



THE MOST LEGENDARY™
ADVENTURALLY SERIES IN AMERICA

OFFICE OF THE PRODUCTION
ADRENALINE PARTNERSHIP

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FRANKLY SPEAKING

Don't do anything stupid. Do not drive aggressively. The FIREBALL RUN production route is considered a LIVE SET. Dangerous behavior is not tolerated. Do not get physical with other contestants or tamper with vehicles. This production reserves the right to amend, change, clarify, redefine, adjust, remove, or interpret rules as necessary. All decisions made by the production are final.

With exception of the production crew, destination hosts or leaders, advertisers, or police, participants may use any means to solve the trivia based "mission" clues. This includes using; the internet, social media, fans, family, and friends or other personal, private or media resources.

FIREBALL RUN IS A GAME OF CHANCE. At times chance may not favor your team. Unforeseeable situations may affect your score. Some decisions may seem unfair, however FIREBALL RUN, like any game, is one of chance. So roll with the punches- its life.

MAXIMUM. COURTESY. ALWAYS. Be mindful of the hospitality provided by destination and mission hosts. Your conduct reflects directly on you, your company, and FIREBALL RUN.

FIREBALL RUN is epic, emotional and is also not easy. You will do more in 8 days than most will do in 8 years. This game is purposely created to be a sensory overload experience. For some FIREBALL RUN participation can be testing and overwhelming.

Having fun is entirely up to you. In the end "prize" is bragging rights a plastic road sign and aiding in an effort to recover America's missing children.

HIGHWAY CONDUCT: Drive safe. Do not break the law. If negligence, erratic behavior, dangerous or poor driving is observed or "suspected" producers will disqualify and remove the violating team.

NON-REGISTERED PERSONS: may not enter or ride in or with a registered vehicle at any time.

FIREBALL RUN EMOTIONAL PARADOX: BELIVE IT

Friday & Saturday Day 0-1: Excited, let's go now! **Sunday Day 2:** Excited, get out of my way I'm going to win! **Monday Day 3:** WTF did I get myself into?! **Tuesday Day 4:** What idiot thought this is fun? When will the pain end?! **Wednesday Day 5:** OMG I can't believe what I've done so far! **Thursday Day 6:** This is AWESOME! **Friday Day 7:** This is the greatest experience of my LIFE!!! I love EVERYONE! **Saturday Day 8:** (Finish) Don't end, let's keep driving! Holy \$#!* look at this finish! **Sunday Day 9:** Damn it- why don't they do this twice a year? Or tomorrow? **Weeks later:** Why am I feeling depressed? Where is my next mission? Stop calling me crazy!

SEASON 9

2015 FIREBALL RUN: Space Race

hartford, ct • queen anne's county, md • williamsburg, va • topsail island, nc • florence, sc • liberty county, ga • sanford, fl • florida's space coast
FIREBALL RUN AT UNIVERSAL • 5728 MAJOR BLVD, MAJOR TOWER ONE, STE 310, ORLANDO FL 32819

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GENERAL POLICY

ALTERING ANOTHER PARTICIPANT VEHICLE: Anyone caught tampering with or entering another contestant's vehicle will be disqualified.

WRITTEN RULES: The production reserves the right to amend, change, clarify, redefine, adjust, remove, or interpret rules as necessary for safety or clarification. Decisions rendered by the production is final.

SET ETIQUETTE: FIREBALL RUN is a rolling, live action entertainment series whereas the United States is considered a HOT SET. Unsafe behavior is not tolerated.

CHASE VEHICLES, ENOTRAGES, MEET UP VEHICLES ABSOLUTELY NOT PERMITTED: FIREBALL RUN is not a traditional rally, instead it is a complex entertainment series. The production insurance policy strictly forbids; chase or crews, entourages or follow vehicles in tow of the live production. The underwriter will immediately shut down the production if an unregistered vehicle is "suspected" of following, aligning or supporting a registered contestant/cast member. Actions such as this will immediately disqualify the followed team. This policy is enforced by FIREBALL RUN's attorney, who also travels with the production.

PRIVATE EVENTS: Under 21 absolutely not permitted.

MANDATORY GPS TRACKING: Every team is loaned a GPS device which must be charged and powered on at ALL times. It is your responsibility to charge the device. If the device fails or loses power the team will be asked to suspend participation until a replacement can be issued, this delay will prevent you from arriving to activities on time. If the device is lost, stolen or damaged the registrant is responsible to pay for a replacement. Replacement cost: \$250.00 USD.

SAFETY AND SPEED: FIREBALL RUN is a life-sized board and strategy game-not a road race. A speed cap is set daily. This cap may range from the exact speed limit to 15 miles per hour over the speed limit, however never above 15 miles per hour. Hitting this cap reduces team points by 50. A second infraction within the same day reduces points by an additional 100 points, making it impossible to win. A third infraction results in disqualification and removal. Deductions may take place at ANY time or days later.

THE DEVICE MUST BE CHARGED AND POWERED DURING DRIVES: The device notifies FIREBALL RUN Rally Control if it is powered off or loses charge. If it loses charge, the team will be asked to stop until the device is powered on. **IF DEVICE FAILS:** Rally Control will know. If failure occurs on route the team will be instructed to stop until a replacement can be installed. Teams suspected of altering, breaking, tampering the device, or blocking the GPS signal will be disqualified.

FAN INTERACTION: The GPS device also allows friends, family, and fans to track team locations and progress at www.FIREBALLRUN.com/live.

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RULES

FIREBALL RUN Adventurally is a life-sized trivia pursuit game in which you are constantly presented “mission-trivia” aka clues based on points of interest. When the clue is solved it will lead to a geographical point, while at the location, to score and earn points, you must accomplish a task written into the narrative- to the letter. It is impossible to complete every mission and bonus, so don't try.

PACE & STRATEGY: The game is paced at the EXACT speed limit. You will need a strategy to win. The strategy should not be to accomplish everything. There is no need to speed; it will not help and will hinder you. Points are awarded for successfully solving mission clues and completing assigned tasks within an allowable time frame. The first mission envelope of each day is distributed at the starting line. Throughout the day teams receive missions. Successful teams will finish within the estimated window.

TO WIN: The registered team that begins must finish together. The registered vehicle must cross the finish line on its own power. The team finishing with the most cumulative points wins. At stake are bragging rights, a greater cause, and a highly coveted- *plastic road sign*.

THE GOAL: Solve clues, accomplish missions, and accumulate points. Teams scores are classified by overall and within vehicle class. Awards are for 1st, 2nd, and 3rd in class, and 1st, 2nd, and 3rd overall. There are also several special awards: i.e. most fun, best dressed, big spender, worst luck, etc. Most revered is the Glenn Fireball Roberts "Spirit of a Legend" Award, several Memorial Awards, and the popularity based People's Choice Award.

SWAPPING MISSIONS: with other teams will result in disqualification. The team must play the mission provided. Teams registering together may not receive the same mission. It is good policy not to follow other teams as they may be on other missions.

DO NOT SWAP DRIVERS BETWEEN TEAMS: For insurance reasons, drivers are restricted to the vehicle and team registered. Swapping drivers of different teams will result in disqualification. From time to time a driver may opt-out for an emergency: due to insurance reasons, two drivers are required at ALL TIMES. In cases whereas a two person team loses a driver, the remaining driver may ask a 3 or more person team to PERMANENTLY reassign a member of their team. If no driver is willing or available for reassignment then the driverless team forfeits participation and may not continue.

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HOW TO PLAY THE FIREBALL RUN TRIVIA PERSUIT GAME

The game is comprised of missions, activities, trivia and bonuses. Earn points by successfully solving trivia clues and completing tasks which are packed into mission envelopes. Instructions must be followed to the letter. All missions are REAL, however not every bonus is real.

The day begins with a mission envelope containing printed "trivia clue" based on a location, assignments and bonuses (if any). You will need a digital camera and internet enabled device or smart phone to participate in FIREBALL RUN.

Mission Envelope Contents:

- **General Navigation:** Gets teams moving at the same time, in the correct direction, towards the same overall final destination.
- **Missions:** Use the drive time to solve the trivia and accomplish the task. Successfully solving the mission clue/trivia will reveal a location, lead to further instructions or additional directions.
- **Bonuses (Optional):** Envelopes may contain bonuses. Remember: NOT ALL BONUSSES ARE REAL "OR" EVEN POSSIBLE.

ORGANIZATION: Add provided mission trivia + bonus pages from the envelope to the game manual in chronological order. Officials will verify assignments and bonuses to your photos.

HINT APP: If you can't solve a mission or are unable to make the mission time window, use the Mission Control App. Enter the mission code printed on the narration for an additional hint, for the answer, enter the code a second time.

- 1st Assistance Request = Provides a "hint", although reducing associated points by 50%.
- 2nd Assistance Request = Reveals the answer and location, although all mission points are lost.

PROOF OF MISSION COMPLETION

To accumulate mission points follow the directions EXACTLY. Proof of accomplishment is specified in the narration and a photo is required. Photos must be taken on a single digital camera or a smart device. Video is not accepted. Images MUST be in chronological mission order. Persons fumbling more than 30 seconds are sent to the back of the line. Arrive to scoring prepared with ALL items. All images must be on one device, meaning no device swapping. Only one device is permitted so recharge your battery. Device swapping incurs a 200 point penalty per device.

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SCORING ZONE AT DRIVER CHECK IN

One person from a team is permitted in the scoring zone. "Teams" in the scoring zone will be sent to the back of the line. Team members may not hand items to team mates in line at scoring zone, violators will be sent to the back of the line. Do not threaten or verbally abuse score keepers. Score keepers may deduct points based on poor conduct.

PROOF OF MISSION COMPLETION

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HOUSE BONUS POINTS

CLICK IT IF IT'S A TICKET BONUS: Teams earn 10 bonus points for taking a photo of another team pulled over: the violating team & police must be at a full stop. Each photo earns 10 bonus points, (1) bonus per incident, per day. Present photo to score keepers at the end of each scoring day. The violating team will lose a one-time, per day, 50 points.

DO NOT break, stop or slow down or next to near a violating team to take the photo- it dangerous. Your vehicle must be safely driving at the speed limit. Your competition ID photo & number must be in the photo as well. A photo of a team stopped at or near a violating team with police will also lose a one-time, per day, 50 points.

ECONOMIC BONUS: Earn 10 bonus points per city by contributing to the local economy. Spend \$250.00 or more in any of the 8 cities. Proof of purchase required: Written receipts are NOT accepted, an email as proof is NOT accepted, gift card purchases are NOT accepted, hotel, and bar receipts are NOT accepted. Receipt must include the business and city name, address, and phone number. 10 points per 8 destinations = 80 total possible points. Present receipts in an envelope to scorekeepers at checkin the following morning.

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TRIVIA SKILL LEVEL

At first glance a clue may appear difficult, try not over think it, the answers are written into the narrative. If the answer is still a mystery use the clue assistance app. You may use any means to solve the clue with exception of engaging mission location staff, production crew or city/civic organizations i.e. Chamber, Tourism, Police, or City.

Similar to any trivia game, FIREBALL RUN trivia clues are categorized: history, geography, science, education, sports, music and entertainment. Categories unique to FIREBALL RUN are government, theology, pop-culture, cuisine and roadside America.

PHYSICAL SKILL LEVEL

This game includes some physical challenges. All physical challenges are light, none are extreme. For the most part, unless you have a disability, these challenges can be accomplished by anyone. If you are not comfortable in participating, you may opt-out. However in so doing you will not earn points associated with the challenge. Know your limits and place your health and safety first, rather than risk injury.

MOTORING SKILL LEVEL

MOTORING SKILL CHALLENGES: There may be motoring inspired challenges incorporated into the production where you compete against the clock. Drive at a speed comfortable and comparable to your personal driving skills. As with physical challenges you may opt out, although losing associated points.

MOTORING TYPE CHALLENGES

Cone Autocross: simply navigate the cones. Points are deducted if a cone is hit, moved, or knocked over. Fastest time with the least number of deductions gains 100 points (maximum points), 2nd fastest gains 99 points, 3rd 98 points, etc.

Wet Skid Challenge: this is a large open paved water soaked area. The goal is to drive inside a circular row of orange cones as fast as comfortable without hitting the cones. Fastest time with the least number of deductions gains 100 points (maximum points), 2nd fastest gains 99 points, 3rd 98 points, etc.

Drag Strip Challenge: If the vehicle is an automatic the task is simple, step on it and drive straight. Fastest time with the least number of deductions gains 100 points (maximum points), 2nd fastest gains 99 points, 3rd 98 points, etc.

Track Type Challenge: there may be an opportunity to briefly drive on a race track. Drive safe at a comfortable speed. Fastest time with the least number of deductions gains 100 points (maximum points), 2nd fastest gains 99 points, 3rd 98 points, etc.

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HIGHWAY CARDS

Highway Cards, packed into random envelopes, are similar to Monopoly Chance Cards. These cards may work for or against your score or for or against other teams. Highway Cards may also be played for or against you or another player only once, per day in the game. Should you receive more than one Highway Card you may play it, apply it to another team, yourself, gift it to another team, or do nothing with it. You may play a card for or against another team only once in the game. A card may be played for or against your team, once per team: in other words once a card against or for another player, they may not receive or lose points from cards from the applying team.

| | | | | | |
|---|---|---|---|--|--|
| <p>NEW CO-DRIVER</p> <p>SAVE THIS CARD! IF YOU LOSE A CO-DRIVER RETURN 50 POINTS</p> | <p>CO-DRIVER BAILED</p> <p>BE NICER TO CO-DRIVER CHOOSE A TEAM TO LOSE 50 POINTS</p> | <p>EMERGENCY</p> <p>LIFE COMES AT YOU FAST MOVE BACK 10 POSITIONS</p> | <p>EARLY CHECK-IN</p> <p>MOVE AHEAD 10 POINTS</p> | <p>OUT OF FUEL</p> <p>USE AGAINST ANY TEAM -25 POINTS</p> | <p>REFUEL CARD</p> <p>SAVE THIS CARD! USE IF OUT OF GAS</p> |
| <p>RECOVERED MANUAL</p> <p>SAVE THIS CARD! USE IF GAME MANUAL IS LOST</p> | <p>STOLEN MANUAL</p> <p>USE AGAINST ANY TEAM -25 POINTS</p> | <p>IT'S A MIRACLE!</p> <p>PATRON SAINT OF HOLY SAVERY ASSE +50 POINTS</p> | <p>IT'S A MIRACLE!</p> <p>SISTER UPLOAD PATRON SAINT OF INTERNETS +25 POINTS</p> | <p>OFF ROUTE</p> <p>LEARN TO USE A MAP LOSE 10 POINTS</p> | <p>EPIC FAIL</p> <p>WELL THAT SUCKS LOSE 20 POINTS</p> |
| <p>RESCUE</p> <p>URNS OUT YOU DO NOT HAVE FOOD POISONING + 10 POINTS</p> | <p>FUEL BOOST</p> <p>AND ITS NOT EVEN A HYBRID! + 25 POINTS</p> | <p>ROAD BLOCK</p> <p>USE AGAINST ANY TEAM FOR ANY MISSION TODAY (TEAM LOSES 20 POINTS)</p> | <p>SPEED ZONE</p> <p>CHOSE A MISSION OF THE DAY TO RECEIVE FULL POINTS</p> | <p>CLEAR ROAD</p> <p>MOVE TO FRONT WHEN YOU ARRIVE TO SCORING</p> | <p>NEW ROUTE</p> <p>USE TO ADVANCE ANY COMPETITOR 30 POINTS</p> |
| <p>SHORT CUT</p> <p>A SHORT CUT! BONUS 15 POINTS</p> | <p>SHORT CUT</p> <p>A MAJOR SHORT CUT! BONUS 25 POINTS</p> | <p>SPEEDING TICKET</p> <p>CHOSE A TEAM TO LOSE 20 POINTS</p> | <p>SPEEDING TICKET PHOTO</p> <p>GAIN 25 POINTS</p> | <p>EVEL KNEIVEL</p> <p>BADASSERY NEVER GOES OUT OF STYLE +50 POINTS</p> | <p>BURT REYNOLDS</p> <p>THE KING OF CANNONBALL SAVED YOUR LIFE +50 POINTS</p> |

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HOW SCORING WORKS

SCORES TALLIED AS: Bracket Position Points + Daily Mission Points + Daily Bonus Points (if any) + Motoring Experience Points (if any) – Penalties (if any) = Total Daily Score.

Every mission has an assigned point value. Complete as many assigned tasks as possible, exactly as instructed and within the allowable time window. When all assignments have been completed, drive to the finish line, park, and bring all required materials and photos to score keepers.

Line Point Brackets: If you arrive to the score zone within the first 30 minute window your team will receive 30 extra points, arrive within the second 30 minute bracket to receive 20 points, or the third 30 minute bracket for 10 points, arriving within the fourth and final bracket earns 0 points, arriving outside the brackets = zero score for the day.

Motoring Experiences: Fastest vehicle receives 100 points, second fastest 99 points, and third 98 points and so on. Failing to complete or compete in a motoring experience = "0" points. Motoring scores are tallied throughout the day.

Bonuses: Present all bonuses to scorekeepers daily unless otherwise instructed.

Charity Missions: As part of our pay-it-forward philanthropy, FIREBALL RUN traditionally includes one "charity" mission per host city for which you may be asked to donate food, toys, books, or other items. Donations are optional. Our goal is to leave a community better than when we arrived.

Overall Win: The registered team and vehicle crossing the finish line in their registered vehicle, with the most points will win the game. The vehicle must cross the finish under its own power. FIREBALL RUN trophies are awarded for Overall 1st, 2nd, and 3rd as well as 1st, 2nd, and 3rd place by vehicle class.

FINISH ARRIVAL ENTRY & PENALTY PROCEDURE

Early Arrival 1-30 Minutes: If the mission narrative states "do not arrive prior to a specific time", you are not to be SEEN at that location prior to that time. If vehicle or member of the team is caught/seen prior to the arrival time, the team will lose 1 point per early arrival minute.

Early Arrival 31 - 59 minutes: Teams or vehicles observed 31- 59 minutes prior to arrival time loses all points for the day.

Early Arrival 60+ minutes: Teams observed or "suspected" of arriving 60 minutes or earlier are disqualified. The game is paced at the speed limit. FBR has a zero tolerance safety policy.

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ENTRY SPEED: Be careful when arriving to a location, finish line, or check-in. Entry speed may not exceed 5 mph. DO NOT GUN upon entry; yield to other drivers. To check-in with score keepers your vehicle must be at full stop in a designated parking area. Do not drop co-drivers off and then park.

DAILY START LINE: Teams begin the day at the designated starting line. If a team does not report to morning check-in they will lose all points associated with that day. Vehicle line up positions 01-15 (also called Vanity Positions) are pre-assigned.

START LINE SPEED: Every morning FIREBALL RUN is extended a police escort to expedite the safe exit of the production from the city to a main thoroughfare. Turn flashers on and follow the vehicle in front until the escort has ended. Passing during an escort is not allowed.

REGISTRATION POLICY

SINGLE TEAM SWAPPING VEHICLES (aka the Greg Sidwell Rule):

1. ALL VEHICLES must be at the starting line city for registration, tech, and decal installation.
2. An \$800.00 per vehicle fee is required upon registration.
3. ALL vehicles must be personally or commercially owned by the registered participant.
4. ALL VEHICLES must be insured in accordance with production policy.
5. Only ONE vehicle may be driven daily and may only be swapped at the END of day.
6. Vehicles NOT used may not be driven from point to point and must be transported by commercial or by private carrier.

THERE ARE NO REFUNDS: The production has been scripted for your team at the moment of registration and the production incurs immediate expenses related to the team. Refunds are provided ONLY if the production is cancelled. FIREBALL RUN reserves the right to reschedule in case of weather, natural disaster, act of God, emergency, and/or acts of terrorism.

If you have fans, family, or friends attending public events: this is permitted within start and finish destinations. It is only permitted in mid-destinations for persons living in or within the destinations surrounding area. Persons observed meeting up in consecutive cities, during point-to-point live action, or in any way following the production will lead to registered teams disqualification.

VIP requests to attend PRIVATE receptions must be made 30 days prior to live; +1 guest per member, attendance is at the discretion of hosts at an additional cost. Persons under 21 are not permitted attendance to private events.

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TEAM REQUIREMENTS

- Two person minimum per vehicle; four maximum for an additional fee.
- Main Registrant must be: Business Owner (any size), C-Class Executive, Elected Leader, Industry Celebrity or retiree of any, US Military Active Duty or Veteran, Police, EMT, or Fire Fighter.

DRIVER-PASSENGER REQUIREMENTS

- All vehicle occupants must complete an online defensive driving course.
- Motoring experiences may require SFI minimum 1 layer nomex racing suit.
- If device is damaged, lost, or stolen, the team is responsible for replacement: \$250.00.
- All occupants must have a driver's license valid in all States.
- All occupants must have physician's approval to participate.
- All occupants must be covered by the registered vehicle insurance policy.

VEHICLE REQUIREMENTS

- DOT street legal.
- Minimum \$500,000.00 liability policy.
- Dealer or Manufacturer plates must meet producer's prior approval.
- Vehicle must have reflectors or road flares, first aid kit, 2lb. dry extinguisher
- All front, rear, and turn signal lights must operate.
- Vehicle may not be hauled: the registered vehicle IS the competition vehicle.

THINGS TO CONSIDER

- Ensure vehicle has plenty of power sources for computer, cell and GPS device.
- An atlas recommended. If you've never heard of an atlas, look it up in an encyclopedia.
- Roadside Assistance Membership- if you don't have AAA now may be a good time.
- Fuel container because E really does mean E.
- Although not required, you will find having a CB radio is better than not having a CB radio.

CLARIFICATIONS

- The intent of mission assignment is the intent. If your understanding differs from score keepers- guess who's right? Creative & clever is good- so long as the score keeper is convinced.
- Digitally altering images is cheating, suspect images will not be counted.
- If you skip a day or two for any reason, you may return although losing points for missed days.
- The production has an Auto Tech Crew: immediately notify the production if you break down. If needed, the Auto Tech will stay with you until assistance arrives. Auto Tech crews will not fix vehicles.
- Teams do not receive the same missions (this would be boring), better work on your alliance skills.

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UPDATED RE-REGISTRATION POLICY

This policy has not changed since 2007. As a reminder, grandfathered registration fees are a unique privilege exclusive to FIREBALL RUN. No other adventure or rally class event offers a grandfathered rate lock in, so please do not attempt to manipulate or circumvent this policy. FIREBALL RUN is a very complex and expensive property, your discounted/grandfathered rate is subsidized by the production. This policy is a "courtesy" loyalty based courtesy for consecutive registrants.

1. FBR is an invitational membership. Following live production a "selection committee" votes on which individuals are to be invited for future participation. Members of this committee are anonymous and their decision is final. The committee is not required to provide a reason for not inviting a past participant. The decision to not extend an invitation is based entirely on: Conduct, Sportsmanship, Attitude and Behavior.

FBR Crew and Staff do not influence or contribute to this process. The decision rests on your peers.

2. As a courtesy, consecutive-year participants are grandfathered a discounted rate based upon their year of entry. Example, if the entry fee originally paid was \$10,500.00, then the discounted re-registration rate would be \$9,500.00. To receive the \$1000 discount, the consecutive year entry fee must be paid in full no later than December 15th following the current year event.

3. Vanity starting line positions 2-16 are pre-paid positions, based upon time of re-registration, meaning the first to register receives position #2, the next registration position #3, and so forth in order until all 16 positions have been filled. Positions 2-16 are almost entirely past participants.

4. Re-registrations received after the Dec 15th deadline are priced at the full rate (i.e. no subsidy).

5. Grandfathered Rate; as long as you are a consecutive participating team, your rate will be grandfathered at the rate of your first registration. This fee will not raise unless you "skip" a year. Non-consecutive returning members pay the most current, non-subsidized rate.

6. FBR Non-Consecutive Participant Registration Policy: Past members in good standing (ie re-invited), may return any year to FBR so long as space is available. Non-Consecutive members may register as early as November 1st following the event.

7. Consecutive Participants are guaranteed entry until November 1st following the event. After which participation is on a space available basis.

SEASON 9

2015 FIREBALL RUN: Space Race

hartford, ct • queen anne's county, md • williamsburg, va • topsail island, nc • florence, sc • liberty county, ga • sanford, fl • florida's space coast
FIREBALL RUN AT UNIVERSAL • 5728 MAJOR BLVD, MAJOR TOWER ONE, STE 310, ORLANDO FL 32819

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PAST PARTICIPANT ON A NEW TEAM

1. If two past participants of differing years choose to combine, the registration rate for the new team is based on the higher rated team member.
2. If a past participant + new participant combine then the grandfathered rate of the past participant applies. However if the new member chooses to return in a future event as a completely new team (ie no past participant) then the re-registration rate is based upon the full rate at the time of their first participation year.

WILLFUL TEAM CANCELLATION/ NON-ARRIVAL/ NO SHOW

There are ABSOLUTLEY no refunds for willful team cancelations, non-arrivals or no shows. We strongly recommend travel insurance in the event an emergency prevents you from participating in the live production.

On a very rare occasion, at the complete discretion of the production, at times, in the event of an extreme emergency, the production "may" extended a rate reduction for future participation to a cancelling team.

This is not a guarantee nor is it promised in any way whatsoever. This "courtesy", if granted, is reserved for a team unable to participate due to extreme immediate family emergencies, immediate family death or for an active participant leaving during the production due to aforementioned. This courtesy is NEVER afforded to teams cancelling for: business reasons, extended family emergencies (aunt, uncle, cousin, etc), or other non-emergency excuses.

In the case where as this courtesy discount is extended, the discount may be 50% off future participation, if space is available, and if the reservation/registration is requested no later than December 1.

LIFE MEMBER POLICY

Registrants competing 9 consecutive years receive a LIFE MEMBER vehicle ID decal badge.

Registrants competing 10 consecutive years receive:

- LIFE MEMBER vehicle ID decal badge
- FIREBALL RUN Life Member Leather Jacket
- Event Special Recognition
- FIREBALL RUN Life Member plaque
- Free annual upgrade to *Vanity Position*
- May skip any year once and return at their grandfathered rate

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