

# TREASURE HUNT

## ORIENTATION

PRESENTED TO T. HUNTER FOR A SUCCESSFUL HUNT



# AGENDA

- ✕ WHAT IS THE TREASURE HUNT?
- ✕ WHAT WILL HAPPEN DURING THE HUNT?
- ✕ HOW DO WE PREPARE FOR THE HUNT?
- ✕ HOW DO WE SOLVE CLUES?
- ✕ STAKES AND HELP CALLS
- ✕ SCORING THE HUNT
- ✕ TIPS FOR GOOD HUNTING
- ✕ QUESTIONS



# WHAT IS A TREASURE HUNT?

- ✕ THE TREASURE HUNT IS AN ANNUAL EVENT STARTED AT HONEYWELL AND NOW OPEN TO ALL PARTICIPANTS
- ✕ THE TREASURE HUNT IS AN EXCITING EVENING OF SOLVING A SERIES OF CLUES AT VARIOUS LOCATIONS THROUGHOUT THE NORTH VALLEY TO FIND YOUR WAY TO THE AWARDS BANQUET AND BUFFET BREAKFAST.
- ✕ THE 1ST, 2ND AND 3<sup>RD</sup> PLACE WINNERS RECEIVE THEME RELATED TROPHIES FOR THEIR SUCCESS. LAST PLACE ALSO RECEIVES A RECOGNITION FOR THEIR ACCOMPLISHMENT.
- ✕ THE 1ST PLACE TEAM ALSO DISPLAYS THE TRAVELING TREASURE HUNT TROPHY FOR THE YEAR.
- ✕ 1ST PLACE ALSO HAS THE HONOR OF COORDINATING THE NEXT HUNT.





# WHAT HAPPENS DURING A HUNT?

- ✕ THE HUNT IS CENTERED AROUND A DIFFERENT THEME EACH YEAR, AND A SERIES OF "HINTS, WISE OR OTHERWISE" ARE PUBLISHED FOR THE TEAMS TO RESEARCH IN PREPARATION.
- ✕ ON THE DAY OF THE HUNT, TEAMS ARRIVE AT 4:30 PM AT HONEYWELL DEER VALLEY TO REGISTER THEIR VEHICLES. VEHICLES ARE PREPARED, HUNTERS LOADED AND HUNT BAGS ISSUED TO EACH VEHICLE.
- ✕ AT 5:30 PM, THE START SIGNAL IS GIVEN, AND THE TEAMS RETRIEVE THEIR BAGS AND GET UNDERWAY SOLVING THEIR 1ST CLUE. UPON SOLVING CLUE, THEY DRIVE TO THE LOCATION ON THEIR MAP CORRESPONDING TO THE CLUE.
- ✕ THROUGHOUT THE EVENING, THE TEAMS ARRIVE AT EACH SUCCESSIVE CLUE SITE TO FIND A PROBLEM, PUZZLE OR EVENT WHICH SOLVES TO THE LOCATION OF THE NEXT SITE ON THE MAP.



# WHAT HAPPENS DURING A HUNT?

- ✕ THERE ARE TYPICALLY 17 TO 22 CLUE SITES TO FIND AND SOLVE TO GET TO THE BANQUET!
- ✕ BY 11:00 PM, THE TEAMS SHOULD HAVE COMPLETED THE SERIES OF HUNT CLUES AND SOLVED FOR THE FINAL LOCATION OF THE HUNT, WHERE THE SOLUTIONS ARE SHARED, AND THE TEAM RESULTS AND AWARDS ARE PRESENTED ALL OVER A HEARTY BREAKFAST WITH FELLOW HUNTERS.



# How Do I Prepare For A Hunt?

- ✕ SCHEDULE AN ORIENTATION SESSION (FOR NEW TEAMS)
- ✕ ACCESS THE HUNT WEBSITE FOR ALL INFORMATION
- ✕ STUDY AND SOLVE ALL HINTS WISE OR OTHERWISE
  - 🚩 NEW HINTS PUBLISHED MORE OR LESS WEEKLY LEADING UP TO THE HUNT
  - 🚩 SOME HINTS WILL HELP YOU ON THE HUNT (WISE)
  - 🚩 SOME HINTS WILL BE USELESS (OTHERWISE)
- ✕ BUILD ANY SPECIAL ITEMS IDENTIFIED IN THE HINTS
- ✕ BRING ALL THE REQUIRED ITEMS IDENTIFIED ON THE MUST
- ✕ BRING LIST AS WELL AS ANY YOU FEEL MAY BE GOOD TO HAVE FROM THE OPTIONAL LIST.
- ✕ IDENTIFY A GOOD VEHICLE FOR THE HUNT AND HAVE IT READY TO GO!
- ✕ ARRIVE ON TIME TO REGISTER ON HUNT DAY!



# HUNT COMMUNICATIONS

- ✕ ALL HUNT COMMUNICATION IS NOW THROUGH THE TREASURE HUNT WEBSITE AND THE ASSOCIATED EMAIL ADDRESS.
  - ✖ WEBSITE: <http://www.phoenixtreasurehunt.org/>
  - ✖ EMAIL ADDRESS: [THunter@PhoenixTreasureHunt.org](mailto:THunter@PhoenixTreasureHunt.org)
- ✕ HUNTERS CAN ACCESS SITE ANY TIME THROUGH CALANDER YEAR
- ✕ ANNOUNCEMENTS FOR THE HUNT AND ASSOCIATED SIGN UP WILL BE POSTED 4<sup>TH</sup> QTR EACH YEAR
- ✕ CURRENT COMMITTEE MEMBERS CONTACT INFO INCLUDED ON THE SITE
- ✕ WEBSITE ALLOWS SIGN UP TO RECEIVE EMAIL FROM T. HUNTER REPORTING NEWS, ANNOUNCEMNTS AND ALL HUNT RELATED INFORMATION. BE SURE TO SIHN UP AND KEEP YOUR EMAIL ADDRESS CURRENT
- ✕ WEBSITE ALSO HAS HUNT HISTORY, RULES AND ORIENTATION MATERIALS



# **SAMPLE HWOws** **TYPICAL**

## **Hints Wise or Otherwise #1**

- 1. Shaturanga, Shatranj, Xiang Qi, Shogi and Sittuyin**
- 2. McCutchen, Brothers and Nadler**
- 3. It's in the Kitchen**
- 4. "Buy me some peanuts and cracker jacks"**
- 5. Zamkauskas, Doubleday, Naismith, Darrow**
- 6. Only counts in \_\_\_\_\_ and hand grenades**
- 7. Gossima, Flim-flam and Whiff-Whaff**
- 8. Founded in London in 1863**
- 9. You can't get out for Free!**
- 10. T. Hunter 1995 - 2005**

**TH2005**

Sign Up: 1/19/05 @ 11-1 PM in BR Cafe  
Orientation: 2/9/05 @ 1 PM in BR Cafe



Committee: Dave X3886; Bob X6262; Will (602)467-1496; Paul (602)467-1464



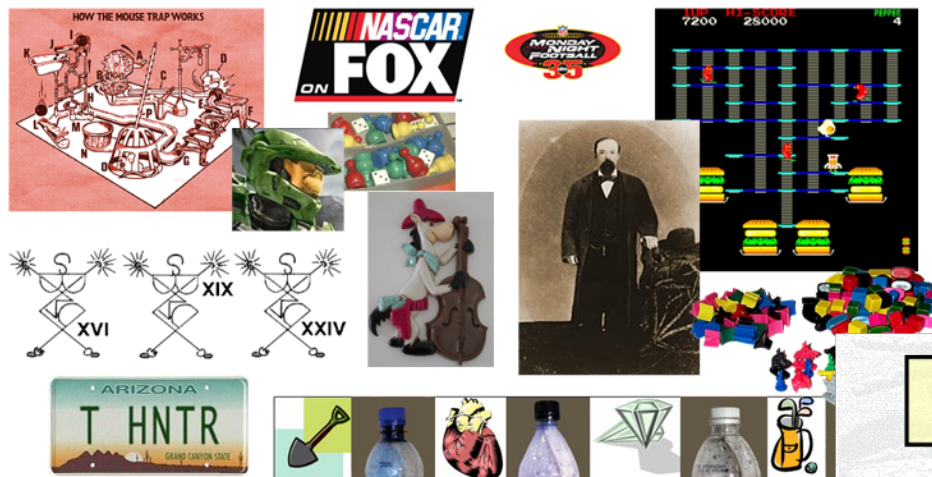
# HWOws ANSWERS

- ✕ THEME: GAMES
- ✕ SHATURANGA, SHATRANJ, XIANG QI, SHOGI AND SITTUYIN (CHES)
- ✕ McCUTCHEN, BROTHERS AND NADLER (64,000 QUESTION)
- ✕ ITS IN THE KITCHEN (BILLIARDS)
- ✕ BUY ME SOME PEANUTS AND CRACKER JACKS (TAKE ME OUT TO THE BALL GAME)
- ✕ ZAMKAUSKAS, DOUBLEDAY, NAISMITH, DARROW (GAME INVENTORS)
- ✕ ONLY COUNTS IN \_\_\_\_\_ AND HAND GRENADES (HORSEHOES)
- ✕ GOSSIMA, FLIM FLAM AND WHIFF WHAFF (PING PONG)
- ✕ FOUNDED IN LONDON IN 1863 (SOCCER)
- ✕ YOU CANT GET OUT FOR FREE! (MONOPOLY SITE CLUE)
- ✕ T. HUNTER 1995 TO 2005 (TREASURE HUNT TRIVIA)



# SAMPLE HWOws AUDIO AND VISUAL

## Hints Wise or Otherwise #8



TH2005

TH2005 Website!

[http://www.geocities.com/treasure\\_hunt\\_2005](http://www.geocities.com/treasure_hunt_2005)

Committee: Dave X3886; Bob X6262; Will (602)467-1496; Paul (602)467-1464

## Hints Wise or Otherwise #6

1.

2.

3.

4.

5.

6.

7.

8.

9.

10.

Games  
Without  
Frontiers

TH2005

TH2005 Website!

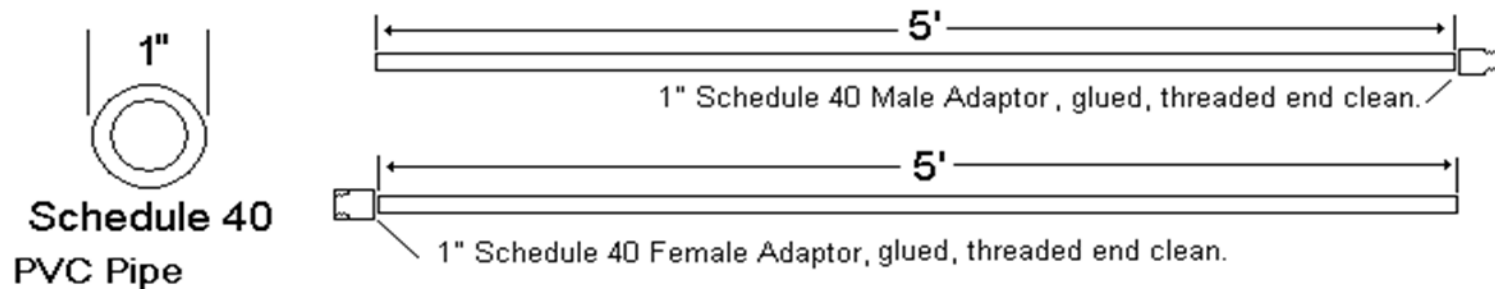
[http://www.geocities.com/treasure\\_hunt\\_2005](http://www.geocities.com/treasure_hunt_2005)

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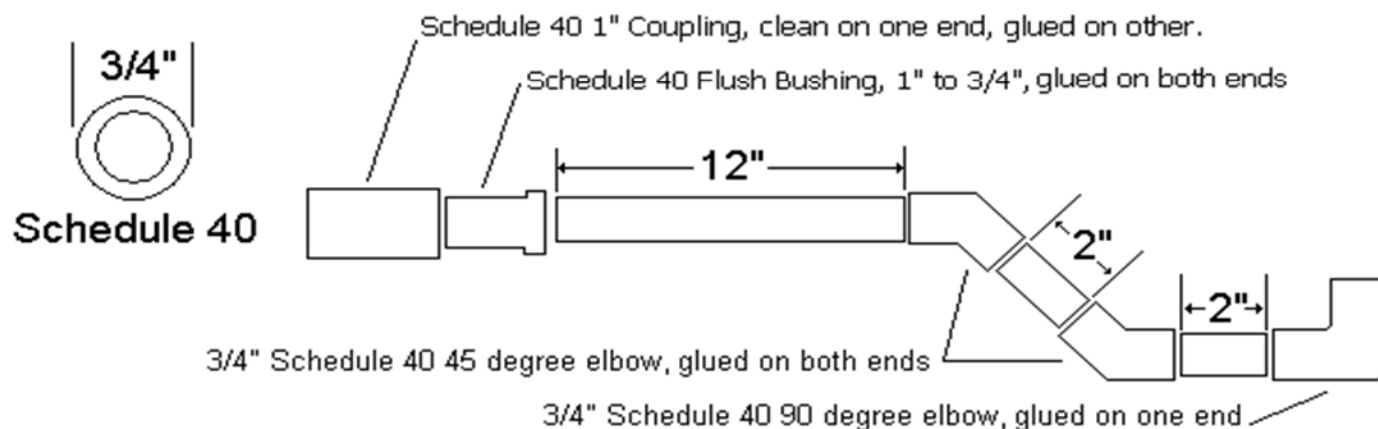
# SAMPLE HWOW DEVICE



Home Depot:

Adaptor, Male	UPC 39923 13178	SKU 436-010
Adaptor, Female	UPC 39923 13052	SKU 435-010

"Angling Device"



Home Depot:

Coupling	UPC 39923 13754	SKU 429-010
Bushing	UPC 39923 13310	SKU 437-131
45° Elbow	UPC 39923 14024	SKU 417-007
90° Elbow	UPC 39923 14064	SKU 406-007

Attachment "R"



# ITEMS TO BRING

✕ REQUIRED AND OPTIONAL LISTS WILL BE GIVEN A FEW WEEKS BEFORE THE HUNT.

🏴 REQUIRED ITEMS ARE THOSE YOU WILL NEED ON THE HUNT TO SOLVE CLUES AND HAVE A SAFE HUNT. NOT ALL REQUIRED ITEMS ARE USED.

🏴 OPTIONAL ITEMS ARE THOSE WHICH MAY HELP SOLVE CLUES MORE QUICKLY OR EASILY. SOME OPTIONAL ITEMS WILL BE USELESS.

🏴 BE SURE TO ALWAYS BRING CELL PHONE AND CHARGER, FLASHLIGHTS, FIRST AID KIT, WATER AND SNACKS.



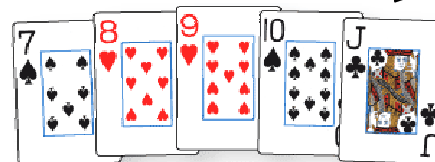
TH2005



The "Items to Bring" Lists

REQUIRED ITEMS	OPTIONAL ITEMS
<ul style="list-style-type: none"> <li>• 4 sets of Work Gloves</li> <li>• Angling Device and Attachment</li> <li>• Ball Cap for Each Hunter</li> <li>• Band-Aids</li> <li>• Bath Towel</li> <li>• Battery powered Calculator</li> <li>• Brick</li> <li>• CD Player</li> <li>• Cell phone (be sure it's charged)</li> <li>• Digital FM Radio</li> <li>• Flashlights (one for each member)</li> <li>• Magnifying Glass</li> <li>• Pens, pencils, crayons</li> <li>• Plastic Bingo "Markers"</li> <li>• Roll of Quarters</li> <li>• Signed Release Form</li> <li>• Water (for each member)</li> </ul>	<ul style="list-style-type: none"> <li>• Aspirin (or equivalent)</li> <li>• Binoculars</li> <li>• Chalk for Pool Cue</li> <li>• Compass</li> <li>• Copy of "Hoyle's Rules of Games"</li> <li>• Deck of Cards</li> <li>• Dictionary</li> <li>• Frisbee</li> <li>• Horse Shoe</li> <li>• Jumper Cables</li> <li>• Madden 04 Football Cheat Codes</li> <li>• Motion Sickness Bag</li> <li>• Putter</li> <li>• Salmon Eggs</li> <li>• Scotch tape or glue stick</li> <li>• Snack Food</li> <li>• Wading Boots</li> <li>• Yellow Pages</li> </ul>

EXAMPLE





# CONTENTS OF YOUR BAG WHEN YOU START

## ✕ CONTAINS

🚩 MAP

🚩 ICON SHEETS

🚩 START CLUE

🚩 RECEIPT ENVELOPE



✕ RECEIPT ENVELOPE ALSO HAS YOUR SITE SEQUENCE; KEEP TRACK OF YOUR POSITION IN HUNT.

🚩 HELP PHONE NUMBERS WHEN YOU CANNOT FIND OR SOLVE A CLUE

🚩 OTHER THINGS YOU MAY (OR MAY NOT) NEED AT ANY SITE

✕ ALWAYS CARRY YOUR BAG!



TH205

Map not to scale

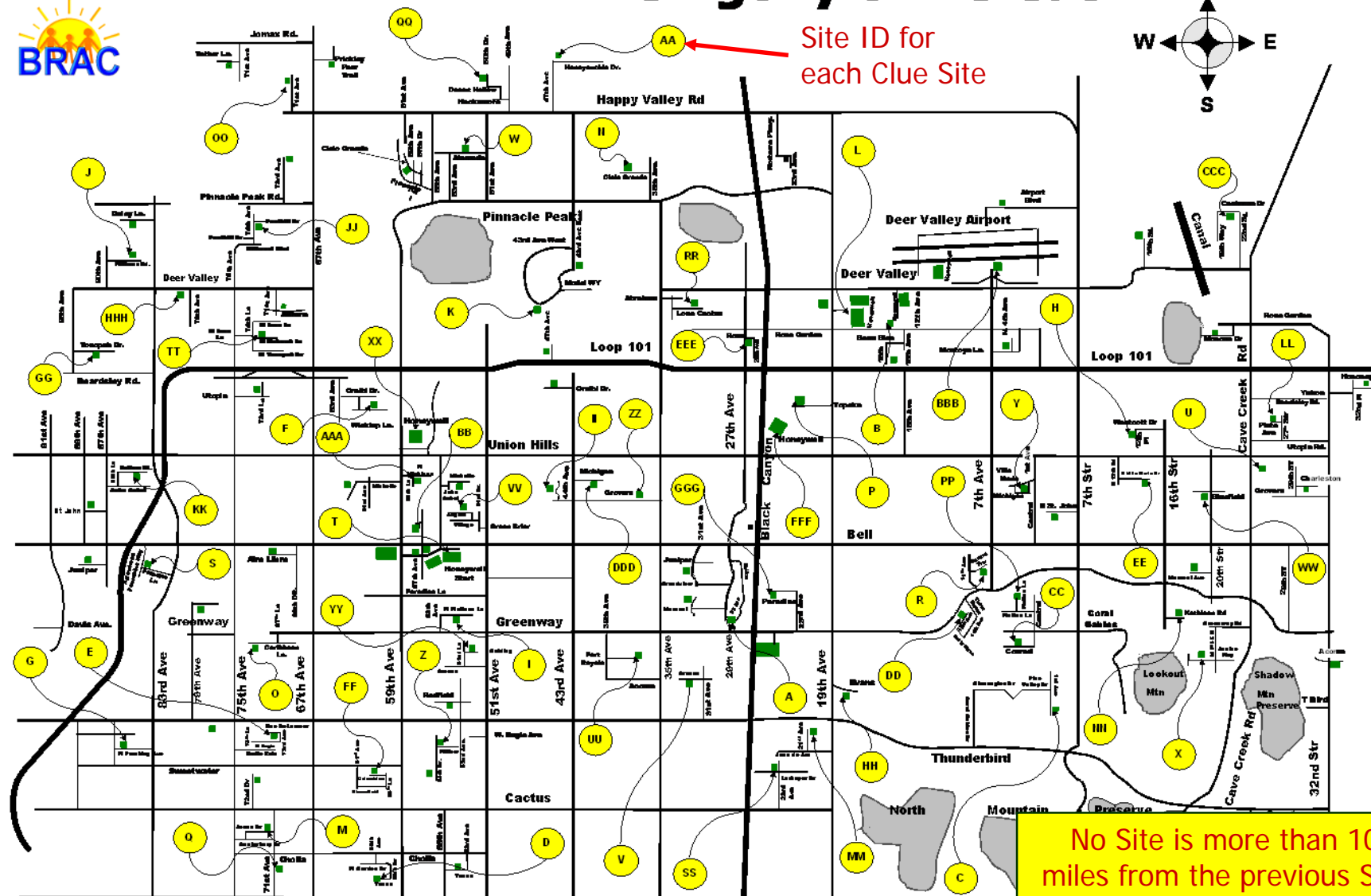
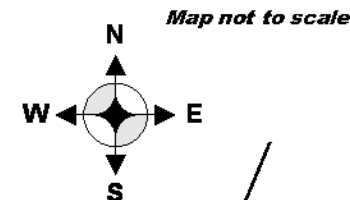
Rev B 3/27/05



# The Thrill of Victory,

# The Agony of Defeat

Site ID for  
each Clue Site



No Site is more than 10 miles from the previous Site (except start and finish)













Map not to scale
















# ICON SHEETS













Site ID for each Clue Site on Map

Icon name you must recognize (not provided)

<b>A</b>  HALO 2	<b>B</b>  Polo	<b>C</b>  Chinese Checkers
<b>D</b>  Bowling	<b>E</b>  Monopoly	<b>F</b>  Cricket
<b>G</b>  Operation	<b>H</b>  Parker Brothers	<b>I</b>  Hopscotch
<b>J</b>  Barrel of Monkeys	<b>K</b>  Mousetrap	<b>L</b>  Twister

<b>Y</b>  Pin the Tail on the Donkey	<b>Z</b>  Family Feud	<b>AA</b>  Badminton
<b>BB</b>  Ball and Jacks	<b>CC</b>  WarGames	<b>DD</b>  Phoenix Suns
<b>EE</b>  Checkered Racing Flag	<b>FF</b>  Indiana Pat	<b>GG</b>  Candyland
<b>HH</b>  Curling	<b>II</b>  Dodgeball	<b>JJ</b>  Jeopardy

<b>M</b>  Battleship	<b>N</b>  Arizona Diamondbacks	<b>O</b>  Horseshoes
<b>P</b>  Hasbro	<b>Q</b>  Quick Draw McGraw	<b>R</b>  Hangman
<b>S</b>  Who Wants to be a Millionaire	<b>T</b>  Wiffleball	<b>U</b>  Groucho Marx
<b>V</b>  Miner 49er	<b>W</b>  Florist Grumpy	<b>X</b>  Van Morrison

<b>KK</b>  Milton Bradley	<b>LL</b>  Mille Bornes	<b>MM</b>  Tic-Tac-Toe
<b>NN</b>  Billiards	<b>OO</b>  XBOX	<b>PP</b>  Duck Duck Goose
<b>QQ</b>  Weakest Link	<b>RR</b>  Ping Pong	<b>SS</b>  Press Your Luck
<b>TT</b>  Tiger Woods	<b>UU</b>  Mario	<b>VV</b>  Dice



# HOW DO WE SOLVE CLUES?

- ✕ **THROUGHOUT THE EVENING, THE TEAMS ARRIVE AT EACH SUCCESSIVE CLUE SITE TO FIND A PROBLEM, PUZZLE OR EVENT WHICH SOLVES TO THE LOCATION OF THE NEXT SITE ON THE MAP.**
- ✕ **CLUES CAN COME IN SEVERAL FORMS:**
  - 🚩 **PUZZLES OF VARIOUS TYPES TO SOLVE**
  - 🚩 **INTERACTIVE REQUIRING PARTICIPATION TO GET A SOLUTION**
  - 🚩 **TEAMWORK REQUIRING COOPERATION TO SOLVE THE CLUE**
  - 🚩 **GADGETS TO WORK TO GET A SOLUTION**
  - 🚩 **VISUAL OBSERVATION TO FIND AND SOLVE**
- ✕ **CLUES CAN BE SIMPLE OR COMPLEX HAVING ONE OR MORE LAYERS OF SOLVING TO REACH THE ANSWER**
- ✕ **SEVERAL CLUE SITES WILL BE A BAG SITE WHERE THE CLUES ARE IN ENVELOPES IN A PLASTIC BAG AT THE SITE**



# PUZZLE SITES

  Triple Word Score
   Triple Letter Score
   Double Word Score
   Double Letter Score



A=1  
 B=3  
 C=3  
 D=2  
 E=1  
 F=4  
 G=2  
 H=4  
 I=1  
 J=8  
 K=5  
 L=1  
 M=3  
 N=1  
 O=1  
 P=3  
 Q=10  
 R=1  
 S=1  
 T=1  
 U=1  
 V=4  
 W=4  
 X=8  
 Y=4  
 Z=10

Description	Word	Points
Original Name of the Game =	<input type="text"/>	<input type="text"/>
Current Name of the Game =	<input type="text"/>	<input type="text"/>
Inventor of the Game =	<input type="text"/>	<input type="text"/>
First Game Factory Location =	<input type="text"/>	<input type="text"/>
Business Partner for Game =	<input type="text"/>	<input type="text"/>
First Public Game Name =	<input type="text"/>	<input type="text"/>
Set of Letters used for Words =	<input type="text"/>	<input type="text"/>
To earn and accumulate Points =	<input type="text"/>	<input type="text"/>
Compiled List of Word Definitions =	<input type="text"/>	<input type="text"/>
Set of Words for Communication =	<input type="text"/>	<input type="text"/>
Arranging Letters to form Words =	<input type="text"/>	<input type="text"/>
Any Character of the Alphabet =	<input type="text"/>	<input type="text"/>
Getting them all would be Perfect =	TOTAL POINTS =	<input type="text"/>

## Hunt Site #20 Scrabble

### Procedure

- Score the words of a Scrabble Game. Total = 300 or perfect game in bowling

### Hints

- New York Times Histogram
- AZ Republic - Feb 17, Section E, "Ask Us Anything"

### Location

- Metzger Residence

Icon on map – "D"









Bowling



Perfect 300 Game



# PUZZLE SITES

	_____
	_____
	_____
	_____
	_____
	_____
	_____
	_____



Hunt Site #5  
CRE8IV PL8S



## Procedure

- Solve multiple License Plate anagrams and use circled letters "in order" to solve.

## Hints

- Background HWOW #6
- T. Hunter license plate
- How do Texan's hold them?

## Location

- 7338 W. Foothill

Icon on map – "AAA"

Paper Rock Scissors



## ✕ OTHER PAST PUZZLE EXAMPLES:



MATH



CROSSWORDS



SUDOKU



WORD SEARCH



# INTERACTIVE SITES



## Hunt Site #23 Monopoly

### Procedure

- Bail Team member out of Jail
  - Use Chance Card from Bag for \$50 at Bank
  - Use \$50 for Bail Fee with Jailer
- Solve Monopoly Board "Property" puzzle to reveal hidden letters around Board which spell out the sentence;
- "YOU SUNK MY BATTLESHIP"



### Hints

- You can't get out for Free!
- Everything in it's "Property" place
- North Carolina, South Dakota and Iowa

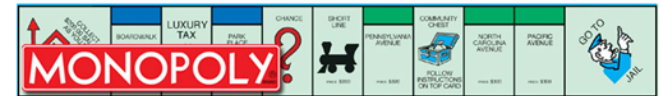


### Location

- 7315 W. Rue De Lamour
- Icon on map – "M"



### Battleship

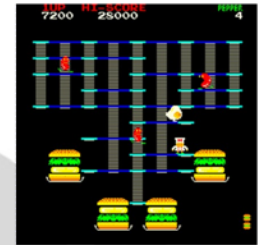




# INTERACTIVE SITES



## Hunt Site #12 Go Fish



### Procedure

- Use angling device, attachment "R", fishing license and "suit key" from HWOW to fish correct bottle from pool. Present "fish" and license to Game and Fish Warden for verification. Solve Video Game puzzle.

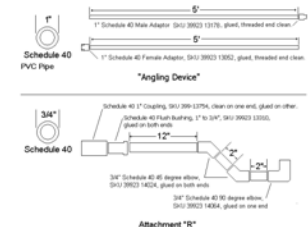
### Hints

- Bring your "Angle Device"
- Pictures of Bottles
- No Angling in the Kitchen!
- Game photos and sound clips
- Galaga, Galaxian, Gauntlet, Gorf, Gyruss



### Location

- 2108 E. Janice Way
- Icon on map – "NN"
- Billiard balls



## ✕ OTHER PAST INTERACTIVE EXAMPLES:

- 🚩 SINGING TO THE BAG LADY
- 🚩 HOKEY POKEY FOR PIZZA
- 🚩 CLIMBING IN THE COFFIN
- 🚩 TAKE ME OUT TO THE BALL GAME



# TEAMWORK SITES



## Hunt Site #22 Tilt Maze

### Procedure

- Lift maze using angling device, then guide the egg through the maze. Solve the associations

### Hints

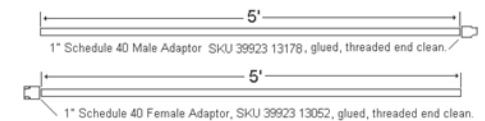
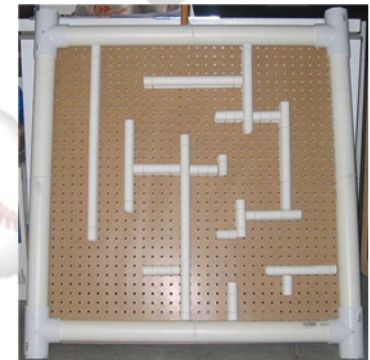
- Prepare to be amazed!

### Location

- 5236 W. Waltann Ln.

Icon on map – “E”

Monopoly



"Angling Device"



# TEAMWORK SITES



## Hunt Site #9 Inventor Match

### Procedure

- Use wires provided in bag to connect Games with Inventors.

### Hints

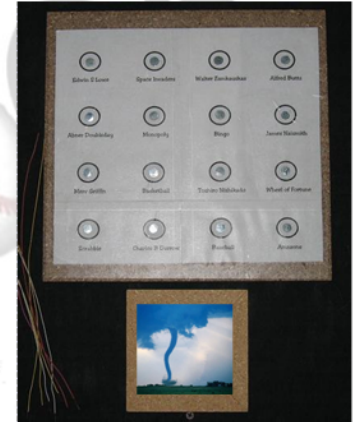
- Zamkauskas, Doubleday, Naismith, Darrow.
- What would Hunt and Paxton play?
- Merv Griffin, Butts, Nishikado, Edwin Lowe
- Patent Number 3,454,249

### Location

- 5214 W. Alameda

Icon on map – “L”

Twister



## ✕ OTHER PAST TEAMWORK EXAMPLES:

- ✙ RETRIEVE THE BOTTLE
- ✙ SIMON SAYS
- ✙ RAISE THE PINGPONG BALLS
- ✙ FILL THE BUCKET
- ✙ PIPED SOUND



# GADGET SITES

## Hunt Site #4 Piped Sound

### Procedure

- Connect PVC Pipe plumbing to complete sound path
- Listen at "Ear" to hear music from Jeopardy.

### Hints

- Red, Green listen
- Trebeck followed Pardo
- The Quotidian x 2

### Location

- 7442 W. Mohawk

Icon on map – "JJ"

Jeopardy



## Hunt Site #14 Simon Says

### Procedure

- Team must successfully complete several levels of electronic Simon Game
- Basketball with clue inside is ejected
- Basketball has symbol which solves to Phoenix Suns

### Hints

- Simon Says "Count to 12!"
- The Round Mound of Rebour

### Location

- 1255 E. Villa Maria Dr.

Icon on map – "DD"

Phoenix Suns



## ✕ OTHER PAST GADGET EXAMPLES:

🚩 LAMBDA DEVICE

🚩 REFLECTING LASER

🚩 LEMON POWER



## Hunt Site #19 Family Feud

### Procedure

- Solve sequence of flashing LEDs under multiple letters by using every other letter – "Survey Says"

### Hints

- Newkirk, Anderson & Borland
- Statistical representation of common interrogative responses

### Location

- 3121 W Crocus

Icon on map - "Z"

Hatfield – McCoy Feud Sign





# VISUAL (OR DRIVE BY) SITES



## ✕ OTHER PAST VISUAL EXAMPLES:

- 🚩 VEGETABLE STAND HAS CORN 12 FOR A DOLLAR
- 🚩 SPINNING WHEEL IN HARDWARE STORE
- 🚩 MOOSE IN BAR
- 🚩 DUCK, DUCK, GOOSE
- 🚩 CHINESE CHECKERS



## Hunt Site #11 Dominoes



### Procedure

- Find "T Hunter recommends" section of video store
- Recognize the use of "Domino" games in modified movie titles.

### Hints

- Auger, Pizza and Fats
- "Gathers No Moss" #62 and #111
- His Band and the Street Choir (1st song on album is "Domino")

### Location

- Hollywood Video – 18413 N. Cave Creek Rd

### Icon on map – "X"

Van Morrison – Rolling Stone #111



## Hunt Site #13 Billiards

### Procedure

- Team must look in "kitchen" of pool table where the 3, 8 and 9 balls (Dale Earnhardt, Dale Earnhardt Jr. Bill Elliott) are located and solve the clue to racing.

### "Gentlemen, Start your Engines!"

### Hints

- It's in the Kitchen
- Great American Race winners who start with E
- "Rack" your brain on what's missing
- Felston & Fats
- $X+Y+Z=20$ , where  $0 < X, Y, Z < 10$

### Location

- 1750 E. Kathleen Rd.

### Icon on map – "EE"

Checkered Flag





# THE STAKES

✕ ALL SITES ARE MARKED WITH WOODEN STAKES

🚩 MARKED WITH FLUORESCENT ORANGE TAPE (TH)

🚩 HAS RECEIPTS WITH TEAM AND SITE NUMBERS. TAKE ONLY  
YOUR RECEIPT!!!

🚩 LOOK FOR CLUE WITHIN 50 FEET.

✕ CROSS (X) (NOT AT EVERY SITE)

🚩 STOP THE CAR. PROCEED ON FOOT TO THE SITE

✕ ARROWS (LEFT RIGHT OR STRAIGHT) (NOT AT EVERY SITE)

🚩 FOLLOWING THE ARROWS TO REACH THE ACTUAL CLUE SITE



# HELP!!

- ✕ EACH TEAM WILL BE GIVEN A PRIMARY AND BACKUP PHONE NUMBER PLUS A PASSWORD IN YOUR STARTING BAG.
- ✕ IF YOU NEED HELP WITH FINDING OR SOLVING ANY CLUE, JUST CALL THE NUMBER PROVIDED. HAVE YOUR CAR NUMBER AND PASSWORD READY.
  - 🚩 HELP FINDING A CLUE IS A 10 MINUTE PENALTY
  - 🚩 HELP SOLVING THE CLUE IS A 20 MINUTE PENALTY
- ✕ WHEN TO MAKE THE CALL IS MORE ART THAN SCIENCE AND DEPENDS ON EACH TEAM. CLUE SOLUTIONS ARE DESIGNED TO BE ANYWHERE FROM 5 TO 15 MINUTES.



# SCORING THE HUNT

- ✕ AS EACH TEAM ARRIVES, A TEAM MEMBER NEEDS TO QUICKLY (BUT SAFELY) CHECK IN AT THE SCORING TABLE. FOLLOW THE ARROWS.
- ✕ WHEN CHECKING IN, BRING YOUR RECEIPTS!!!!
- ✕ AT CHECK IN YOUR TEAM NUMBER, ARRIVAL TIME AND NUMBER OF RECEIPTS WILL ALL BE RECORDED
- ✕ EACH TEAM WILL BE SCORED BASED UPON
  - 🚩 TOTAL DRIVE TIME
  - 🚩 NUMBER OF MISSING RECEIPTS (10 MINUTES/RECEIPT)
  - 🚩 NUMBER OF HELP CALLS (10 AND 20 MINUTES)
  - 🚩 PENALTY FOR LATE ARRIVAL (5 MIN/EACH MINUTE LATE)
- ✕ TEAMS RANKED BASED UPON SCORED HUNT TIMES
- ✕ 1<sup>ST</sup> PLACE TEAM BECOMES THE NEW TH COMMITTEE!





# TIPS FOR GOOD HUNTING

- ✕ ASSIGN RESPONSIBILITIES TO TEAM MEMBERS (DRIVER, NAVIGATOR, KEEPER OF THE BAG, KEEPER OF THE RECEIPTS, HELP CALLER, ETC.)
- ✕ SURVEY THE MAP IN THE BEGINNING AND IDENTIFY ALL THE ICONS
- ✕ OFTEN MORE THAN ONE COPY IS PROVIDED, SO APPLY TEAMWORK AND USE THEM ALL
- ✕ CARRY YOUR BAG WITH YOU AT ALL TIMES, INCLUDING YOUR MUST BRING ITEMS.
- ✕ T. HUNTER IS SURE FIRE TIPOFF THAT YOU ARE ON TRACK!
- ✕ IF IN DOUBT, REVIEW HINTS WISE AND OTHERWISE
- ✕ IF IN DOUBT, CHECK YOUR BAG INVENTORY!
- ✕ KEEP TRACK OF YOUR TIME! IT MAY BE ADVANTAGEOUS TO CALL INCUR THE PENALTY.
- ✕ DONT TIP OFF OTHER TEAMS WITH THE SOLUTION
- ✕ BE WARY OF FALSE SITES. A DRIVE BY OF A NEARBY MAP LOCATION MAY SEEM LIKE A GOOD IDEA AND MAY OR MAY NOT HELP. MANY SITES ON THE MAP ARE BOGUS!
- ✕ FINISH AT 11:00. DRIVE TO THE BANQUET. CLUES ARE PULLED AT 11:00, SO FURTHER EFFORT IS WASTED AND YOU RISK THE NASTY LATE PENALTY IF YOU ARRIVE AFTER 11:30.



# REMEMBER SAFETY AND COURTESY

## ✕ SAFETY

- 🚩 ONLY ONE VEHICLE PER TEAM!
- 🚩 ALL TEAM MEMBERS MUST HAVE AN OPERATIONAL SEATBELT!
- 🚩 PLEASE OBEY THE TRAFFIC LAWS! DRIVE CAREFULLY ..AND HAVE FUN!

## ✕ COURTESY

- 🚩 LEAVE ALL SITES AS YOU FOUND THEM! RETURN MATERIALS TO PROPER PLACE. IF ANY DAMAGE OCCURS, CALL IN SO WE CAN FIX IT!
- 🚩 DONT HOG CLUE SITE ACCESS. AFTER TRYING TO SOLVE, LET THE NEXT TEAM HAVE ACCESS. RULES WILL BE POSTED WHEN NEEDED.
- 🚩 DONT CHASE OTHER VEHICLES. ROUTES DIFFER FOR EACH TEAM
- 🚩 DONT STEAL SOLUTIONS. NOT COOL!