

5. Schmuggler-Trophy Rules and Regulations



Purpose and Basic Principles

The 5th Schmuggler-Trophy will take place on November 28, 2026, in the Silvretta Ski-Arena Samnaun/Ischgl. It is a fun, active skiing, snowboarding, or telemark skiing experience featuring challenges inspired by the history of smuggling. Smuggling is solely part of the event's fictional setting. No actual goods are transported across the national border.

The goal is to complete the assigned route, visit all mandatory checkpoints, solve challenges, exchange Schmugglerware (game goods), and bring as many valid Schmuggler-Taler (game tokens) as possible to the finish. Fair play, safety, and the shared experience take priority.

Participation and Teams

- Participants must be able to ski, snowboard, or telemark ski on red runs safely, in control, and without assistance.
- Each team must consist of at least two people. At least one person per team must be an adult.
- Participants under the age of 18 must have the consent of a parent or legal guardian.

Registration, Entry Fee, and Ski Pass

- Registration follows the instructions in the official Schmuggler-Trophy event announcement.
- The entry fee is CHF 60 per team.
- Payment must be made in advance at the Gäste-Information (visitor information office), Dorfstrasse 4, 7563 Samnaun Dorf.
- A valid ski pass is required for the event in the ski area. The ski pass is not included in the entry fee and must be purchased separately.
- At registration, each team receives a Schmuggler-Rucksack (event backpack), a Schmuggler-Pass (team record booklet), and the official game materials. The team may keep the Schmuggler-Rucksack.

Equipment, Team Identification, and Safety

- Skis, a snowboard, or telemark skis, as well as a snow sports helmet, are mandatory.
- Participants must always adjust their skiing or riding to their ability and the snow, visibility, weather, and slope conditions.
- Only open slopes and lifts may be used. All signs, closures, and instructions from the lift operator and event staff must be followed.
- Each team must wear the team identification provided by the organizer in a clearly visible position throughout the Trophy.
- Participants take part at their own risk. They are responsible for their own accident and liability insurance and personal equipment.
- In the event of an accident or a safety-related incident, the first priority is to provide assistance or alert the rescue services, as appropriate. Any significant delay resulting from this must be reported to event management as soon as possible.
- Littering is prohibited. Packaging, bags, and other event materials must not be left in the ski area.

Categories

There are two competition categories:

- «Das Original»: the longer route with more checkpoints.
- «Die Noubli»: the shorter route with fewer checkpoints.

Teams select their route when registering. Event management may assign different checkpoint sequences within a route to avoid waiting times. Teams must follow the assigned sequence and visit the mandatory checkpoints indicated in their Schmuggler-Pass.

All mandatory checkpoints on the assigned route must be completed. If event management cancels a checkpoint for safety or operational reasons, the affected teams will not be considered to have missed it.

Schmuggler-Pass and Game Materials

The Schmuggler-Pass is the Trophy's main verification document. Each team has one.

- At each mandatory checkpoint, stamps and all token and goods transactions relevant to scoring are recorded.
- The checkpoint supervisor also keeps a checkpoint log. This is used for the final verification and to resolve discrepancies.
- Only bags issued by the organizer may be exchanged at official trading checkpoints. Goods handed over and received are documented.
- At the finish, each valid bag containing goods from Austria is worth 2 Schmuggler-Taler. Any remaining Swiss goods do not earn additional tokens.

If a mandatory stamp is missing at the finish, event management will check the checkpoint log or verify participation with the relevant checkpoint supervisor. If proper participation can be confirmed, the checkpoint will count as completed. Without confirmation, the mandatory checkpoint will count as missed.

Checkpoints and Scoring

A team's total score equals the number of valid tokens verified at the finish, including valid Schmugglerware converted into tokens.

- For knowledge, sensory, and estimation challenges, the general rule is: 1 correct answer or 1 correctly completed scoring unit = 1 Schmuggler-Taler, unless a different predefined scoring system applies at that checkpoint.
- The maximum score for each checkpoint is fixed before the event begins and is the same for all teams on the same route. The checkpoint supervisor explains the scoring before the challenge begins and does not change it during the competition.
- Results and token transactions are recorded in the Schmuggler-Pass and the checkpoint log.
- Time does not count toward the score. The finish opens at 3:00 p.m. Arriving earlier provides no advantage. The finish closes at 4:00 p.m.
- "Das Original" and "Die Noubli" have separate rankings. Teams on different routes are not ranked against each other.

Formation Skiing ("Das Original")

Formation skiing is part of the "Das Original" route. Each team may complete one practice run. The second run is scored by a panel of three judges.

Each judge awards 0 to 5 points for each criterion:

- Creativity
- Synchronization
- Dynamics
- Difficulty

Each judge may award a maximum of 20 points, for a combined maximum of 60 judging points. Judging points are converted into Schmuggler-Taler as follows:

Judging points	Schmuggler-Taler	Judging points	Schmuggler-Taler
1-6	1	31-36	6
7-12	2	37-42	7
13-18	3	43-48	8
19-24	4	49-54	9
25-30	5	55-60	10

Fliegende Zöllner and Inspections

The Fliegende Zöllner (roaming customs officers) are part of the event's fictional setting. They carry official event identification and show it when conducting an inspection. Within the established game rules, they may:

- Check the Schmuggler-Pass.
- Ask the team to present its official game materials.
- Ask the designated smuggling questions.
- Apply and document the game penalty specified for that challenge if an answer is incorrect.
- Report rule violations to event management.

The Fliegende Zöllner do not search participants or their personal bags. They may not disqualify teams or exclude them from the rankings.

Fair Play and Prohibited Actions

All teams must observe fair play. In particular, the following actions are prohibited:

- Pooling, exchanging, or passing tokens or Schmugglerware between different teams to influence a score.
- Stealing tokens, Schmugglerware, Schmuggler-Pässe, or other event materials.
- Making, changing, or tampering with entries or stamps in the Schmuggler-Pass yourself.
- Using your own materials to imitate tokens, Schmugglerware, team identification, or other official game materials.
- Deliberately removing or concealing team identification, or exchanging it with another team.
- Attempting to influence customs officers, checkpoint staff, volunteers, or judges with money, tokens, goods, drinks, gifts, or other benefits.
- Knowingly giving false information to event staff to gain a scoring advantage.
- Deliberately obstructing other teams while skiing or riding, at checkpoints, or during challenges.
- Behaving in a seriously unsportsmanlike or disrespectful manner toward other teams or event staff.
- Deliberately damaging, removing, or hiding event materials.

Penalties and Exclusion from the Rankings

Violations of these rules are assessed according to their nature and severity. Penalties are applied to all teams according to the same principles. The following three penalty levels apply to rule violations:

Level	Violation	Consequence
Level 1: Warning	A minor violation that has no effect on the score and can be corrected immediately.	A warning and an instruction to comply with the rules immediately.
Level 2: Token deduction	A deliberate or repeated rule violation that does not amount to serious cheating or significant manipulation of the score.	Deduction of Schmuggler-Taler.
Level 3: Exclusion from the rankings	A serious breach of fair play or safety rules, or a serious act of manipulation.	Disqualification or exclusion from the rankings.

Schedule and Finish Deadline

Activity	Time
Welcome and briefing	Approx. 9.30 a.m.
Start of the Schmuggler-Trophy	Approx. 9.45 a.m.
Finish opens	3.00 p.m.
Finish closes	4.00 p.m.
Awards ceremony	5.00 p.m.
Winter-Opening-concert	5.45 p.m.

- Teams start at staggered intervals according to the start list.
- Under normal event conditions, any team arriving after 4:00 p.m. will be excluded from the rankings.
- In the event of a verifiable delay beyond the team's control, such as an unplanned service interruption, a slope or lift closure, or an instruction issued by the authorities or organizers, event management will decide how the team is ranked. The team must inform event management of the delay as early as possible.

Special Award "Originellstes Outfit"

The "Originellstes Outfit" (most original outfit) award is separate from the overall sporting competition. Teams wishing to take part have 30 seconds at the start to present themselves to a panel of three judges. Each judge awards 0 to 5 points per criterion:

Criterion	Points per judge
Connection to the smuggling theme	0-5
Creativity / originality	0-5
Overall team appearance	0-5
Effort / execution	0-5

Each judge may award a maximum of 20 points.

Social Media Prize Drawing

Participation in the social media prize drawing is optional and has no effect on the overall sporting score. To enter the drawing, the team must publish an Instagram Reel by 3:00 p.m. on Saturday, November 28, 2026, that meets the following requirements:

- Vertical format and a length of 10 to 30 seconds.
- A public Instagram profile.
- @samnaun_ch tagged in the post.
- A clear connection to the Schmuggler-Trophy.

At the awards ceremony, one winner will be drawn from all eligible entries to receive a Samnaun-Gutschein (Samnaun gift certificate) worth CHF 300.

Prizes and Rankings

The top three teams on each route receive prizes. Prizes are awarded as Samnaun-Gutscheine.

Category	1st place	2nd place	3rd place
Das Original	CHF 600	CHF 300	CHF 200
Die Noubli	CHF 400	CHF 250	CHF 150
Originellstes Outfit	CHF 300	CHF 200	CHF 100

- If teams are tied on points in a ranking, they share the corresponding place. Each team receives the gift certificate designated for that place. The next place is skipped.

Weather, Lift Operations, and Plan B

- Event management may adjust routes, checkpoints, checkpoint sequences, or challenges for safety reasons or due to weather, slope conditions, lift operations, closures, or instructions from the authorities or the lift operator.
- If the connection to Ischgl or the relevant lifts near the border are not open, the Schmuggler-Trophy will take place in the valley under Plan B, with checkpoints in and around Samnaun. Teams will travel on foot or by public transportation. Any other permitted means of getting around will be announced at the day's briefing.
- Changes will be communicated to teams at the briefing, through official event channels, or directly by event staff. Event management will ensure that teams competing in the same category are scored under comparable conditions.

Photography, Video, and Data Protection

Photos and videos may be taken during the event and used for reporting, event documentation, and promotion on samnaun.ch, on social media, and in PR and print media.

Responsibilities

Responsibilities are assigned as follows:

- Event management: decisions on the rules, serious rule violations, exclusion from the rankings, exceptional delays, route and operational changes, and final verification.
- Formation judging panel: scoring the formation skiing challenge.
- Outfit judging panel: judging the special award "Originellstes Outfit."
- Checkpoint supervisors and staff: conducting the challenges according to the mandatory scoring system and maintaining the checkpoint log.
- Fliegende Zöllner: conducting inspections and applying game penalties within the expressly defined scope, and reporting rule violations.

Only event management may disqualify a team or exclude it from the rankings.

Rules and regulations last updated: September 10, 2026