



Cane Quest Contest Rules Trailblazers



The contest will be held on March 3, 2019. Registration will begin at 8:30 am and the Contest/Closing will take place from 9:00 am to 12:00 pm, at **Indiana School for the Blind and Visually Impaired (ISBVI)** in Indianapolis, IN. All contestants will receive a certificate of participation and a commemorative t-shirt. The winner for each contest age group and vision acuity level will receive prizes.

OFFICIAL CONTEST RULES:

1. Cane Quest is open to legally blind students in grades 7-12 who have received appropriate instruction in the use of the white cane, and who are both cognitively and physically able to walk independently for up to an hour at a time. To be eligible, a student's visual acuity must fall within the B1 through B2 classification range as defined by the United States Association of Blind Athletes.

-Class B1 – No light perception in either eye up to light perception, but inability to recognize the shape of a hand at any distance or in any direction.

-Class B2 – From ability to recognize the shape of a hand up to visual acuity of 20/600 and/or a visual field of less than 5 degrees in the best eye with the best practical eye correction.

2. Students must use a white cane for this contest, and must wear closed-toe shoes. We also recommend bringing water, sunscreen and a hat, or rain gear, depending on weather.

3. Cane Quest will be held rain or shine, but will be postponed or cancelled due to lightning.

4. Students will be divided into groups based on age and will rotate together through route(s). The groups are sorted into two categories, Explorers and Trailblazers. The Contest may include either of these categories, or both. Each student is assigned a unique contestant number to wear while en-route for scorekeepers to refer to. At the end of the day, scores will be tallied for both Explorer groups (7-9th graders) and both groups of Trailblazers (10-12th graders). B1 and B2 contestants in the same age group will follow the same route, but will earn prizes separately based on their acuity. Students may elect to not do all routes.

5. Prizes will be awarded according to both age and visual acuity.

6. Explorers will do a route that includes residential, light business and mall. Trailblazers will do a route that includes residential, business, bus and mall travel.

7. Students will be monitored throughout the route by certified orientation and mobility specialists and shadowed at all times by trained volunteers. Additional staff and volunteers also will be available on all routes to call for any needed assistance. Students are not required to be proficient at all skills and are encouraged to participate to build their skills. At any time during the contest, they may seek assistance if they are not confident performing a task.

8. Students may signal to request assistance at any time by turning their cane upside down. When given assistance, they earn no points for that skill. If a student feels they are unable to complete a route, they should turn their cane upside down and ask to be escorted back to the Center. They may not attempt that route again.
9. If a student goes off-route, they will first be allowed to self-correct or problem solve. If a student goes more than 10 feet off course, or appears indecisive on a direction for more than one minute, an O&M or their shadow will intervene as necessary.
10. If a student needs assistance at an intersection, the O&M will instruct the shadow to escort the student safely across. No points would be awarded for that crossing.
11. Cane Quest is not a race. Start times for each stage will be staggered five minutes apart so students may go at their own pace. If a student is unable to complete a route within 10 minutes after the maximum time allotted, they will be escorted back to the Center to ensure they are able to start on time. No points will be awarded for stations missed.
12. If a contestant is being held back by a slow walker in front of them, their shadow will indicate to the other shadow that the contestant needs to pass.
13. All routes will be located in the community surrounding the ISBVI campus. Routes may include, but not be limited to, features such as finding a commercial storefront, using stairs, navigating various types of intersections and using an elevator or escalator.
14. If appropriate, the bus travel stage will be simulated by ISBVI. Additional spotters will be assigned to each bus to ensure students are monitored at all times. Students will not board city buses during this contest.
15. All judging is performed by certified O&M specialists. Three or more specialists will be stationed along each route, and each will be provided with a checklist of skills to be evaluated. Specialists will rank each contestant's performance on a scale of 1-4, according to specific definitions outlined in their scorer's training session. If a student does not perform a task or misses a station, it will be marked as "NP" for "not performed" and no score is earned.

One to four points are earned in the following ways:

- For how well a contestant independently uses proper travel techniques and procedures
- For how well a contestant independently uses appropriate self-advocacy skills
- For how well a student answers questions or performs tasks during the "checkpoint" stage of the route.

If a student's safety is at all endangered through no fault of their own and are assisted by their shadow or O&M specialist, points are still awarded based on skill level.

