

Rules

The rules of the Krispy Kreme Challenge are simple:

1. Beginning at Blossomwood Elementary School, run two miles to the Krispy Kreme store (north side parking lot off Cook Avenue).
2. Eat one dozen doughnuts.
3. Have a KKC judge place a Doughnut Completion Sticker on your race bib.
4. Run two miles back to the school.
5. Do all of this in one hour or less.

FAQs

What do I win for completing the Challenge? KKC Awards will be presented to the first 500 competitors who have a *Doughnut Completion Sticker* on their race bib **AND** reach the Finish Line in one hour or less.

What if I puke? There are no penalties for crossing the Finish Line minus consumed doughnuts.

What if I don't want to eat the doughnuts? Casual runners who are not competing to complete the Challenge may race back with a box of doughnuts to take home.

How do I wash down those doughnuts? There will be water available at stations throughout the Krispy Kreme Challenge.

What if a train interrupts the race? Trains that cross Church Street follow no predictable schedule and, unfortunately, don't adjust their times to accommodate the Krispy Kreme Challenge. **DO NOT ATTEMPT TO CROSS THE TRACKS IF THE GUARDRAILS ARE CLOING FOR AN ONCOMING TRAIN!**

How will a passing train affect my time/position? Should a passing train impede the course, a two-minute time adjustment will be allotted at the Finish Line. Time and position will be recorded, compliments of Huntsville Track Club.

What isn't allowed on the course?

Bicycles, skateboard, skates and blades are not allowed on the Challenge course. Music players and/or headsets are not allowed on the Challenge course.

What happens at the end of the race? Join UCP for some fun at the Booz Allen Hamilton Fun Zone and stick around for the Fun Mile (approximately 9:15 a.m.).