



OFFICE OF THE PRODUCTION  
ADRENALINE PARTNERSHIP

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## OVERALL MESSAGE

**Don't do anything stupid.** Do not drive aggressively. The 2000-mile production route is considered a LIVE SET and so 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.

△When researching missions: You may NOT contact crew members, destination hosts, Chambers of Commerce, Tourism Offices, Sponsors, included locations, city leaders, advertisers, or police. If you are caught contacting a Chamber or Tourism office you will lose all points associated with that day.

Contestants may use the following to solve the “mission” clues, including; internet, social media, fans, family and friends, private or media resources. FIREBALL RUN IS A GAME OF CHANCE. At times chance may not favor your team. Unforeseeable elements may affect your score, and some decisions may even seem unfair. Just remember FIREBALL RUN is a game 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. Negative public conduct will be met first with a warning, and then with removal from the production without refund.

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

Having fun is entirely up to you. Winning is what you make of it, your win may not necessarily be the win the event. Like a marathon, for some, just completing it is a win on to itself. In the end “prize” is only bragging rights and a plastic road sign. The purpose is to recover America’s missing children.

## FIREBALL RUN EMOTIONAL PARADOX

**Friday Day 0:** This is chill, everyone is so cordial. **Saturday Day 1:** This ain't nothin', in fact it's easy. **Sunday Day 2:** Out of my way losers! WTF just happened, this isn't like day 1. **Monday Day 3:** What did I get myself into?! These people are crazy! Where the hell is lunch? **Tuesday Day 4:** I'm killing whoever got me into this. Hey, this cool. I can't wait to show this off. Back to hating again. **Wednesday Day 5:** I am so tired, let the pain end! I like it, no I hate, no I like it... *I get to do what?!?* **Thursday Day 6 (Reflection Day):** I totally get it, this is AWESOME! I wanna hold it! **Friday Day 7 (Kumbaya Day):** This is the greatest experience EVER!!! I love EVERYONE (except him/her). **Saturday Day 8 (Epic Finish):** Don't end! Let's keep driving! Holy \$#!\* look at this finale! **Sunday Day 9:** Why isn't FIREBALL RUN twice a year- or tomorrow? **Weeks later:** Why am I so depressed? Why is life so slow? I wanna play with my friends! I need a mission!!! Ugh no one gets it, why are friends calling me crazy?!?!?

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FIREBALL RUN Adventure Travel Series

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## GENERAL POLICY

**VEHICLE ETIQUETTE:** Anyone caught tampering with another contestant 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.

**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.

**⚠️CHASE VEHICLES, ENTOURAGES, MEET UP VEHICLES NOT PERMITTED:** FIREBALL RUN is not a traditional rally, instead it is a complex entertainment series. Our insurance policy strictly forbids; chase or crews, entourages or follow vehicles in tow of the live production. The underwriter requires us to immediately stop production if an unregistered vehicle is "suspected" of following, aligning or supporting a registered contestant. Actions such as this will immediately disqualify the followed team without refund. This policy is enforced by the production attorney, who also travels with the production.

**⚠️PRIVATE EVENTS:** Under no circumstances are children permitted at the private events, which are adult flare, so don't ask. Under 21 not permitted.

**MANDATORY GPS TRACKING:** Every team is loaned a GPS device which must be charged and powered on always. 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, payable to AlertGPS Inc.

**⚠️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 between the speed limit to slightly above the speed limit. Hitting this cap reduces overall points by 50. A second infraction within the same day reduces an additional 100 points (total penalty 150 points), making it impossible to win the overall game. A third infraction will result in disqualification and removal. Deductions may take place at ANY time or even days later.

**THE DEVICE MUST BE CHARGED AND POWERED DURING DRIVES:** The device notifies Rally Control if it is powered off or loses charge. If it loses charge, the team is required 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 without refund.

**FAN INTERACTION:** The GPS device also allows friends, family, and fans to track team locations and progress at [www.FIREBALLRUN.com](http://www.FIREBALLRUN.com).

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## RULES

FIREBALL RUN Adventurally is a life-sized trivia game in which you are constantly presented "mission envelopes", of which contain daily instructions, mission clues, and bonuses. Solving the clue will lead to a geographical location, while at the location, to score and earn points, you must accomplish as defined within the mission clue. You must accomplish the task "exactly" as required in the clue. It is impossible to complete all daily missions and all bonus, so don't try.

**PACE & STRATEGY:** The game is paced at the EXACT speed limit. However, you will need a strategy to win. The strategy should not be to accomplish everything. There is no need to speed and it will not help you to do so. Points are awarded for successfully arriving at locations 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 several envelopes. Successful teams will finish within the estimated window.

**⚠️TO WIN:** The registered team that begins the event 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*. Teams swapping into unregistered vehicles, are exempt from additional scoring, but may continue to participate.

**⚠️UNREGISTERED SUBSTITUTE VEHICLES:** If the registered vehicle breaks down, the team may continue an unregistered vehicle, however will not be scored while using the substitute vehicle. If the original registered vehicle returns, the team may resume earning points, however points earned while using the alternate vehicle are invalid.

**THE GOAL:** Solve clues, accomplish tasks, 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 ALWAYS. 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; that driver will no longer be able to score for the originating team. If no driver is willing or available for reassignment, then the driverless team forfeits the competition. The decision to permit a solo driver to continue going to mission locations is at the discretion of the productions insurance underwriter.

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## HOW TO PLAY THE 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, plus 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 destination.
- **Missions:** During the drive 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. NOT ALL BONUSSES ARE REAL "OR" EVEN POSSIBLE.

**GAME MANUAL ORGANIZATION:** Add the 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 Web App. Enter the mission code printed on the clue 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 being 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 unorganized or 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 50-point penalty per device, per swap.

## SCORING ZONE AT DRIVER CHECK IN

△Only one member of the team person is permitted in the scoring zone. "Teams" in the scoring zone are sent to the end of the line. Do not hand items to a co-driver in line at scoring, violators are sent to the end of the line. Do not threaten or abuse score keepers which can deduct points based on conduct.

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### SCORING ZONE AT DRIVER CHECK IN

⚠️One person from a team is allowed in the scoring zone. "Teams" in the scoring zone will be sent to the back of the line. Members may not exchange items with a co-driver while in line at scoring and violators will be sent to the back of the line. Do not abuse score keepers as they may deduct points based on poor conduct. You will need to arrive with all your mission pages neatly organized in your binder.

### HOUSE BONUSES

⚠️**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 PRINTED, NOT WRITTEN business and city name, address, and phone number. 10 points per 8 destinations = 80 total possible points. Present recipes in an envelope, with your Team number, written legibly, to scorekeepers at morning check-in the following morning. They will be counted for accuracy and returned the following morning at check-in, no exceptions.

### TRIVIA INTENSITY

At first glance the trivia may seem difficult, try not over think it, the answers are often written into the narrative. If the answer is still a mystery use the clue assistance app.

Like most trivia games, 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 INTENSITY

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 health first, rather than risk injury.

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## MOTORING SKILL INTENSITY

**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 CHALLENGES

**Cone Autocross:** AKA cones navigation. 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), 2<sup>nd</sup> fastest gains 99 points, 3<sup>rd</sup> 98 points, etc.

**Wet Skid Challenge:** 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), 2<sup>nd</sup> fastest gains 99 points, 3<sup>rd</sup> 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), 2<sup>nd</sup> fastest gains 99 points, 3<sup>rd</sup> 98 points, etc.

**Track Type Challenge:** There may be opportunities to drive on a race track. Drive safe at a comfortable speed. Fastest time with the least number of deductions gains 100 points (maximum points), 2<sup>nd</sup> fastest gains 99 points, 3<sup>rd</sup> 98 points, etc.

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## HIGHWAY CARDS

Highway cards randomly packed into envelopes. Like Monopoly Chance cards, they may work for or against your team and may also be played for or against another player. A card may be played for or against you by another team only once in the entire game. Thereafter, your team is immune to Highway card application by other teams. You may apply a positive points card to yourself only once in the entire game. If you get a Highway card, you may play it, apply it to another team, gift it to another team, or do nothing with it. If you receive a Wild Highway card (Clear Road & New Route) return it to Scoring, you will have a choice of opening an envelope containing a Highway Card which will work for or against your team. Wild Cards can be applied to a team multiple times in the event.

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

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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 & Place 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. To place, the team must cross the finish in the originally registered vehicle, under its own power.

## MISSING CHILD FLYER DISTRIBUTION

Bring tape. Teams distribute missing child flyers to aid in the recovery of their assigned child. It should be your goal to distribute all 1000 flyers by the end of the event; that's approximately 1 for every 2 miles. This recovery program is an active, not passive effort. When giving flyers to people you should always say "Have you seen this child?" and ask them to place it in a public area.

Please do not "dump" flyers at mission locations. They cannot distribute "piles" of posters for you. One poster is sufficient at a mission location.

**Ideal Locations:** service stations, rest stops, stores, poles, spectators, post offices, & other public areas.

**Posting:** Flyers should be affixed with tape on all four corners, not just one or two which is pointless.

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## 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. The production has a zero-tolerance safety policy.

**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. When drivers have been dismissed to their vehicle, a mission envelope will be placed under the driver side wiper. With the driver seated, the co-driver must stand to the right of the closed passenger side of the vehicle. When the starter pistol is fired, the co-driver may retrieve the envelope, enter the vehicle, and open the envelope. When the green flag is waved, the lead vehicle may start and all other cars follow.

**⚠️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.

**⚠️POLICE ESCORT PROCEDURE:** Pay attention to the vehicle in front of you. Drivers must stay within 2-3 car lengths of the vehicle in front. KEEP UP PACE & DO NOT LINGER. One vehicle length while in parade mode (DO NOT LINGER FOR CROWDS). Police need drivers to stay in formation, failure keep up with the vehicle in front may result in your team and all following

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## FIREBALLRUN.COM LEADERBOARD

△ FIREBALL RUN unlocks the online leaderboard approximately two weeks prior to live production. On the leaderboard you can review missions & trivia categories, bonuses, tracks as well as view *code names*. Clicking the AlertGPS column will allow family, friends, and fans to track the team on a live map. The mission/bonus code name, along with the mission envelope, may aid in solving the trivia.

△ When the leaderboard is available at [www.fireballrun.com](http://www.fireballrun.com), you may view the number of overall daily missions, bonuses, motoring events and assigned points. Selecting an icon reveals the activity trivia category or info such as envelope pick up and passage control locations. Some missions are labeled: Rare, Epic or Historic. If assigned, your team will not want to miss these. Rare means only location staff are permitted engagement access to the location or artifact. Epic means it is a notable never afforded before, *once in a lifetime*, or larger than life moment. Historic means you are the first and last member of the public to take part in this never to be repeated experience. Missions are assigned randomly, unless the participant has optioned the "mission customization" option at time of registration. During game play, the leaderboard is in locked mode, this means mission clues and answers are not displayed. By uploading your activity photos via the FIREBALL RUN web app, fans and followers can see them when the leaderboard is unlocked at the end of the day. At that time, they may also read mission clues.

Overall	By Class	Day View
Day 1 60 points available		
Day 2 235 points available		
NA		
Missions		Bonuses
Code Name: Bear Charity Mission Code: 2.1.01 - Point Value: 20		Code Name: All Together Now Point Value: 15
Code Name: Passage Control: Choo-Choo Mission Code: 2.1.02A - Point Value: 40		Code Name: Park It! Point Value: 15
Code Name: Passage Control: Power of the Pen Mission Code: 2.1.02B - Point Value: 40		Code Name: Slow Ride Point Value: 10
Code Name: Passage Control: See You In Court! Mission Code: 2.1.02C - Point Value: 40		Code Name: Los Pollos Hermanos Point Value: 5

### Key Info Icons

- = Charity Mission
- = Next Mission Envelope
- = Passage Control (all teams go here)

### Enhanced Activity Icons

- = Rare Mission
- = Epic Mission
- = Historic Mission

### Trivia Category Icons

- = Science
- = Sports

- = Technology
- = Academics
- = Theology
- = Government
- = Cuisine
- = Business/Commerce
- = Entertainment
- = Geography
- = History
- = Literature
- = Nature/ Life Science
- = Roadside America Attraction

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## REGISTRATION POLICY

### **SINGLE TEAM SWAPPING/BACKUP 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 logistically adjusted to accommodate your team at the moment of registration, and thus, 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, amend, or adjust the event in case of weather, natural disaster, act of God, emergency, and/or acts of terrorism.

**⚠Fans, family, and friends** are permitted and encouraged to attend any of the public events. However, persons observed meeting up in consecutive cities, following the live event, or appearing at point-to-point locations, or in any way observed following the production will lead to the team's disqualification.

VIP requests to attend PRIVATE receptions must be made 30 days prior to live, the cost of which is at the discretion of hosts. Persons under 21 are not permitted attendance to private events.

### **⚠TEAM REQUIREMENTS**

- Two-person per vehicle (minimum); third person is \$800.+ hotel fee; fourth is \$1200.
- 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 motoring experiences require SFI minimum 1 layer Nomex racing suit
- If GPS device is damaged, lost, or stolen, the team is responsible for replacement: \$250
- All occupants must have a driver's license valid in every state
- All occupants must have physician's approval on file 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, a first aid kit, and a 2lb. dry extinguisher
- All front, rear, and turn signal lights must operate
- Vehicle may not be hauled: the registered vehicle IS the competition vehicle

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FIREBALL RUN Adventure Travel Series

5728 MAJOR BLVD SET 310 ORLANDO, FL 32819 • O (818) 572-1400 E MEDIA@FIREBALLRUN.COM  
WWW.FIREBALLRUN.COM



OFFICE OF THE PRODUCTION  
ADRENALINE PARTNERSHIP

## THINGS TO CONSIDER

- Ensure vehicle 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, having a CB radio is better than not having a CB radio.
- This is a good time to buy a AAA membership.

## ⚠️CLARIFICATIONS

- The intent of mission is the intent. If your understanding differs from score keepers- guess who's right? Creative & clever = Good, so long as score keepers are 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.
- Immediately notify the production of a break down or accident. The production is not obligated to assist during break downs- so get AAA.
- Teams do not receive the same missions (this would be boring), better work on your alliance skills.

## 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 rally type event offers a grandfathered rate lock in, so please do not attempt to circumvent this policy. FIREBALL RUN is a complex and expensive property; your discounted/grandfathered rate is subsidized by the production. It is a loyalty based courtesy for consecutive registrants.

1. Participation is an invitational membership. Following live production, a "selection committee" votes on which individuals 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 its decision. Decisions to not extend an invitation are based on: Conduct, Sportsmanship, Attitude and Behavior. Production crew does not influence or contribute to this process. The decision rests on your peers.
2. As a courtesy, consecutive-year participants are grandfathered a rate based upon their year of entry. Example, if the fee was \$10,500.00, the discounted re-registration rate is \$1,000.00 off. To receive the discount, the consecutive entry fee must be paid in full by the December 15th following the prior 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 discount).

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5. Grandfathered Rate; if you are a consecutive participant, your rate will be grandfathered at the discount rate of your first registration. This fee will remain the same until you "skip" a year. Non-consecutive returning members pay the most current, non-discounted rate.

6. Non-Consecutive Participant Registration Policy: Past members in good standing, may participate any year so long as space is available. Non-Consecutive members may register as early as November 1st following.

7. Consecutive Participants are guaranteed entry until November 1st following the event. Thereafter on a space available basis.

### **PAST PARTICIPANT ON A NEW TEAM**

1. If 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; the grandfathered rate of the past participant applies. If the new member chooses to return in a future event as a totally new team (ie no past participant), the registration fee is based upon the new participant rate at the time of their first year of entry.

### **CANCELLATION/ NON-ARRIVAL/ NO SHOW**

There are absolutely no refunds for participant cancelations, non-arrivals or no shows. There are no refunds for leaving the event early for any reason. Get traveler's insurance.

### **LEGENDARY MEMBER POLICY**

Ten Year Consecutive Competitors Receive:

- Legendary Driver vehicle ID decal
- Legendary Driver Jacket
- Live Event Special Recognition
- The "Howard B. LaFever" Legendary Driver Road Sign
- Automatic upgrade to vehicle line up positions after #2
- Complimentary upgrade to experience customization
- May skip and participate any season at the original grandfather rate

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