

## Course rules and description

### Participants

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1. The rally is open to all collaborators from companies in the Innovation Park as well as EPFL community and friends.
2. The rally is a team event. Individual participants can sign-up via the event webpage ([www.epfl-innovationpark.ch/rally](http://www.epfl-innovationpark.ch/rally)). Teams will be formed by the organizers at the start of the rally, as participants arrive.

### Start and course situation

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3. The start of the race will be at 4pm in the entrance hall of building J in the Innovation Park. To properly prepare the teams, **we kindly request participants to arrive at least 30 minutes before the start of the race** to:
  - Sign up
  - Meet your teammates and find a team name
  - Receive the race kit (riddles' card and a map of the Innovation Park)
  - Download the Private Mobile App of EPFL Innovation Park
  - Prepare for the launch of the race
4. The rally will take place on the campus of the EPFL Innovation Park, Buildings A to K. It will be done on foot.

### Course and points

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5. Using the riddle's card (given at the start of the race) you will have to guess which company in the Innovation Park is holding a check-point. Once you have figured out the riddle, go to the company's offices/labs. Passing by each check-point will earn points as indicated on the riddles' card.
6. At each check-point the teams will face a challenge: questions testing your scientific or general knowledge, quiz on the company, fun challenges or terrible experiments. Each successful challenge is rewarded with extra points which will be recorded on the riddles' card. The number of points for the challenge is given by the company once at their check-point.

7. If you meet a « **pirate** » on the road, stop her/him and take a selfie with her/him. To win points, the picture must be uploaded on the [EPFL Innovation Park Mobile app](#). Available for free on your app Store.
8. Each team is free to follow its own racing strategy and there is no specific order to pass at the check-points. However, the entire team must be present at each stand, teams cannot split up.

### Winning Team

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9. The winning team will be the one which obtains the most points by passing by the maximum number of check-points and by overcoming the most challenges during the 2h race. At the end of the race, each team (in full) must be back on the finish line (same as the starting line – Lobby of building J). Staff will be there to record your arrival time and collect the riddles' card for the points tally.  
**⚠ Warning:** if a team exceeds the 2h race time, its points total will be penalised.
10. In case of a tie, the ranking will be decided according to the arrival time.
11. Prizes will be awarded to the members of the team that wins the rally after the race at the PUUR Café (Building J) around 7pm.

The results cannot be contested.

All participants acknowledge having read and accepted the rules of the rally.

### Timings

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- 15h30 Meet at the starting point in the lobby of Building J (at EPFL Innovation Park).  
16h00 Race starts!  
18h00 End of the race, teams must have crossed the finish line.  
19h00 Award ceremony and aperitif offered at the PUUR café (Building J).

### Some guidelines to make the best of the rally

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- Come wearing clothes appropriate to the day's weather and comfortable shoes.
- Be fair and a good sport.

GOOD LUCK !