



Good day,

Thank you for entering the Jump City Challenge - Mad Giant.

On behalf of us and our fantastic partners we look forward to seeing you out there on the 3rd of March 2019, please take a moment to read through this mail to better familiarize yourself with how it is all going to work.

1. Registration and number collection
2. Start times and batch times
3. What to wear?
4. Where to park?
5. Substitutions
6. Route and obstacles
7. At the venue, food, entertainment & drinks
8. Photography
9. Cut off times

1. Registration and number collection

Number collection will happen at registration on the 3rd of March at Mad Giant, No.1 Fox Street. Registration will be open from 6am to provide you with time to collect your number. If you have ordered a t-shirt it will be available for your collection there, you can also collect it after the race. Please do not print your proof of registration, save the tree's we have all of your details. To ensure that registration flows smoothly and efficiently, we have added additional staff so as not to slow you down and make you miss your start batch, we do advise that you arrive 30 minutes before your allocated start time.

2. Start times and batches

Please check your start time on your confirmation email, please respect this and do not swap batches, we can no longer facilitate this for you as all fields are now full. If we find you swapping batches, your number will be removed and you will be banned from the race. It is unfair on any athletes who entered before you for you to swap batches. If you have forgotten your start time, it will be allocated to you at the registration. You can also double check your start time by looking at the confirmation mail that was sent to you or your race confirmation that automatically downloaded when you registered.

3. What to wear?

You will not be getting wet, but please do not wear any electronic devices or in ear music devices, we need you to be fully aware of your surroundings as this is an active urban environment. Wear something you are comfortable getting slightly dirty. We do have a bag drop available, there is a small fee of R20 for their secure services.

4. Where to park?

There is ample secure parking at No.1 Fox Street, please follow the marshals. They will direct you to one of the 4 lots in the area.

5. Substitutions

Substitutions have closed for the event.

6. Route and Obstacles

The entire route is marked with white signs with red arrows on, there will be a sign every 100m or less. The responsibility falls on you to follow the arrows, please rather follow arrows than the person in front of you. Human error is common in races. Kindly do not cross any danger tape, it is not the finish line, it is not an obstacle, it is there to keep you going in the right direction.

The route will start and finish at Mad Giant. Our challenges are not built to be too hard, we need to cater for everyone. The race is actually more focused on the places we take you and what you do when you get there. So our challenges are more fun than tough.



The 1st km of the race never features a large amount of challenges as we need to spread the field out to avoid bottle necks. By the time you reach Mad Giant you will be hitting an obstacle within every 500m or less. There are a few which we need to outline in detail:-

World of Beer - This section is not compulsory, the keg carry can be skipped and if you do not want to go into WOB you are welcome to pass it. The venue is incredible and it is easy to see why it is one of Jozi's top attractions. We encourage you to come back after, see it and enjoy it with friends.

Museum Africa - The building is over 120 years old, it used to be an old vegetable market. Now it holds its own as a beautiful museum. Follow the arrows inside and stay within the danger tape to stay on route.

Sci-Bono Discovery Center - This area and the lead up to it caters for the single largest gathering of challenges. Please pay close attention to markers and do not cross the tape. Once you have climbed up the outside of the building past the 2nd water point you will go into the rat race. Here we have "Me Games", the brilliant crew at Sci-Bono will put your brain to the test on route and get you to complete the challenges before being able to move on. Next up on the tour is the abyss, its now darker, longer and more fun than ever. You will know you are coming up on it when you reach the mist. Grab hold of the rope and follow it through to the light 400m later, keep one hand in front of you and one on the rope. Please do not be a fun sponge and bring a light, you only ruin it for everyone else.

The Old Bus Factory - Home of the paintball target shooting, zip line, Jozi Mobile and the table top. Simply follow the directions and instructions. This is the 1st time we are attempting a mass zip line, please pay attention to marshals.

The finish line is not even 1km from the zip lines, so give it horns from there. The entire route measure just over 6,5km. We measured with a wheel. Please note that no GPS, pedometer or other step counter can measure the distance due to the route complexity and it being indoors.

Please keep to the pavements unless it is a road crossing. JMPD is stationed at all road crossings, still we ask that you proceed with caution.

7. At the venue, food, entertainment & drinks

Mad Giant is truly an inner city gem. Stick around and enjoy it. Coffee will be available from 07:00am, food from 07:30 and live music from 08:30.

8. Event photography

There are dedicated photographers to certain points. They take a little while to edit all the images post event. Please allow them 5 working days to do so. We will upload images by the Friday post the event. Images will be loaded to the website and Facebook page.

9. Cut off times

We need to remind you that this is a race, not a leisurely walk through the city. We need to get all athletes through Museum Africa by 08:30.

Best of luck to all of you, have a great time out there. Help each other out and see you on the 3rd of March.

The Jump City Team