

Discovery Day Adventure Challenge Official Event Rules

1. Your team must have four (4) members, no more and no less, with one (1) vehicle only. Your team must stay together at all times. You may not split up to divide tasks or you will be disqualified. If a team member is unable to continue for any reason, please notify an official. A decision will be made by the officials regarding whether you are allowed to continue.
2. No one under the age of 12 is permitted to participate. Note that some of the challenges may not be suitable for small children. At least one team member must be 18 years of age in order to claim prizes. Team members under the age of 18 must be accompanied by their legal guardian who must be one of the team members. Participants under the age of 18 must have their legal guardians sign their release form, with no exceptions. Failure to abide by these rules, including any participant failing to disclose their age for the purposes of qualification, will result in team disqualification and forfeiture of any prize. Winners may be required to furnish proof of age before they claim their prize.
3. Employees (including their immediate families and members of the same household) of DMS Broadcasting are eligible to participate in the challenge but are required to donate the prize money to a local charity should they win. For the avoidance of doubt, if the winning team has a participant who is an employee, the prize will be required to be donated to a local charity. For the purposes of these rules, the term "immediate family" includes spouses, siblings, parents and legal guardians, children and legal wards, grandparents, and grandchildren, including "in-laws".
4. There will be a limit of 30 paying teams for the event, securing your spot to play on a first come, first served basis. Completed registration form and full non-refundable cash payment of \$150 CI should be delivered by a team member to DMS Broadcasting's offices at 38 Godfrey Nixon Way in order to secure your team's spot as one of the thirty teams. Paying the \$150 registration fee confirms your team's participation in the event as long as we have not reached our limit of 30 teams at the time of payment. Each participant will be required to sign a waiver in order to play. Waivers will be presented to your team for signatures on the morning of the event at Registration.
5. All teams must check in on the event day at the designated Registration location. Check in location and time TBD. All four (4) team members must be present at this time to receive all information packs, instructions, and to sign waivers. There will be a registration cut-off time determined and if a full team is not checked in by the designated time, the team will be disqualified, and no refund will be given. For the avoidance of doubt there will be no refunds of entry fees once submitted.
6. All participants (or legal guardians in the case of participants under the age of 18) must sign a waiver form and a copy of the official event rules before taking part in the event, with no exceptions.
7. A checkpoint location list and map will be given to each team upon registration. Each team must attend every check point on the itinerary. Failure to do so will result in the maximum time given for the missed check point.
8. The check points and challenges will officially open at a designated time TBD and supplied to teams. No team will be allowed to compete in challenges prior to the official start time. Teams must follow the rules listed at the check point for each challenge with no exceptions. Decision of judges is final.

9. Based on the number of teams, there may be more than one team at each checkpoint. Teams will compete in the challenge based on first come first served. There is no prize for finishing all the challenges first. Your score is based on the time it takes to complete the challenge at each check point. In some cases, it will be points based.
10. Teams will be given participant wristbands. Team participants must wear their wristband so that they can be identified by the event officials. Failure to wear your wristband will exclude you from participating in the challenge and may result in a team being given the maximum time for a challenge or disqualification at the officials' discretion. Should you break your wristband and need another, please notify an event official to supply you with another one.
11. At each checkpoint, each team will be given the same identical challenge to complete. Extreme care and thoughtfulness is given to each challenge to make sure it is as identical as possible for each team. Teams will be timed from the start of the challenge to its completion, resulting in a "check point time". Teams will be advised of the starting point and stopping point for each challenge. The check point official will let your team know when to begin the challenge. The official will also let you know when the challenge has been completed correctly. Your team will only be told your team's time for each challenge and will not be told any other team's time. The overall times will be calculated into a ranking of teams, with the lowest time resulting in the 1st place rank and highest number of points. Some challenges may be based on a points system but will still be ranked with points awarded.
12. The team with the most points awarded after all the challenges are completed will be the winner. Should a tie occur, the winner will be determined by a final challenge TBD.
13. Each checkpoint challenge will have a maximum time allowed to complete that challenge. If a team fails to complete the challenge before the maximum time allowed, the official will stop your team from completing the challenge and your team will be given that maximum time on your score sheet. In those circumstances the team will not be required to complete the challenge and will be asked to move onto the next check point. The maximum time allowed may vary at each check point.
14. Some of the check point challenges may involve water sports. **MAKE SURE THAT YOU WEAR A SWIMSUIT AND BRING A TOWEL AND SWIM GOGGLES.** We appreciate that not everyone may be comfortable or skilled with a water challenge. Some of the challenges may allow you to sit one team member out from participating in the challenge. The selection of this person must be made prior to the start of the challenge. No team member is allowed to sit out once the challenge has begun. Should the situation arise where you or your team is unable to complete the challenge, then the maximum allowed time for that check point will be given to your team. Swim wear and towels will not be provided.
15. All challenges have been designed to be fair to all teams competing. The set up and challenge for every team will be identical at every check point to the best of the official's abilities. In most cases, only one team at a time will be allowed to complete the challenge. Teams which have arrived at a check point and are awaiting another team to finish that challenge will, in some cases, not be allowed to watch the challenge in progress. Your team may be required to wait in the designated area at the check point that will be out of view of the challenge. Failure to remain in the designated area may result in your team being given the maximum time for a challenge or disqualification at the officials' discretion.
16. Some challenges may have inherent risk and danger. Please follow all rules and commands from event officials, experts, and professionals working the event and challenges. In some challenges, the event organizer relies on the expertise and professionalism of third parties associated with the type of challenges where the third party is an

expert in that specific field, owns, manages, or is an employee at the location of the specific challenge, or is an instructor in the field associated with the type of challenge. Great care is given to make sure all challenges are as safe as possible by all third parties and the event organizer.

17. The use of cellphones is prohibited during the checkpoint challenges unless otherwise specified. Using such device or any other electronic device, including iPads, smart phones, laptop etc. will be given the maximum time for a challenge or disqualification at the officials' discretion.
18. All participants must obey the laws of the Cayman Islands. If you break any laws at any time during any portion of the Discovery Day Adventure Challenge, your team may be disqualified, and the appropriate law enforcement officials may be contacted. This includes, but is not limited to, destruction of property, trespassing, traffic violations, and driving under the influence. Please DO NOT drink and drive.
19. Please ensure that one of your team members has a fully charged and usable cell phone. Your phone number, or that of your team Captain, will need to be given to game officials so that your team can be contacted during the game if needed. Also, it will be good for your team to have a phone in the case of an emergency. In each information pack you will also be provided with the event officials' contact numbers in case you should need to get in contact. In case of an emergency dial 911 first. If for some reason your team cannot continue, please contact a game official.
20. Play fair, have fun, and try to win. Don't let your competitive instincts drive you to ruin another team's chances to win. That means no sabotaging, lying, cheating, stealing. No bribing or torturing of the officials. If you do so, your team may be disqualified.
21. No littering. Always clean up after yourselves and your teammates. Keep Cayman clean.
22. Parking legally and safely at each check point is essential. If there is a parking lot or parking spaces at the check point, please utilize these and do not make your own "rock star style parking" to get as close to the tent as possible. You will have plenty of time to complete all the challenges. If you are a parking violator, the officials will send you back to park correctly. Violators may face time additions or disqualification, and may end up on Cayman's worst parking Facebook page.
23. The Adventure Challenge is not based on the first team to complete all of the tasks first. All teams will be given time to complete all of the challenges, with the individual challenge time/points combined for your overall score. Please make sure your team is present for the finale and awarding of prizes. Your team must be present at the finale to win. If your team is not present for the finale, you will not be eligible to win, and will forfeit the prize to the next ranking team. The finale location to be determined and supplied to the team prior to the start of the event.
24. Some prizes may be given to the team with the best individual score at certain check points depending on sponsor contributions. The grand prize of \$5,000 CI will be given to the team with the best total combined score. The prize money will be in the form of a check from DMS Broadcasting that will be available within 30 days of the event.
25. Prizes are non-transferable and may not be claimed or used by any person other than the winner(s). All prizes are accepted entirely at the risk of the participant and are awarded without any warranty of any kind express or implied. For the avoidance of doubt, the challenge organizer shall have no responsibility in the event that the participant is unable to use the prize in the manner anticipated. Non-cash prizes are not redeemable for cash and winners may not request a prize substitution under any circumstances. The challenge organizer does not guarantee the

availability of non-cash prizes and reserves the right, in its sole discretion, to substitute any prize with one of equal or greater value. The challenge organizers are not responsible for any taxes or fees associated with the prize or use of the prize (including for the avoidance of doubt, banking charges and any financial commitment incurred in connection with the prize but not included within the prize) and it is the winner's responsibility to satisfy any and all such claims.

- 26. The challenge organizer and the challenge officials reserve the right to disqualify any participant or team at their discretion, including but not limited to any participant or entry: (i) which is in violation of these rules; (ii) which adversely affects the fairness or operation of the event; or (iii) who, in the challenge organizer or event officials' judgment, engages in any abusive conduct during or in relation to the challenge. Remember that cheaters never win. If anyone on your team cheats or breaks the rules, the whole team will be disqualified from the challenge.
- 27. By entering the event and signing the waiver, the participants will be deemed to have read, understood, accepted, and agreed to be bound by these rules and all decisions of the challenge organiser and the event officials. All challenge organizers and event officials' decisions shall be final and binding and no correspondence will be entered into in relation to the result of the challenge. There is no appeals process in the Discovery Day Adventure Challenge. Decision of judges is final.
- 28. These rules shall be governed by and interpreted in accordance with the laws of the Cayman Islands. In the event that any rule is deemed invalid, the enforceability of the remaining provisions of these rules shall not be affected.

I have read the rules for the event and agree to abide by these rules. I also acknowledge and accept the risk and danger associated with this event and do not hold the event organizer, its sponsors, advertisers, or any third party associated with the event liable for injury, illness, death, or property damage resulting from my participation in this event.

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