TOUGHEST MUDDER

2017 COMPETITION RULES
Article I. INTRODUCTION TO COMPETITION RULES

Section 1.01 PURPOSE
To provide an official and consistent set of competition rules (“Competition Rules”) for Toughest Mudder and all programs activities, ceremonies, receptions, and exhibitions associated with Toughest Mudder.

Athlete Pledge:
As a Tough Mudder, I pledge that

I understand this event is a race... but not an excuse to be a selfish jerk
I will uphold the Tough Mudder values of teamwork and camaraderie
I will help my fellow competitors complete the course
I will not whine... losers whine
I recognise that in life the race is long... and in the end, only really with myself

Section 1.02 INTENTION
Competition Rules are intended to:

a. Facilitate fair play, equality, and sportsmanship;
b. Support ingenuity and skill without unduly limiting athletes; and
c. Penalize athletes who gain, or seek to gain, an unfair advantage

Section 1.03 RACE DEFINITIONS

a. “Athlete” is a registered participant competing in Toughest Mudder.
b. “Race Director” is the person appointed by Toughest Mudder to be in charge of race format and rule enforcement
c. “Medical Director” is the person appointed by Toughest Mudder to be in charge of medical and safety operations during the event, in charge of health and wellness of all person/s onsite
d. “Race Official” person/s appointed by Toughest Mudder to enforce rules during the event

Section 1.04 RACE CHANGES
Toughest Mudder Reserves the Right to:

a. Adjust or close the course and any of its obstacles during the race at any time
b. Change, update, and determine obstacle operations during the race at any time
c. Change, update, and determine race timings during the race at any time

d. Settle any and all disputes through the Race Director, whose decision is final and not subject to appeal

Section 1.05 SPORTSMANSHIP
If Toughest Mudder, from its own observation or upon receiving a report from any source, believes that a participant may have violated Article III or committed a gross breach of a rule, good manners, sportsmanship, or in any way has brought the sport into disrepute, that participant will face official review, potential disqualification, and/or removal from the site.

Article II. AWARDS & PRIZES

Section 2.01 TOP PRIZE
The “Top Prize” category is for the winners, runners up, and top places in each of the Men’s and Women’s categories. The winners, runners up, and top places in each category are eligible for a cash prize depending on their official race result. In order to be eligible for a cash prize, Athletes must meet the following criteria:

Top Prize Criteria:

a. Must be compliant with official Conduct of Toughest Mudder Athletes (see Article III.)
b. Must be compliant with official Race Finish, Timing, and Results rules (see Article IV.)
c. Must not have been disqualified for any reason at any time
d. Must have the Race Director review, authorize, and approve final race timing and position
e. All winning participants must report to the Race Director immediately following race to claim position and verify earnings. Race position or earnings claims will not be accepted after the event
f. In order to receive prize money, athletes must submit the required tax documentation
g. Top Prize Allocation

<table>
<thead>
<tr>
<th>Pos.</th>
<th>MALE</th>
<th>FEMALE</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>$5,000</td>
<td>$5,000</td>
</tr>
<tr>
<td>2</td>
<td>$2,000</td>
<td>$2,000</td>
</tr>
<tr>
<td>3</td>
<td>$1,000</td>
<td>$1,000</td>
</tr>
<tr>
<td>4</td>
<td>$500</td>
<td>$500</td>
</tr>
<tr>
<td>5</td>
<td>$250</td>
<td>$250</td>
</tr>
</tbody>
</table>

BONUS: $5,000 for the winning individual who completes 50 miles [Male and Female] in the shortest time possible; maximum 1 male and 1 female winner per event
Section 2.02 ACHIEVEMENT AWARDS

The "Achievement Awards" are for achievements earned during the course of the race and are awarded upon completion of the achievement. Toughest Mudder will contact those who achieved a free entry after completion of the event and reserves the right to verify race results.

Achievement Award Criteria:

a. Must be compliant with official Conduct of Toughest Mudder Athletes (see Article III.)
b. Must be compliant with official Race Finish, Timing, and Results rules (see Article IV.)
c. Must not have been disqualified prior to achievement.
d. Achievement Award Allocation:

<table>
<thead>
<tr>
<th>ACHIEVEMENT</th>
<th>AWARD</th>
<th>ADDITIONAL GIFT</th>
</tr>
</thead>
<tbody>
<tr>
<td>25 MILES</td>
<td>25 mile recognition badge</td>
<td></td>
</tr>
<tr>
<td>50 MILES</td>
<td>50 mile recognition badge</td>
<td>Free 2017 WTM Entry</td>
</tr>
<tr>
<td>SPRINT LAP*</td>
<td>Green Bib</td>
<td>Free Tough Mudder Entry</td>
</tr>
<tr>
<td>8 HOUR FINISHER</td>
<td>BLACK HEADBAND</td>
<td>Pride</td>
</tr>
</tbody>
</table>

*Fastest first lap

Section 2.03 ANNUAL MILEAGE & HOLY GRAIL

The Toughest Mudder Annual Mileage Award and Holy Grail award require one or more Toughest Mudder performance to be completed in order to earn or win award. Annual Mileage Award will be given to the top Male and Female.

Annual Mileage Award Criteria:

a. Will be the sum total of the athlete’s (Individual Male and Individual Female) Top 3 Toughest Mudder performances;
   i. Determined after the last Toughest Mudder event in 2017
b. Only Toughest Mudder performances will count towards Toughest Mudder annual mileage totals;
   i. Individual event performances will be scored based on the number of 5-mile laps completed within the 8.5-hour time allotted
c. Only Top 3 event performances will be counted toward annual mileage total;
   i. Event performance is determined by highest number of completed 5-mile laps at a Toughest Mudder event
d. Tougher Mudder, World’s Toughest Mudder, and/or additional Toughest Mudder events over the top (3), will not be counted towards the annual mileage award
e. In the case of a tie in annual mileage count at the end of the season, the winner will be determined based on time of completion. The winner will be the competitor whose top 3 performances were completed in a faster overall accumulated time.

f. Annual Mileage Award Allocation:

<table>
<thead>
<tr>
<th>Most Annual Miles</th>
<th>MALE</th>
<th>FEMALE</th>
</tr>
</thead>
<tbody>
<tr>
<td>$10,000</td>
<td></td>
<td></td>
</tr>
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</table>

Holy Grail Status and Qualification:
The "Holy Grail" refers to a special award qualification that is earned by participants that meet the following criteria within a single calendar year:

1. Successful completion of a Tougher Mudder (as either a Finisher or Non-Finisher)
2. Successful completion of a Toughest Mudder
3. Successful completion of World’s Toughest Mudder

All rewards associated with Holy Grail completion will be assessed and dispersed at a point in time following the close of the World’s Toughest Mudder event.

Article III. ATHLETE CONDUCT

Section 3.01 GENERAL BEHAVIOR

Each participating Athlete must:

a. Practice good sportsmanship at all times;
b. Be responsible for his/her own safety and the safety of others;
c. Know, understand, and follow all Competition Rules, as stated herein;
d. Obey instructions from Race Officials and treat referees, officials, volunteers, spectators, the public, and other athletes with respect and courtesy;
e. Inform a Race Official promptly after losing a timing chip or missing a timing mat;
f. Inform a Race Official promptly after withdrawing from the race;
g. Compete without receiving assistance from non-participants;
h. Not dispose of trash or equipment on the course (except at aid stations or other designated trash-disposal points). Intentional or careless littering will result in disqualification;
i. Clear out designated Drop Zone space of all personal belongings, food, supplies and trash before leaving event site at conclusion of race. If left in a disorderly fashion, race officials have the right to penalize Athlete.

j. Not gain or attempt to gain any unfair advantage from any external vehicle or object;

k. Follow the prescribed course. It is the athlete’s responsibility to know the course. Athletes must cover the prescribed course in its entirety. Failure to do so will result in immediate disqualification;

Section 3.02 ANTI-DOPING

Each athlete acknowledges notice of the Anti-Doping Rules (as such term is defined below), and acknowledges that he/she is bound by, confirms he/she shall comply with, and voluntarily consents to all provisions of the Anti-Doping Rules.

a. “Anti-Doping Rules” means all anti-doping rules adopted by Toughest Mudder including, without limitation, the World Anti-Doping Code (the “WADA Code”), the International Standards and List of Prohibited Substances and Prohibited Methods (the “Prohibited List”) as issued by the World Anti-Doping Agency (“WADA”), and all other rules, policies, and/or procedures adopted by Toughest Mudder.

b. Each athlete acknowledges that the WADA Code and WADA’s Prohibited List may be amended from time to time and at any time by WADA without notice to athlete other than, as the case may be, posting such amendments on WADA’s website.

c. Each athlete is personally responsible for knowing what constitutes a violation of the Anti-Doping Rules (including, without limitation, all substances and methods that have been included on the Prohibited List). Certain medications, common beverages, supplements and other “over-the-counter” or otherwise legal products may contain banned substances.

d. Each athlete is fully responsible for knowing what substances are banned in accordance with the Prohibited List and for monitoring his/her own compliance with the Anti-Doping Rules;

e. If Toughest Mudder suspects any athlete of being in violation of any of these terms, Toughest Mudder reserves the right to investigate and disqualify at Toughest Mudder’s discretion.

Section 3.03 ATHLETE ELIGIBILITY

Each Athlete must:

a. Be at least 18 years old by the day of the event

b. Not commit fraud by registering for Toughest Mudder under an assumed name or age, falsifying an affidavit, or giving false information or they will be disqualified;

c. Attest that they have consulted with a physician prior to competing Toughest Mudder;

d. Registered prior to race start;

e. Sign a Toughest Mudder Participant waiver before the start of Toughest Mudder;

f. Attest that they have a high level of swim experience and swim ability prior to competing in Toughest Mudder;

g. High level of swim ability is determined by ability to swim a minimum of 100 meters, without assistance

Article IV. RACE CONDUCT & TIMING

Section 4.01 RACE PROCEDURE

a. Toughest Mudder athletes will have 8.5 hours to complete as many laps of the course as possible;

i. All Toughest Mudder Athletes will be given an additional 30 minutes, following the 8 hr. period, to complete their last active lap

ii. At 8:30:00 AM, all Athletes will be removed from course and the race will officially end;

iii. Athletes on an active lap at this time, but unable to finish prior to 8:30:00 AM on Sunday will be brought in by Toughest Mudder Race Officials at course close;

iv. Athletes will not be disqualified if still on course at 8:30:00 AM on Sunday, and are still eligible to be an 8-hour finisher;

v. Only the last full lap completed before 8:30:00 AM on Sunday will count towards the official race record

b. The hours of Toughest Mudder competition will begin 12:00:00 AM, Sunday and end 08:30:00 AM, Sunday;

i. The official event start will take place at 12:00:00 AM Sunday

ii. No competitors will be allowed to begin a new lap after 7:45:00 AM Sunday
iii. The finish line will close at exactly 8:30:00 AM Sunday, after which time no official results will be recorded.

c. The winners of Toughest Mudder will be the Male and Female who complete the most Toughest Mudder Official laps in the 8.5 hr. period;

d. Each completed lap by an athlete will count as five (5) Official Toughest Mudder Miles towards their overall mileage count. Mileage completed as part of an obstacle penalty will not count towards overall mileage.

e. If one or more Athletes completes the same number of laps in the 8.5 hr. period, the Athlete who completed the last “full” lap first will be awarded the higher place, regardless of who is ahead on the last lap;

i. For example: Participant A completes Lap 8 at 6:15 AM Sunday, and Participant B completes Lap 8 at 6:20 AM Sunday. If at 8:00 AM Sunday, neither Participant has completed Lap 9, but Participant B is ahead on that lap. Participant A will be placed higher than B.

f. An Athlete will be judged as finished the moment any part of his/her torso crosses a vertical line extending from the leading edge of the finish line;

Section 4.02 DISQUALIFICATION

a. If an athlete is disqualified for any reason at any time, they are no longer active and will not be eligible to win a top prize at Toughest Mudder. To avoid disqualification Athletes and Team must abide by the following requirements:

i. All athletes must wear a bib and timing chip at all times;

ii. All athletes must complete every lap and every open obstacle in its entirety;

iii. If pursuing an active lap, Athletes must stay on the marked course at all times;

iv. Athletes must maintain the prescribed course direction at all times

b. If transitioning or resting in the Mudder Village between laps, Athletes must stay within the boundaries of the defined base area at all times;

c. Any Athlete found to be outside of the marked course or village boundary will be disqualified;

d. It is the sole responsibility of each Athlete to know and follow the prescribed course route, obstacle sequencing, and Mudder Village boundaries;

e. Any Athlete receiving on-course assistance from a non-registered athlete will be immediately disqualified;

i. Registered Athletes may provide assistance to each other on course

f. All Athletes must complete every obstacle in its entirety;

i. If an Athlete is unable complete an obstacle which has not been designated as a “must complete” obstacle, a penalty option will be available

ii. If an Athlete does not complete the associated penalty, they will be disqualified;

iii. If there is no penalty option and the Athlete is unable to complete the obstacle, then they will be disqualified;

g. If an Athlete is disqualified, they must immediately remove and turn in their timing chip

h. If an Athlete is disqualified, they may continue to complete laps (except for Medical Disqualifications), but will not be eligible for an 8 hour headband or other awards.

Section 4.03 EXPULSION

Toughest Mudder reserves the right to immediately remove from site Athletes, spectators, and Support Crew who demonstrate unsportsmanlike, dangerous, or offensive conduct.

Section 4.04 SWIM CONDUCT

a. Athletes must complete every marked swim section and/or swim penalty in its entirety;

b. Athletes may use a wetsuit at any time during the race;

c. Athletes cannot use additional equipment to gain advantage in swim sections

a. Including, but not limited to: rafts, swim fins, large inflatables

b. Athletes are allowed to carry select equipment during swim sections, including: Backpacks, gear packs, life vests, water wings

c. All equipment used must be carried in and out by the athlete. Items cannot be stored or left at water crossings or on course. Any athlete doing so will be disqualified.

d. Athletes cannot gain advantage through medical or water safety assistance;
e. Athletes who require in-water assistance, rescue, or swim support that facilitates forward progress, will be disqualified and may be asked to end their race;
f. *The Toughest Mudder Medical Director and Water Safety reserve the right to disqualify and expel any Athlete deemed unsuitable to be in the water

Section 4.05 TIMING
a. Athletes must wear a timing chip at all times during the race
b. It is the sole responsibility of each athlete to ensure timing chip is secure and worn at all times
c. It is the sole responsibility of each athlete to notify a race official if a timing chip is lost or malfunctions at any time.
d. Failure to do so will result in disqualification
   i. Timing chips will automatically trigger an audible beep at each timing mat position – depending on provider

Section 4.06 RACE FINISH
In order to be eligible for a top prize and/or receive the official 8 hour Black Headband, an athlete must be on site and eligible as a competitor at the end of the 8 hour period. The criteria for eligibility:
   a. A Toughest Mudder Athlete must still be on course in pursuit of an active lap or in the Mudder Village at 8:00:00 AM Sunday to be considered a Finisher.
   b. Athletes who are on an active lap, but unable to finish prior to 8:30:00 AM, will be brought in by Toughest Mudder Race Officials at course close but remain eligible for top prizes and the 8 hour Black Headband;
      i. Only the last full lap completed will count towards the official race record

Article V. EQUIPMENT & SUPPLIES
Participants are allowed to bring any and all necessary supplies necessary to support an overnight endurance and running event. Toughest Mudder officials have the right to remove dangerous or illegal objects for any reason at any time. The following is a list of illegal supplies and equipment at Toughest Mudder

<table>
<thead>
<tr>
<th>Illegal Equipment</th>
</tr>
</thead>
<tbody>
<tr>
<td>Generators</td>
</tr>
<tr>
<td>Gas powered Heaters / Warmers</td>
</tr>
<tr>
<td>Gasoline / Fuel</td>
</tr>
<tr>
<td>Swim Fins / Rafts</td>
</tr>
<tr>
<td>Weapons / Firearms</td>
</tr>
<tr>
<td>Performance Enhancing Drugs</td>
</tr>
<tr>
<td>Illicit / Illegal drugs</td>
</tr>
<tr>
<td>Pets / Animals</td>
</tr>
<tr>
<td>Cleats</td>
</tr>
<tr>
<td>Tents</td>
</tr>
</tbody>
</table>

Section 5.03 LEGAL EQUIPMENT
a. Items allowed include, but not limited to:
<table>
<thead>
<tr>
<th>Items allowed</th>
</tr>
</thead>
<tbody>
<tr>
<td>Running / Trail shoes</td>
</tr>
<tr>
<td>Wetsuits / Life Jacket</td>
</tr>
<tr>
<td>Camera / GPS / Headlamp / Flasher</td>
</tr>
<tr>
<td>Backpack / water pack / gear pack</td>
</tr>
<tr>
<td>Cooler / food / water / supplies</td>
</tr>
<tr>
<td>Basic running clothing</td>
</tr>
<tr>
<td>Hats / Scarfs / Bandanas / Gloves</td>
</tr>
<tr>
<td>Face mask / goggles</td>
</tr>
</tbody>
</table>
Article VI. SUPPORT CREW

Participants are allowed the assistance of a selected “Support Crew” to support them during competition. The “Support Crew” will not be provided by Tough Mudder, and will only be arranged by the Athletes themselves.

Support Crew Rules:

a. 2 Support Crew allowed per athlete
b. Support Crew is allowed complete access to the Mudder Village and Drop Zone, with unlimited entries and exits as needed
c. Support Crew must be registered to an Athlete at event registration; only registered Support Crew will be permitted to enter the Drop Zone
d. Any Support Crew under the age of 12 must be accompanied by a parent or guardian at all times, and will be counted as 1 of 2 eligible Support Crew members allowed per participant
e. Support Crew must wear official Support Crew wristband at all times to designate their official status to race officials.
f. The following “Support Crew” support is allowed
   i. Accessing equipment and supplies in the Athlete’s assigned Drop Zone space
   ii. Updating Athlete on positions of other Athletes;
   iii. Provision of food (Support Crew will have access to microwaves in the Mudder Village or they may bring cooked food from elsewhere);
   iv. Assistance changing clothing/equipment

g. The following “Support Crew” conduct is strictly prohibited and will result in a disqualification of the associated Athlete:
   i. Interfering or harassing other Athletes
   ii. Pacing the Athlete on the course;
   iii. Providing Athletes on course with food or water;
   iv. Swapping timing chip or official Support Crew credentials

Article VII. NIGHTTIME RULES

Official nighttime rules are between 12:00:00 AM, Sunday, and 6:00:00 AM, Sunday. During this time the following course changes will be observed:

a. All on course Athletes must wear a safety strobe flasher and head lamp
b. It is the sole responsibility of the Athlete to ensure they have a safety strobe flasher at all times while on course during nighttime rules
c. If an Athlete loses, breaks, or does not have a safety strobe flasher they must remain in the Mudder Village during nighttime rules

Article VIII. MEDICAL RULES

Race Officials and Medical Officials may require any Athlete to submit to a medical check at any time throughout the race. If an Athlete is determined to be unfit to continue in competition, the Athlete will be removed from the race. The medical official’s decision is final and not subject to appeal. Additionally:

a. Athletes requiring more than 30 minutes of medical treatment either on the course or in the medical tent will be automatically disqualified
b. Athletes requiring medical transport from the course to the medical tent will automatically be disqualified
c. Athletes may receive medical treatment on course, but cannot be transported or may not receive more than 30 minutes of treatment

Article IX. FIRST HOUR

The first lap of Toughest Mudder will begin immediately following the start of the race at 12:00:00 AM and the following conditions will be observed:

a. First Lap timing will last for 60 minutes, between 12:00:00 AM and 1:00:00 AM Sunday, directly following the start of the race.

b. During this hour, obstacles will open at the discretion of Toughest Mudder Race Officials. Athletes must complete open obstacles as directed by staff.

c. By 1:00:00 AM, obstacles will all be officially open, and all athletes will be required to complete open obstacles regardless of position on course at that time.

d. The Sprint Lap award will be awarded to the athletes in each category who complete the fastest first lap:
   i. The Sprint Lap will be the fastest first lap of competition officially starting at 12:00:00 AM;
   ii. The winner will be first athletes in each category to cross final timing mat after 1:00:00 AM;
iii. Participant Awards Categories: Fastest Male, Fastest Female.