

**PUBLIC SERVICE SPORTS AND FAMILY DAY
OUR TAMPINES HUB
SATURDAY, 1 AUGUST 2026, 7.30AM TO 12.30PM**

PUBLIC SERVICE AMAZING RACE 2026

EVENT INFORMATION

Date	:	Saturday, 1 August 2026
Reporting Time	:	By 7.30am
Reporting / Start Point	:	Festive Plaza, Level 1, Our Tampines Hub 1 Tampines Walk, Singapore 528523
Finishing Time	:	By 11.00am
Finishing Point	:	Community Auditorium, Level 3, Our Tampines Hub
Registration	:	https://www.csc.sg/stargames/Event-listing-details.aspx?eid=824 (Through sports liaison officers)
Closing Date	:	<u>Monday, 20 July 2026</u>

RULES & REGULATIONS

1. The Event

- 1.1 The Public Service Amazing Race 2026 (PSAR) will be held in conjunction with the Public Service Sports and Family Day 2026 (PSSFD 2026).
- 1.2 The PSAR programme is shown in the Annex.
- 1.3 Participation is free of charge.

2. Eligibility

- 2.1 The PSAR 2026 is open to civil servants and officers serving in Statutory Boards, Restructured Hospitals and Government-Aided Schools, and employees of registered former Statutory Boards.

3. Entry and Registration

- 3.1 Teams must register through the Sports Liaison Officers/Co-ordinator of their respective organisations via the online portal. Only team registration shall be accepted. Individual entries will not be accepted.
- 3.2 All the team members must be public officers.
- 3.3 Each team shall comprise 4 members.
- 3.4 A team must include at least one female player.
- 3.5 On the day of the event, each team must have at least 3 players for points to be awarded.
- 3.6 An agency is allowed to register players from other government agencies. The agency registering a mixed-agency team must ensure that all the team members are eligible players.
- 3.7 Team members must produce their staff cards and Identity Card when called upon or in event of protest. Teams fielding ineligible players shall be disqualified from the event.

4. Game Rules

- 4.1 Teams must report punctually by 7.30am. The flag-off time for the PSAR 2026 is at 9am sharp. Teams must be present at the flag-off. A roll call will be conducted. Any teams that start early before the flag-off and not present at the flag-off will be disqualified.
- 4.2 Before the start of the race, teams are provided a QR code/url to access PSAR digital map (web app). Each team must get onto the app with the assigned Team Name given to your team.
- 4.3 Teams are to navigate using the game app to locate the checkpoints and to activate the tasks within each checkpoint.
- 4.4 Players can complete the checkpoints in any order they choose. They are not required to visit all checkpoints.
- 4.5 Challenges are unlocked when teams arrive at the checkpoints. Points will be awarded based on completion of the challenges.
- 4.6 All the team members must be together when attempting the challenges.
- 4.7 The absolute cut-off time for teams to reach the ending point (checkpoint) at Community Auditorium (Level 3, Our Tampines Hub) is **11.00am**. The game will be locked at 11.00am and no more task submissions can be done. Teams must

plan their route and timing carefully and must check in at this last Checkpoint physically to qualify.

- 4.8 All checkpoints are situated within Our Tampines Hub.

5 Prizes

- 5.1 The top four teams with most points shall be awarded the following cash prizes.

PLACING	Cash Prize
1st	\$350
2nd	\$300
3rd	\$250
4th	\$200

- 5.2 Team Captains must be present to collect the prizes from the Guest-of- Honour otherwise the prizes will be forfeited.

6. Safety

- 6.1 All participants MUST carry hydration (water, isotonic drink or other fluids) in form of a hydration belt, bag or bottle throughout the race.
- 6.2 For the safety of participants, all players are advised to walk / run on the designated path throughout the route.
- 6.3 Participants who require immediate medical attention may call the PSAR emergency hotline.

7. Wet Weather Programme

- 7.1 The PSAR will still proceed in event of wet weather as the programme is held entirely within Our Tampines Hub.

8. Organisation T-shirt

- 8.1 Participants in a team are encouraged to wear their organisation's T-shirt or T-shirt of the similar colour if they do not have an organisation T-shirt. This is to facilitate easy identification of the team members.

9. Baggage and Accessories

- 9.1 There are no baggage deposit at the starting point. Participants are advised to travel light.

- 9.2 Teams must ensure that they have enough portable chargers.
- 9.3 As part of going green, please bring along your own water bottle and refill at water dispensers.

10 Communication

- 10.1 Each team must appoint a Team Captain for the Organiser to liaise/communicate with, on all matters pertaining to the Challenge.
- 10.2 Communication with the Team Captains shall be made via email or Whatsapp Chat group before and during the Challenge.

11 Personal Data Protection

- 11.1 All participants consent to their personal data being collected and processed for purposes of administration and communication in a particular event. Participants also agree to receive postings on other events organised by the Civil Service Club.

12 Covid-19 Safe Management Measures

- 12.1 All participating agencies and teams must comply with prevailing Covid-19 Safe Management Measures issued by Ministry of Health and Sport Singapore.
- 12.2 Participants are advised to exercise social responsibility. They must not take part in the event if feeling unwell or exhibit any symptoms of Covid-19 infections.

13 Rights

- 13.1 The Civil Service Club reserves the right to revise the format, rules and regulations for the event if deemed appropriate.

14 Public Service Sports and Family Day (PSSFD) QR Code

- 14.1 Participants in the PSAR can also register their spouses, children and/or parents, to take in the activities at the PSSFD.
- 14.2 Only one group QR code will be issued to the registrant (public officer) regardless of the number of family members registered. The group QR code is for the entire family to check-in and to redeem fun packs.
- 14.3 The quantity of fun packs issued will be based on the actual number of registered pax present at the counter. There shall be no collection on behalf.

- 14.4 The PSSFD QR code need to be downloaded and presented either in a screen grab, printed format or on mobile devices, at the check-in and redemption booths.
- 14.5 Registered participants are advised to check their inbox, spam or junk folder for the PSSFD QR code.

14 Disclaimers

- 14.1 Participants take part in the PSAR and/or other events held at the PSSFD at their own risk. Those with medical conditions are strongly advised to consult their doctors before taking part.
- 14.2 The Civil Service Club reserves the right to cancel, postpone or change the venue, date and/or time of the event at its discretion due to unforeseen circumstances.
- 14.3 The Civil Service Club, the Organising Committee, appointed contractors, sponsors, appointed officials and staff shall not be responsible for any mishap, injury or loss of life that may be suffered by participants and/or supporters before, during or after the event.
- 14.4 The Civil Service Club, the Organising Committee, appointed contractors, sponsors, appointed officials and staff shall not be responsible for any loss of personal belongings before, during or after the event.

PUBLIC SERVICE AMAZING RACE 2026**PROGRAMME**

<u>Time</u>	<u>Programme</u>
7.30am	Teams report at the Check-in Counter at the Festive Plaza, Level 1, Our Tampines Hub (OTH)
8.30am	Briefing for all participating teams
9.00am	Flag-off for the Public Service Amazing Race <u>Important Note:</u> Teams must be present for the flag-off. A roll call will be conducted and any teams that are not present will be disqualified.
11.00am	Teams must reach Community Auditorium, Level 3, Our Tampines Hub. Teams arriving late will not be scored. End of Public Service Amazing Race
11.45pm	Prize Presentation at Arena @ OTH (Winning teams must be present to collect the prizes)
12.00pm	Proceed to Community Auditorium for PSSFD activities
12.10pm	Prize Presentation for Corporate Challenge and Pickleball Competition as well as Lucky Draw at Community Auditorium
12.30pm	End