



RACE RULES AND INSTRUCTIONS:

1. There are **TEN RACE LEGS**. Each Leg of the Race consists of 2 parts.
2. Each PART carries a max points value of 100
3. **PART A > Multiple choice Quiz**
 1. **The Quiz is completed as a team.**
 2. **Points for each Race Leg Quiz are given ONCE**
 3. Each Quiz which takes you to a different location somewhere in the world, and sets the theme for that Race Leg.
 4. The Quiz **MUST** be completed at the beginning of each Race Leg
 5. The Quiz carries 100 points for the team
 6. The Quiz has 10 questions (multiple choices) that can be researched by clicking on the Web Reference links. (F11 on your Keyboard will expand the web reference site).
 7. The Team can work together to research the answers
 8. Teams can attempt each quiz several times to improve their score. Remember the cost is lost time.
 9. When the Team is confident they have the answers, the Team Leader is to call their **TEACHER** to mark the Quiz. Once marked the score is **FINAL**.
4. **PART B > Detours**. Each Detour challenges you to learn a digital skill.
 1. Detours can be **INDIVIDUAL** (each team member must submit an item) of **TEAM FOCUS** (ONE item is worked on and submitted on behalf of the team)
 2. Each Detour carries a value of 100 points

3. The TEAM cannot move to the next Race Leg until ALL the requirements of the previous Race Leg have been completed. Team support and co operation will be critical
4. How are Detours marked? For teams of two or members an average score will be awarded to the Team. Eg. Ted gets 65, Mary gets 95 and Theo gets 46. Total score is $215/3 = 71$ points for the Race leg
5. Detours will need can sent as attachments or via Memory stick
6. Detours will often require teams to explore the use of new software to produce a specified product.
7. iLearn Movies are provided for each race Leg to assist with learning new software. They provide a guide for the digital skills needed to complete the task set out in the Detour.
8. **REMEMBER. It is a TEAM effort.** As a team you work together to solve a problem or complete an activity

FAST FORWARD A Fast Forward is a one off specific task. They appear at specific points in the Race and offer a team an ALTERNATIVE activity to complete which may assist them to gain points quickly.

1. A team may ask their Teacher for a Fast Forward.
2. Requesting a Fast Forward means the team does not need to complete a nominated Leg of the Race.
3. The Fast Forward task MUST be completed to the teachers satisfaction. If done, the team will be awarded the maximum (200) points for that leg of the race.
4. A Team can activate ONE Fast Forward ONLY during the race.
5. **YIELD** A team can yield any other team.

1. To yield another team a **Yield Order Message** MUST be sent to the Teacher with a copy to be sent to the Team Leader of the team being yielded.
2. [Copy](#) / Paste this image
3. The team being yielded forfeits 100 points on the next leg of the race if they lose the YIELD CHALLENGE
4. A YIELD Challenge is composed by the Teacher



5. For the YIELD to be effective the team issuing the Yield, MUST defeat the other team by producing a superior result as decided by the teacher.
 6. Neither team involved in the Yield Challenge can proceed to the next Race Leg until the time frame for the Yield Challenge has expired
 7. A yield can ONLY be used once by any team.
6. **VICTORY** The winning team is the team that completes all the legs and detours with the highest points.
1. If time runs out, the Teacher may declare the game over at any time and declare the team in the lead at that time to be the winner.
 2. The Teacher may invite the winning team to select a Victory Prize.

“Winners never quit and quitters never win.”