be ignored or flouted. ECC have the rights to not give the team the “element” if they are spotted to have displayed in an inappropriate manner. In more serious cases, the team may even be disqualified from the whole competition.
3. Teams are **NOT** to commute on any public or private transport. Journey from Elchemi-point to Elchemi-point and to and from Base has to be on foot.

RULES & REGULATIONS

1. Each team should be represented by their original members. Upon successful registration, no substitute of team members will be allowed. In any case should there be unforeseen circumstances, such that a team member being unable to proceed with the race itself, the request for substitution will only be entertained by the Organiser (Elchemi Education).
2. Once the race has begun, all team members must stay together for the duration of the race. At no point should any substitution take place. In the even that any team member ceases to continue with the race, the whole team will be deemed to have retired from the race.
3. Only the registered team members can be involved in the race, the solving of the puzzles and the challenges.
4. Should a team lose either their challenge checklist or DV tape, all team members must return to the Elchemi-Base to collect a new one and must restart the race with the remaining time. Any progress made by such a team before the loss of its challenge checklist (whether or not it is found subsequently) shall not be taken into account.
5. It is the teams’ responsibility to ensure that a Challenge stamp and “element” be issued after the completion of each challenge at the respective Elchemi-point. No stamp or “element” will be given at another Elchemi-point. Teams may have to re-do their challenge if they go back to retrieve their challenge stamp or “element”

Duration

1. Teams will all be flagged off at the same time.
2. Teams have a maximum of 2 hours to complete all 5 Elchemi-points and return to the Elchemi-Base. This is regardless of whether they have managed to complete all points and challenges.

3. All Elchemi-point will be closed after the 2hr mark.

Communication & Other Material

1. All teams are allowed to bring their own mobile phones, in case of any emergency.
2. In the spirit of fair play, teams should not be sharing the “elements” to teams from the same school or otherwise in person or via any means including electronically. Teams may work together to solve for the location of the Elchemi-points.
3. Teams will be provided with Emergency numbers that will be manned by the Organizers at the Elchemi-Base throughout the entire race period. Should teams be faced with any emergency, they should call the Elchemi-Base or approach any nearest Elchemi-points.

Judging

1. All checklists will be collected at the Elchemi-Base to ensure the completion of the 5 checkpoints.
2. The Organizers’ decisions are final.