

Treasure Hunt - Official Rules

SAFETY RULES

This is the most important part of this whole set of rules! Read this carefully!!

The object of the Hunt is to have fun. The one thing nobody wants to happen is for a team to be in an accident while driving too fast to a site. Any incident during the Hunt resulting in injury or worse may mean the end of the Hunt. Recognize that success of the Hunt is designed to be based upon clue complexity and your ability to solve them. In addition, drive routes are almost always through numerous traffic signals regulating time between sites. Win through being prepared, not speeding.

The following rules are in the interest of safety. Random spot checks will be done at certain sites by Hunt coordinators. If there is any sign of reckless driving as judged by a Hunt coordinator, that team will be **disqualified** and may not be allowed in future Hunts. All decisions in this matter **will be final!!**

(1) At each site, the vehicle must be turned off and the keys removed before the driver gets out of the vehicle. If at any time, a Hunt coordinator sees a vehicle that is running without the driver at the controls, the vehicle will be turned off, the keys will be taken, and will be returned once the team is told that they will receive a 30-minute penalty.

(2) Each team's vehicle must have 1 seat belt for each team member. For example, six people in an SUV with 5 seat belts is not allowed. This also implies no moving trucks with furniture in the back. All vehicles will be subject to validation the night of the Hunt. Hunt coordinators must approve your vehicle as a part of the check-in process.

Please respect the Hunt and your fellow hunters in following these rules.

Treasure Hunt Rules:

1. The Hunt is held annually and is typically scheduled within the late February to early May timeframe. The Hunt Announcement identifying the day of the Hunt and related Hunt information is communicated approximately 3 to 4 months prior to the Hunt event. Team sign up will open several weeks prior to the Hunt.
2. A "team" consists of 4 to 6 members with one person designated as the captain. Six members is a fixed limit with **no exceptions!!** Each team member must be at least 18 years old. Each team uses only **one** vehicle during the Hunt and **may not separate** into different vehicles during the Hunt. If a partial team is seen at a site, it will be assumed that the team is violating this rule and will be **disqualified**. This does not mean that all team members must get out of the vehicle, but all members must be in the vehicle when you arrive at the site. For a description of the vehicle requirements, please refer to the "Safety Rules" above.

3. In the weeks leading up to the Hunt, teams will be provided a series of "Hints, Wise or Otherwise" to help prepare for the Hunt. These HWOW are important for a successful Hunt and each team should take the time to "solve" the Hints provided to determine the theme of the Hunt and information which may be needed for solving the Clues. Note that not all Hints are "Wise", some are purposely irrelevant keep teams busy and guessing of the Hunt content.
4. Each Team in the Hunt is assigned a number. A paper with this number on it is provided to you at sign in on the day of the Hunt. With the number facing out the rear window, tape this paper to the left rear window of the car being used in the Hunt.
5. The Hunt is made up of a series of clues, which must be found and solved, in their prescribed order, leading you to an Awards Banquet. All of the clues have a common theme, which adds to the fun and excitement of the Hunt.
6. Each "clue" contains the information that will lead you to the next clue location.
7. No clue location is more than 10 miles from the previous location. Most are typically less than 6 miles. The only exceptions are the distance from the Start to the first Site and the distance from the last Site to the Banquet location. Those could be over 10 miles distance.
8. Copies of a set of clue icons are provided showing a variety of figures, symbols and pictures. Each requires the team to identify with relationship to the Hunt theme. Each clue solution corresponds with valid icon. There is only one solution per clue. Each icon is labeled with Letters which correspond to a specific circled Letter on the Hunt Map. Each Clue solution links to an Icon and ID Letters which links to the next location on the Map.
9. Copies of a specially prepared map are provided showing details of the area. On this map are circled Letters each having an arrow added to mark the **EXACT** location of the clue on the map. Every valid clue location is marked by a Letter. However, a significant number of additional false Letters are included on the map just to keep you honest!
10. The icons and map must be used to complete solving and locating your clues and will be a real help by showing you the shortest distance, on which side of the road the clue is located, etc. The map has been made as complete as possible and is necessary for this Hunt, but it may lack some of the latest roads, subdivisions and washes. **USE THE MAP CONSTANTLY. CARRY IT WITH YOU AT ALL TIMES.**
11. You may find many confusing factors, planned and unplanned. However, at each valid clue location, you will find an identifying wooden stake "marker" to show that you are at the right spot. These markers use reflective tape to help you locate them with your car's headlights or your flashlight.

There are three types of markers:

"TH" Marker	Identifies the Site Number and Receipts attached. Located within 50' of the Clue.
"→" Marker	Arrow Markers help navigate in direction of site. Not used at all sites.
"X" Marker	Stop, drive no further and proceed on foot. Restricts vehicle use.

12. At some clue locations you will find a group of numbered envelopes. These are usually in a plastic "trash" bag. Take only the envelope with **YOUR** car number on it. This contains **YOUR** team's clue which will direct you to the next clue location. **ALL** envelopes are not the same. If you use the envelope intended for another team, you may find yourself heading back to a clue location that you have previously solved. Be certain that the envelope you have taken corresponds with your car number.

13. Always replace other envelopes exactly where you find them and avoid disturbing or touching any clue but your own. To do otherwise would be unfair, and perhaps would spoil the fun for a lot of people. Please cooperate in this vital requirement.
14. Where needed, you may find a puzzle of some sort where multiple copies of the clue are included in your clue envelope. The copies are identical and more than one are furnished only for your convenience in solving the clue inside your car. Do not add or combine the answers obtained from them.
15. In many cases, instead of an envelope, you will find a common clue site for all teams. Common sites involve some display, activity or puzzle that must be interpreted to solve the clue. In this case, leave the clue as you find it for all the other teams to solve.
16. Where necessary, common clues requiring interaction with the team will be duplicated to enable more than one team to solve the clue. However, there may be times when multiple teams arrive at a common clue site at the same time and access to the common clue becomes limited. In these occasions, access is on a first come, first serve basis. When other teams are waiting, each team is expected to limit their time with the clue to 5 minutes, and then allow the next team access to the clue. Should a team want another try, they must go "to the back of the line" and wait. Though this does not happen often, when it does, it is just another Hunt condition for teams to deal with.
17. Try to solve your clue without disclosing its location to others in the Hunt. An effective means of not disclosing the clue location is to get back into your car and drive a short distance away from the site, park and discuss or solve the clue with your team.
18. At the clue site, avoid talking or discussing the clue, as there may be another team there at the same time. An effective way to avoid helping another team, is to say to your team, "Team XX, let's go!", to get your team to leave the site and adjourn to your car to finish solving the clue.
19. At every clue location you visit, there will be a receipt to prove you have been there. It will be attached to the "TH" stake. Be sure to take your receipt with your car number on it. This receipt must be turned in at the end of the Hunt if you are to be credited with successfully solving the previous clue. For a common clue, take the receipt with your car number **AND ONLY YOUR CAR NUMBER** from the stake.
20. Clues are designed to have one and only one obvious answer. If you have several possible answers and none of them seems particularly outstanding, you are probably wrong. When you have solved the clue, you will know you are right. You may groan, but you'll know that you are right.
21. At the beginning of the Hunt you will receive a large shopping bag (hereafter referred to as the "bag") with your Car Number on it. Inside this bag will be found many items such as 2 copies of the Treasure Hunt Map, 2 copies of the Map ICONs, a large Receipt envelope (for saving your clue receipts), your Starting Clue, Telephone contact information, parts of other clues, and many other items that may or may not help you on this Hunt. **DO NOT LOSE ANYTHING FROM THIS BAG. CARRY IT WITH YOU AT ALL TIMES.** It will help you if one of your team members is assigned to carry the bag and be knowledgeable of the contents at all times.
22. Prior to the Hunt you will also be provided a list of items to bring with you on the Hunt. Some items are for Hunting and Hunt safety, such as flashlights, water and band aids. Some items are required for Clue solving – these items are potentially needed to solve a specific clue. Some items are optional – these items may help you solve a clue, but not having them will not prevent you from doing so. Not all items listed are necessarily used.
23. Your Hunt sequence is listed on your receipt envelope. This envelope is to hold your receipts. It must be presented at the end of the Hunt along with all of your receipts. You will not be signed in at the end of

the Hunt until the receipt envelope is delivered. It may help if one of your team members is assigned to collect the receipt from each site and is responsible for the receipt envelope.

24. Be sure to collect your receipts at each site as they are used for scoring at the end of the Hunt. Your team will be penalized 30 minutes for each receipt that is not turned in at the end of the Hunt.
25. To aid you in correctly following the proper sequence of clues, each clue location is designated with a number. The sequence of numbers that your team **MUST** follow will be marked on your receipt envelope. It is advisable to check off the clue locations as you solve them. Your sequence is different from other teams. If you encounter another team at the same clue site, don't follow them to the next site, they are probably on a different route and usually lost as well.
26. Telephone "Help" numbers are provided on your Receipt Envelope along with a Password assigned to your Car Number. If needed, you are to call the Help Number to obtain help in solving or finding clue sites. You will be asked for your password as verification before help is provided.
27. If you cannot find or solve a Clue, you may call for help. Each phone call for help will incur a penalty. Calling for help to find a clue site will incur a 10-minute penalty. Calling for help in solving a clue site will incur a 20-minute penalty.
28. You must also call if it is 11:00 PM and you have not completed the Hunt and have found the Envelope with directions to the Hunt Banquet location. You are required to be at the Banquet by 11:30 PM. There will be a 5-minute penalty for each minute after 11:30 PM that you are late in arriving at the Banquet site.
29. Another item found in your bag will be the Starting Clue for your team. When the signal is given by the Treasure Hunt Committee to start, remove the starting clue from the bag, and find the solution. When you think you have it, honk your horn and a member of the committee will check your solution to get you off to the right start. **DRIVE CAREFULLY**, remember this is a fun Hunt.
30. Winning teams may be required to explain their Hunt solutions to the committee before final results are announced. **THE DECISIONS OF THE COMMITTEE WILL BE FINAL ON ALL MATTERS.**
31. The object of this Hunt is for all participants to have a good time, but remember, it is a timed Hunt. Therefore try to solve as many clues as possible, go to as many clue locations as possible, don't call for help with a clue site unless you really need assistance, and arrive at your end destination as soon as possible. The first team to arrive at the end destination (the banquet) may not necessarily be the winner due to other scoring factors.
32. When you arrive at the end destination, the Awards Party, report your arrival to one of the TH Committee Persons **IMMEDIATELY UPON ARRIVAL**. Turn in all receipts. Remember, the Hunt officially ends at 11:00 PM and you will be expected to arrive at the end destination before 11:30 PM. There will be a 5-minute penalty assessed for each minute a team arrives after 11:30 PM.
33. Since we need to know the exact number of people to reserve for the breakfast buffet, only those that have made reservations may participate in the breakfast. Reservations are automatic for team members (up to six). Reservations for additional people may be made by contacting the Committee no later than close of Registration and cannot be purchased at the door. Payment will be due no later than the day of the Hunt. Any request for refund must also be made prior to close of Registration.
34. It is the honor and responsibility of the winning team to put on the Hunt for the following year. Failure to do so by members of the winning team will result in those individuals being barred from all future Hunts. The decision of the TH Committee shall be final on the determination of the winning team team.