

The 58th Annual TREASURE HUNT - 2008

HUNT RULES AND INSTRUCTIONS

1. DATE

The 58th Annual Hunt will be held on October 18, 2008

2. PREPARATION FOR THIS YEAR'S HUNT

The website will be updated such that the following forms will be available and can be filled out in advance:

- Release form
- Registration Form

3. NOVICE CARS

Novice car team members ("rookies" with no previous Hunt experience) are strongly encouraged to contact any available Committee member (those wise-looking people with the yellow, "TH" arm-bands and red wizard hats) prior to Check-Out. Every effort will be made to answer questions concerning Hunt night procedures so that your first Hunt will be an enjoyable one.

A Rookie Guide is available on the website. It contains general information, examples of how the Hunt works, and some tips to help make the Hunt more enjoyable. While it is intended primarily for novice hunters, experienced hunters may also find the Guide helpful. Check the TH Website and print one out for yourself (www.aztreasurehunter.org).

4. CHECK-OUT

Check-out begins promptly at 6:15 PM and will continue until 6:45 PM.

The release of liability sheet will be posted on the web. This gives the team the ability to complete the form and get all team member signatures before the hunt. Each team is encouraged to send the completed, signed sheet along with whichever team member is expected to arrive at check-out first (alternately, multiple copies can be signed if a team is unsure of who will arrive first). When the team member arrives at check-out, the release form will be reviewed for correctness by a committee member. Once the committee member determines the form is correct, the team will receive a numbered "check-out card", handed out with the start time assigned during the registration process. This card will be their car number.

A sample of the check-out ticket is shown below.

There will be a large clock that displays the "OFFICIAL HUNT TIME". The numbered "check-out card" will include your car number and the official check-out time for that team. For example, Car 1's check-out time will be 6:15:00, Car 2 will check-out at 6:15:12, etc, with each team leaving 12 seconds after the previous. **IF A CAR FAILS TO SHOW UP AT THEIR SCHEDULED CHECKOUT TIME, THE CAR WILL STILL BE CHECKED OUT AT THAT TIME AND THEIR BROWN BAG SET ASIDE UNTIL THEY SHOW UP (THIS WILL BE A DETRIMENT TO THE TEAM, SO WE ENCOURAGE TEAMS TO BE ON TIME).**

(Sample Check-out Card)

Below is your Car Number and Check Out time for the Hunt. You must be in line at least 10 minutes before your Check-Out time and in numerical car number order. Your Hunt Clock starts at the time listed below even if you have not yet checked out.

**Check Out time 6:15:00PM
Car #1**

Above is your Car Number and Check Out time for the Hunt. You must be in line at least 10 minutes before your Check-Out time and in numerical car number order. Your Hunt Clock starts at the time listed above even if you have not yet checked out.

Check-out will be held at the southwest corner of Pima and Pinnacle Peak roads. See the enclosed map for Check-Out location. Please park only in the designated areas.

There is a good chance (nearly 100%) that you will be given the opportunity to purchase a small item from a Committee member at a table in the check-out area. It is suggested that you have a couple of dollar bills handy and take advantage of this opportunity.

There is an even better chance that the Wizards will prepare some sort of HWOW display for the check-out area. It is suggested that you study this display in the event that the information contained therein is crucial to the solving of a clue.

4.1 Meal Tickets Distributed at Checkout

Once again this year, meal tickets will be handed out when the release forms are turned in. By not handing out meal tickets until the night of the Hunt, more tasks can be completed electronically (if desired), and the possibility of forgotten meal tickets is eliminated.

5. CHECK-IN

Banquet arrangements have been made at Pinnacle Peak Patio. The Hunt is over at 11:15 PM. You must check in at the designated area (see the map in the Brown Bag) between 11:15 PM and 11:30 PM. **DOUBLE PENALTY TIME STARTS AT 11:30 PM.**

Wrap your clue Score Sheet (on which you have placed the peel-off labels of the clues you found) around the UNOPENED emergency envelopes. Bind these with the rubber band found in your Brown Bag. This is all that is turned in.

When you arrive at Pinnacle Peak Patio, go to the Check-In point marked on the map where a Committee member will be waiting to "check in" your car.

DO NOT turn in OPENED emergency envelopes or any other material from the Brown Bag.

DO make sure that the peel-off label for each clue you found is firmly affixed to your clue Score Sheet in the appropriate area.

Please have your meal tickets available at the banquet. The tickets will be collected when the meals are served.

6. HUNT NIGHT PROCEDURES

At the start of the Hunt, each car will be provided with a large brown envelope (the "Brown Bag"). On the Brown Bag will be the number assigned to your car. Attached to the outside of the Brown Bag is an envelope with the directions that will lead you to your first clue. There are 26 clues, one for each letter of the alphabet in sequence. You may be started on any letter, not necessarily "A". Every attempt has been made for the clues to have **ONE AND ONLY ONE OBVIOUS ANSWER**. When you have correctly solved a clue, you will be reasonably sure of the answer.

**YOUR STARTING TIME COMMENCES ACCORDING TO THE TIME
INDICATED ON YOUR CHECK-OUT CARD**

INSIDE THE BROWN BAG ARE QUITE A FEW THINGS:

a) **THREE LARGE MAPS OF THE HUNT AREA.** These maps are drawn closely to scale and relevant details are accurately portrayed. On the map, there are circles containing numbers, letters, symbols, or shapes, and an arrow extending from each circle to a point on the map. Every clue in the Hunt is located at the exact tip of an arrow, but only 26 arrows point to a clue.

b) **NUMBERED EMERGENCY SOLUTION ENVELOPES.** If you are unable to solve a clue, you will need to open (“rip”) an emergency envelope, which will add 20 minutes to your elapsed time. ALL UNOPENED envelopes must be turned in at the end of the hunt. Each missing emergency envelope will be counted as an opened emergency envelope and will result in a 20 minute penalty.

c) **ASSORTED ITEMS.** Some of these items are indispensable to the solution of certain clues. Other items are "noise" to keep you guessing.

d) **INFORMATION SHEETS.** There may be additional information sheets in the Brown Bag which cover general emergencies, last minute Hunt instructions, and Check-In location and procedures.

IMPORTANT - ROAD CONDITIONS MAY HAVE BEEN ALTERED BY CONSTRUCTION OR THE WEATHER SINCE THE MAP WAS DRAWN. THEREFORE, YOU ARE URGED TO BE EXTRA CAUTIOUS IN DRIVING THE NIGHT OF THE HUNT. WE WANT TO EMPHASIZE EACH DRIVER'S RESPONSIBILITY TO THE SAFETY OF THE TEAM. THE LOCAL POLICE DEPARTMENTS HAVE BEEN NOTIFIED OF THE DATE AND GENERAL AREA THAT THE HUNT WILL COVER. PLEASE DRIVE CAREFULLY, ABIDE BY ALL SPEED LIMITS, AND KEEP IT A SAFE HUNT.

7. CLUE SITES

At the clue site you will find one of **THREE** kinds of clues:

- A paper clue, contained in the envelope described below.
- A visual clue, identified by the presence of only one clue at the site.
- A working visual clue, identified by the presence of two or more identical clues at the site (to relieve crowding).

HOWEVER, occasionally there is that certain clue that is indeed very, very tricky. Solving it incorrectly will lead you to a location that has nothing more than a large figure of a jackass. A member of the Committee may be there with a camera, to preserve the moment for “~~posterior~~ ity” posterity.

Regardless of the type of clue, an envelope with your car number will be at the clue site. Inside the envelope is a peel-off label with the clue number printed on it. This is your proof that you have been to a clue site. This peel-off label is to be affixed to the corresponding clue letter on the Score Sheet. Also, this envelope contains instructions for the appropriate emergency solution envelope to open if you are unable to solve the clue.

At all clue sites, take only that envelope that bears your car number. If, for some reason you cannot locate your envelope, you may take number 79, 80, or 81.

Clues are located so that you will not need to climb fences, go through closed gates, or enter private property or driveways. We have tried to avoid danger spots; however, there is much we cannot foresee, so **BE CAREFUL**.

Starting in 2008, the committee has provided a wire loop for any team interested in “tagging” a clue site. Each team may attach one “tag” per clue site by attaching their tag on the wire loop opposite the envelopes. Please see the picture below for further clarification.



8. SCORING

The method for scoring the Hunt has evolved over the years in an effort to be as fair and evenhanded as possible to all teams. The following scoring rules are intended to cover those situations that the Committee can foresee. However, if a situation arises that is not handled by the rules, the Committee will use its best judgment in an attempt to be fair to all. Any decision of the Committee on Hunt night is final.

The winning team is the one with the lowest time per clue, and the peel-off clue labels and unopened emergency envelopes are the evidence.

BE CAREFUL NOT TO LOSE THEM!

A team receives one clue credit for each clue found in sequence after the start clue. If a clue is out of sequence, a team receives 1/2 credit for that clue unless the emergency for that clue was opened and the clue prior to the skipped clue was found. Thus, if clues A, B, and D are found and the emergency for D was opened, the team receives full credit for D (but no credit for C). This is done to be fair to the team that was unable to find clue C but opened the emergency for D as instructed in the emergency for C. Regardless of the credit received for the first clue out of sequence, all subsequent in-sequence clues receive full credit. The "end clue" for a team is the last clue for which a team receives full credit.

Each team's elapsed time on the Hunt is adjusted by subtracting the nominal travel time from the Check-Out point to their start clue, subtracting the nominal travel time from their end clue (as defined above) to the Check-In point, and adding 20 minutes for each opened emergency (except the start emergency). No adjustments are made for time lost due to flat tires, traffic citations, or other road or off-road hazards, so avoid these at all costs.

To assist the Committee in scoring, we ask that you wrap the clue Score Sheet around the unopened emergency envelopes and place the rubber band from the Brown Bag around it. These are the only items to be turned in at the end of the Hunt.

9. HELPFUL INFORMATION

Old clothes are in order. Hunters generally wear jeans. For newcomers to the valley, desert evenings can be cold, so bring a warm sweater or sweatshirt. Most veteran hunters have found desert boots to be a wise precaution. Keep your eyes and ears open and remember:

NO MATTER WHAT THE WEATHER IS, THE HUNT GOES ON !

You will need flashlights for each member of your car. A full tank of gas at the start may save you time during the Hunt. Other things that may come in handy: extra flashlight batteries, pocket knife, scissors, reference books, compass, accurate scale and calipers. You might appreciate a thermos of water, coffee, or hot chocolate during the evening. Be sure to have change for an emergency phone call or bring a cell phone. The Committee also recommends packing a first aid kit (including pliers for removal of cactus spines).

A detailed map of the Check-In area will be issued as part of the Hunt night Brown Bag. Coffee and tea are included with the dinner; BEER AND MIXED DRINKS ARE NOT. No one is permitted to bring in liquor of any kind.

Prizes in the Hunt have little monetary value; still, they are very dear to the heart of the hunter. Remember, in your pursuit of them, be guided by your very finest sense of fair play. Also, by participating in the Hunt, you agree to serve on the Hunt Committee for three consecutive years if you come in first place.

10. FINAL RESULTS

Copies of the final results and detailed listing of solution rates for each of the clues will be available on Hunt night after the awards are announced. They will also be posted on the Treasure Hunt website within a few days.

11. RULES OF THE HUNT

Participants in the Hunt must be at least 18 years of age and agree to abide by the following:

- A. Obey all posted speed limits.
- B. Operate their vehicle in a safe and prudent manner at all times.
- C. Do not drink and drive.
- D. Exercise caution at all times.
- E. Use only one vehicle per team.
- F. Include no more than 6 persons, participating in any capacity whatsoever, per team.
- G. Serve on the Hunt Committee for three consecutive years, if you win first place.
- H. Do not drive onto any dirt roads or trails marked as prohibited for the operation of motor vehicles.**

*For the latest Treasure Hunt forms,
information, news, practice clues,
previous year's results, pictures, stories,
and more...*

*Visit our web site at
<http://www.aztreasurehunter.org>*

Check-Out Map

Check-out begins precisely at 6:15 PM

