



REFUND POLICY

ADVENTURE RUN RACES (KNOCKOUT, JUNGLE, PEAK-2-PEAK & ICEBREAKER)

No refunds will be provided. We will transfer registration to an upcoming race within the next 12 months.

RAID RACES (SNOWSHOE RAID, RAID THE RIB, RAID THE CITY & RAID THE HAMMER)

- Until 6 weeks before the race, registrations can be cancelled and refunded with a \$25 administration fee.
- Until 3 weeks before the event, registrations can be cancelled with a 50% refund.
- No refunds within 3 weeks of the event.

Raid entries may be transferred to a different team until 1 week before the event. The transferring team must provide us with contact information for the new team captain and *arrange any payment privately*. The replacement team will need to pay the difference if they enter a higher price category (Adult vs. Junior, Full Raid vs. Half Raid). No refund is provided if the new team is in a lower price category.

If the race is sold out with a wait list and we can fill the spot, we will refund the teams registration fees with a \$25 administration fee, or transfer registration to an upcoming race within the next 12 months.

ALL RACES

In the event that a race is cancelled or postponed due to factors beyond our control, (including, but not limited to, severe weather, flood, pandemic, or any factor that may make the operation of the event dangerous to participants, staff and volunteers), DontGetLost Adventure Running will make every effort to reschedule the race to a later date of its choosing. However, no refunds will be issued if a re-scheduled date is not possible. If a new date is offered, no refund will be granted to registrants who are unable to participate in the rescheduled event.

INJURY, ILLNESS OR OTHER SPECIAL CIRCUMSTANCES

If a registered participant is unable to compete due to injury or illness, we will provide a full refund (minus the online fees we incur) upon receipt of a doctors note before the race date.

Please contact the race organiser if you are unable to compete due to any other circumstances.