



ASIAN FEAR FACTOR FOOD CHALLENGE (AFFFC) APPLICATION FORM

The first annual Asian Fear Factor Food Challenge is a social and cultural event where various authentic and exotic Asian cuisines will be served. This event will have a Fear Factor element because most of the food served is not commonly found at your typical Asian restaurant; hence eating it requires some nerve and courage. A.S.I.A. will handsomely reward the contestant who is able to eat the most of this unusual food with a top prize of **\$400 CASH** to spend as you wish. This application is for contestants who are interested in participating in this event. There is an application fee of \$5 that will be due on the day of the event if the applicant qualifies. Applicants will be given 5 free tickets for the purpose of bringing supporters

Please drop off completed forms at the Center for Student Life (OMU 370) by Tuesday, October 26 at 5pm. For further information, contact us at asia@ou.edu with AFFFC in the subject line. Thanks!

Name: _____ Classification: _____

Student I.D Number: _____ Phone: _____

Address: _____ Email: _____

Major: _____ College: _____ Age: _____

Are you representing any association? If so, please state.

Do you have any food allergies? []Yes []No
If yes, please describe.

PLEASE BE SURE TO SIGN THE RELEASE ON THE BACK PAGE

ASSUMPTION OF RISK AND RELEASE
Asian Fear Factor Food Challenge 2004

I acknowledge that I am a student or an employee of the University of Oklahoma. I am a participant in Asian Fear Factor Food Challenge 2004. I desire to participate in all aspects of this Event, including but not limited to the following Activities, which are sponsored by the Board of Regents for the University of Oklahoma by and through the Asian Student Interest Advocates

I recognize that there are inherent risks and hazards directly or inherently involved, making this a dangerous Activity with the potential to cause loss of limb or life. With full knowledge of the facts and circumstances surrounding these Activities, I voluntarily undertake these Activities and assume all responsibility and risk from my participation in these Activities, including all risk of loss of limb or life, property damage, injury to others, and other hazards to me.

I assure officials of the University of Oklahoma that I have adequate health insurance necessary to provide for and pay any medical costs that may directly or indirectly result from my participation in these Activities and that I will indemnify and hold the University, its affiliates and the property owner harmless.

I assure the University of Oklahoma that there are no health-related reasons or problems that would preclude or restrict my participation in these Activities. I also assure the University that I have the proper licensing, training and all other prerequisites required by the University, the State and the Federal government to participate in these Activities.

To the extent permitted by law, I release the University of Oklahoma, its affiliates and the property owner from any liability whatsoever arising out of my participation in these Activities, including but not limited to, any damage to my property or the property of others and injury to me or to others, including loss of limb or life or to others through my participation in these Activities.

The foregoing is submitted in consideration of the University of Oklahoma allowing my participation in these Activities. I execute this document with full knowledge of the contents and consequences stated in this Release.

Participant

Witness

(print name and date of birth)

(name)

(sign and date)

(signature of guardian)

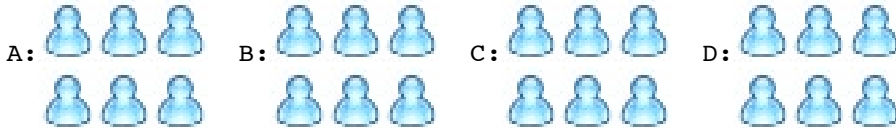
(Volunteer's Parent or Guardian must sign if Volunteer is not yet 18 years of age)

FORMAT OF THE GAME

Before the game starts, all participants will be divided randomly into 4 groups. Through the first 3 rounds, only 12 participants will make it to round 4.

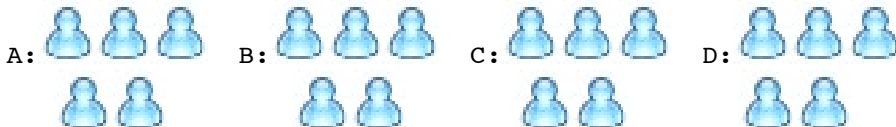
Round 1

Fastest 5 from each group advances to Round 2



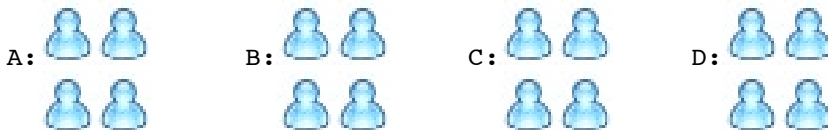
Round 2

Fastest 4 from each group advances to Round 3



Round 3

Fastest 3 from each group advances to Round 4



Round 4

There are 12 people left – 3 in each group. Everybody in the group rolls a die. We add up all the scores within the group, and the group with the highest number gets to pick 1 of the 4 'gross combination group platters' we have up on stage.

To prevent non-agreements, the person in the group who rolled the highest number gets to pick the combination platter of six items for the group.

The highest die roller within the group gets to challenge the other people in the group in an attempt to eliminate them. Let's say for example, Sam from Group A decides to eat crickets from the platter. Everyone in the group has to eat crickets in order to stay in the competition. The 2nd highest roller than gets the chance to challenge the people in the group with his food choice, and it continues, until only 1 person remains in the group. It's kind of like poker, with food being the stake. If everyone manages to eat all the items they are challenged with, they proceed to the next round.



Rounds 1-3:
Speed Rounds

Round 4:
Challenge
Rounds



Round 5

There are no longer any groups, just the remaining people who were not eliminated from the previous round. In this round, everyone eats the same food. The only difference is the quantity, which is determined by a die they roll.

It is both a challenge of your stomach and your luck.

For example, if the dish for this round is pig's ears and Sam rolls the die and it reads 5, Sam has to eat 5 batches of pig's ears. If his competitor rolls a 4, then he has to eat 4 batches of pig's ears to remain in the competition.

This round will be repeated until the winner is decided. In the event of a tie, a tie-breaker will be used.



Tie-Breaker

A bunch of different types of food will be blended into a shake, and the winner who can drink down the stuff the fastest, wins the cash prize.

Round 5:

Challenge of
Taste
+
A Tinge of Luck

Tie Breaker:

III. RULES OF THE GAME

GENERAL RULES:

- 1) Throwing up disqualifies you immediately. Throwing up is defined as food particles leaving your mouth. Therefore, if you feel like throwing up, but you manage to re-swallow it, you are not considered disqualified.
- 2) The judge's decisions are final and cannot be contested.
- 3) This format is subjected to changes. Final changes, if any, will be informed at the start of the competition.
- 4) You are deemed to have finished your food when you have cleaned out the plate and completely swallowed the food in your mouth. Indicate to the timekeeper that you have finished, by showing him/her your empty plate and an opened mouth.