

The 60th Annual Treasure Hunt

October 23, 2010

HUNT RULES, INSTRUCTIONS, AND REFERENCE GUIDE

HISTORY

The Phoenix section of the IEEE initiated the Hunt in 1951. The Hunt had been an annual event in the Chicago area and with the development of the electronics industry in the Valley, many transplanted Chicagoans (mostly Motorola engineers) persuaded the Phoenix section directors to sponsor a Valley version. It has run annually since then.

In the early years, The Hunt had a definite engineering flavor, but it has evolved to be more reflective of the social nature of the event. While there are still some occasional clues requiring engineering knowledge and proficiency, the material relates more to current events and general knowledge. This evolution has made it more enjoyable for participants. Each of the 78 six-person teams historically consisted of three husband and wife pairs, but present-day Hunts have consisted of more diverse teams.

OVERVIEW

The basic idea of The Hunt is quite simple: solve as many clues (or puzzles) as possible in the given time (approximately 5 hours).

There are a total of 26 clues, labeled A through Z. The committee has placed the clues in an open desert area bounded approximately by Bell Road to the south, the Cave Creek - Carefree area to the north, and between 19th Avenue and 148th Street. This is roughly 300 square miles.

Hunt procedure:

1. CHECK-OUT -- all Hunt teams meet at the designated check-out location.
2. THE HUNT -- 5 hours of delightful mania.
3. CHECK-IN -- you "drop off" your Score Sheet and unopened emergency envelopes and the committee records your finish time.
4. DINNER -- you enjoy a steak/chicken dinner while the committee tallies the scores.
5. WINNERS ARE ANNOUNCED! Shoot for second place... you'll find out why!
6. IF YOU WIN, YOU GET THE PRIVILEGE TO SERVE ON THE COMMITTEE FOR THE NEXT THREE YEARS -- you and your teammates will plan and conduct the Hunt with two other teams for the next three years.

Now this might seem like a lot of work but you will have lots of help if you do win. Just consider the perks:

- There are 18 committee members so the workload is shared.
- You get to learn new job skills that look great on any resume.
- You'll have lots of guidance with a process that has been honed for over fifty years.

- You get to INFLICT the confusion on your fellow Hunters, instead of being the recipient.

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

Watch for e-mail notices regarding the opening of registration and other important information.

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.

CHECK-OUT

You should plan to be at the assigned check-out location before your team's assigned check-out time (received during the registration process). You have the ability to do some of the required paperwork (release form) prior to the Hunt which eliminates the need for maintaining a position in line prior to the start of the Hunt.

The Waiver form will be posted on the website. This will give teams the ability to complete the form and get all team member signatures before the hunt. Each team is encouraged to have the team member expected to arrive at check-out first, bring the completed and signed form (or the team could sign multiple copies if they aren't sure who is going to arrive first). When the team member arrives at check-out, the release form will be reviewed for accuracy by a Committee member. Once the Committee member determines that the form is correct, the team will receive a numbered "Check-Out Ticket". The number on this card will be the team's car number. **The Check-Out Card will not be handed out unless the Release of Liability form is completely filled out and signed by all Hunters on the team.**

There will be a large clock that displays HH:MM:SS as the "OFFICIAL HUNT TIME". The Check-Out Ticket will include your team/car number but also the official check-out time for that team. For example, Team 1's check-out time would be 6:15:00 and Team 2 would be 6:15:12, etc., with each team leaving 12 seconds after the previous team. **Even if the Team fails to show up at its scheduled Check-Out time, the Team will still be checked out at that time and its Brown Bag set aside until the Team shows up. THIS WILL BE A DETRIMENT TO THE TEAM, SO WE ENCOURAGE TEAMS TO BE ON TIME.**

This policy will also be stated on the numbered card so that all teams understand that their official start time will be the time on the card, even if the team is not physically present to take possession of the Brown Bag.

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

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

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

Meal tickets will also be handed out when the release forms are turned in. The meal tickets therefore have the same designation as the check-out tickets. By not handing out meal tickets until the night of the Hunt, more tasks can be completed electronically (if desired) and this also eliminates the possibility of forgotten meal tickets.

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. Prior to actual Check-Out, there is a good chance (nearly 100%) that you will be given the opportunity to purchase a small item from a Committee member. It is suggested that you have several dollars handy and take advantage of this opportunity. In no event will this amount be greater than \$5.

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.

THE BROWN BAG

Each team is presented with a large manila envelope (called "The Brown Bag") at check-out. On the outside of the bag is your car number.

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.

The Brown Bag envelope contains the following:

1. THREE NEARLY IDENTICAL COPIES OF THE HUNT MAP
2. EMERGENCY SOLUTIONS
3. A SCORE SHEET
4. CHECK-IN INSTRUCTIONS
5. MISCELLANEOUS "STUFF"...

THE MAP

The map is drawn closely to scale - down to 1/50th of an inch accuracy on a 2-inches per mile scale. It is re-drawn each year to accommodate the changing face of the desert. The Committee goes to great pains to place important landmarks and major streets in their proper locations -- to keep you from getting lost! There are, however, some "slight adjustments" (where needed) to enhance a clue site. These adjustments do not detract from the quality of the map.

There are generally around 100 clue sites located on the map. The map identifies each clue site (including the bogus ones) by a circle with an arrow protruding from it. The clue site is at the tip of the arrow, but only 26 arrows point to a clue.

The circle typically contains numbers, letters, symbols, or shapes, and an arrow extending from each circle to a point on the map.

While most of the streets and roads (and other details) on the map are labeled with their actual names (e.g., Bell Road, 56th Street, Cave Creek Dam, etc.), there are many "assigned" names - with no basis in reality but a strong potential of being part of a clue solution.

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.

EMERGENCY SOLUTIONS

There is a stack of sealed envelopes in the Brown Bag. These are the emergency solutions to give you the solution and exact clue site location should your team get stuck on a particular clue. The text of each clue will identify a specific emergency envelope to open if you are unable to solve the clue, but you are assessed a 20-minute penalty for doing so. 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.

THE SCORE SHEET

Also included in the Brown Bag will be your Score Sheet. It will have a rectangular area for each letter of the alphabet. At each clue site there will be an envelope with a self-adhesive, peel-off clue label. To receive proper credit for finding a clue, you must put the label on the **correct space** on the Score Sheet.

CHECK-IN INSTRUCTIONS

There will be a small map in the Brown Bag showing the location of the check-in site.

MISCELLANEOUS "STUFF"

The Brown Bag is loaded with stuff! Previous brown bags included such neat things as: a keypunch computer card, a strip of paper with letters all over it, a copy of National Weather Service reported temperatures, a stick of chewing gum, a page of movie listings, etc... Hunters are likely to find almost anything in the bag! These items are HINTS and/or will be required to help Hunters solve the clues! Well, at least SOME of them are. It is up to you to determine if one of these items will help you solve a clue. Some of these items are indispensable to the solution of certain clues. Other items are "noise" to keep you guessing. There may be additional information sheets in the Brown Bag which cover general emergencies, last minute Hunt instructions, and Check-In location and procedures.

HINTS WISE AND OTHERWISE

And speaking of hints... The "Hints Wise and Otherwise" sheet available on the website prior to the Hunt may (or may not) contain helpful hints to aid in the solving process or to indicate additional items to take on the Hunt. Sometimes, the "HWOW" sheet contains the clue solution itself! The HWOW will be available on the Hunt website prior to the Hunt.

And a "word to the WISE": it may even be necessary to combine something from the HWOW sheet with something in the Brown Bag, along with the clue!

CLUES

Regardless of the clue type, at every clue site there will be a stake with a wire ring through it and a "DO NOT DISTURB" sign on it. Attached to the wire ring will be white envelopes, numbered 1 through 81. Each envelope will be labeled with the clue letter (e.g. "CLUE A" at one site, "CLUE B" at the next site, and so on).

The numbers identify each envelope for a specific car. At check-out, your car will be assigned a number from 1 to 78, as labeled on your Brown Bag. You are to take the envelope with your car number on it and leave the rest alone. Should your envelope be missing, you may take one of the **spare envelopes** numbered 79, 80, or 81.

Inside the envelope will be A LETTERED, PEEL-OFF LABEL which must be affixed to the score sheet in the designated space for that clue. Also in the envelope are instructions for the appropriate emergency solution envelope to open if you are unable to solve the clue. Because the peel-off label is the only proof that you visited a clue site, great care should be taken not to lose the label (e.g. as a result of several extra pairs of hands "assisting" in the opening of the envelope).

The clue at a site can be one of three types:

1. PAPER
2. VISUAL
3. WORKING VISUAL

PAPER CLUES:

At a paper clue site, only the stake and envelope ring will be present. Three copies of a paper clue are contained in the envelope and are typically printed on the sheets with the emergency solution instructions. The solution of the clue will direct the Hunt team to the next clue site.

EXAMPLE: A direct solution: The clue is 5 + 3 and the solution is 8. You will find a circle on the map with the number 8 in it. An "association" solution: The clue is Sylvester and the solution is on the map, because there are two "roads" in close proximity labeled Stallone Drive and Rambo Way. The circle can contain any number, letter, or symbol, possibly totally irrelevant to the clue.

VISUAL CLUES:

At the site of a visual clue, in addition to the ring of envelopes, is some "object" or set of objects from which you are to derive a solution to get you to the next clue site. The solving concept is similar to that of the paper clue in that the solution will be a number, or something related to a map detail.

WORKING VISUAL CLUES:

The site of a working visual clue is very similar to that of a visual clue, but with two differences: (1) there are two or more identical clues at the site so that more than one team may be working on a solution at the same time. (2) You will be required to interact with the clue at the site. As the name suggests, you will need to make the clue "work" by either measuring something, manipulating something, or somehow doing something that will allow you to arrive at a solution.

"THE SPECIAL" LOCATION:

There is just one more type of location that has not yet been mentioned - the Jackass. The tradition behind the Jackass site is that every clue is solvable, and the correct solution will lead you to one, and only one, correct clue site. Occasionally, however, there is that certain clue that is, indeed, very, very tricky. Solving it incorrectly will lead you to a location that has **ONLY** a figure of a jackass. A member of the Committee may be there with a camera to preserve the moment for posterity.

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.

EXAMPLE OF HOW THE HUNT WORKS

CLUE LETTER	CLUE	LEADS TO CIRCLE	CLUE SITE FOUND	MAP REQUIREMENT
A	5 + 3	8	B	None
B	Sylvester	773	C	Stallone Drive & Rambo Way
C	Let's Twist Again	XX	D	Drawing of a tornado
D	Those with Physical <u>Attraction</u> live under a <u>Lucky Star</u>	15	E	None - the HWOW #15 "Madonna's on the <u>borderline</u> ; she knows <u>everybody</u> "

Your first clue can be any one of the 26 clue sites. An emergency envelope will be attached to the outside of the Brown Bag. This will lead you to your first clue. Open it quickly and read aloud the main intersection (to at least get you going in the right direction). Attach the peel-off clue label to your Score Sheet and properly discard the emergency envelope and its contents, as you are to turn in only **UNOPENED** emergency envelopes and the Score Sheet.

Using the example from above, let's say that your starting emergency envelope is for clue site C. The directions in the attached emergency will lead you to the clue site at Circle 773. At clue site C, you grab the envelope with your car number, take out the label, and affix the label to your Score Sheet in the C position.

Solve clue C (which is "Let's Twist Again"), and follow the same procedure as above to get you to clue site D at Circle XX.

Now, let's suppose that at clue site D, where you find the clue about "physical attraction", you do not know that "Physical Attraction", "Lucky Star", "Borderline", and "Everybody" are all songs sung by Madonna. You might decide the clue really means that the clue site is the one on the map that has a big star in the circle. Well, if you did this, you would be looking and looking and would be finding cactus, Palo Verde trees, and washes, but no clue site. After a "reasonable" amount of time, you might consider opening the emergency envelope, since you could be looking in the wrong spot all night! The correct emergency envelope to open for this particular example is provided in the envelope for clue D. (In this particular example, the solution to the clue is the HWOW number - 15).

CHECK-IN

Check-In is 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. **Any team checking in past 11:30 P.M. is assessed DOUBLE PENALTY TIME for each minute past 11:30 P.M.**

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.

The post-hunt banquet is also located at Pinnacle Peak Patio. Please have your meal tickets (distributed at Check-Out) available at the banquet. The tickets will be collected when the meals are served. You will be allowed one pass through the buffet line.

SCORING

While the Hunters are enjoying a late dinner and looking through the solution book (distributed upon arrival at check-in), the Committee processes the Hunt results. 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 solved, and the peel-off clue labels and unopened emergency envelopes are the evidence. Note that it is **NOT** the total number of clues **found**, but the **number of clues found divided by the sum of the elapsed time and penalty time**. Adjustments are made for the distance from the check-out site to the first clue and for the distance from the last clue to the check-in site.

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.

RESULTS

The second and third place finishing cars are recognized for their accomplishments and are presented with appropriate prizes to acknowledge their performance. The top finishing team is presented with a coveted "Wizard" hat for each team member and a symbolic prize (often a treasure chest) for each team member. They also receive the "privilege" and responsibility of serving on the Hunt committee for the next three Hunts.

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.

PRO Team Exemption

If a team consists of at least 3 Hunters who have:

1. either -
 - a. served on the Hunt Committee within the past 3 years, OR
 - b. served on the Hunt Committee for a total of 6 years , AND
2. decided to declare themselves, at registration, a PRO team

That team will not be considered as competing against the rest of the "amateur" Hunters. If a PRO team manages to achieve the lowest time per clue of any team, amateur or PRO, PRO patches will be given to the members of the team with previous Committee service. However, their finishing position in the Hunt will not be tracked. In other words, Lowest Time per Clue and First Place are not identical designations for a PRO team. A PRO team can NOT achieve first place, since by definition that would result in 3 years of Committee service.

Last year's committee members participating in the Hunt after serving their three years in the Committee participate in the Hunt for free (in their first year of Committee liberation only).

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.**

"HELPFUL"? STRATEGIES

A team can prepare for the Hunt by meeting for a strategy session on some evening before the Hunt. During this meeting, you can decide on:

- the vehicle to be used
- who will drive it
- who will navigate (take detailed measurements from the map)
- who will collect the opened clue envelopes (for disposal)
- who will collect the labels and place them on the Score Sheet
- who will hold on to the unopened emergency solutions that must be turned in
- who will "manage" the Brown Bag contents
- who will bring the scale accurate to 1/50th of an inch
- who will bring the extra flashlight batteries (everyone?)

It is advisable to have a "brainstorming session" on the Hints Wise and Otherwise and world events (news, sports, entertainment, etc...) that have occurred over the past year. Also, you can determine what (if any) reference materials you'd like to bring along (like a pocket knife, dictionary, Bible, Thesaurus, atlas, first aid kit, etc.). A "practice session" with a veteran Hunter using past Hunt materials can help to reduce rookie mistakes on Hunt night.

OTHER HELPFUL INFORMATION

Old clothes are in order. Hunters generally wear jeans (beware of cacti). 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.

DURING THE HUNT

Finally the moment has arrived! You rip the Brown Bag out of the Committee member's hand, make a mad dash for your vehicle (which has already started pulling out of the parking lot), take a flying leap through the window, **AND YOU'RE OFF!**

But **where** are you going?

- Open the emergency envelope attached to the outside of your Brown Bag (**and don't forget to tell everyone the car number.**)
- The next step is to examine the contents of the Brown Bag. It is a good idea to call out what is in the bag, so that everyone will have a chance to use this knowledge for clue association. Some Hunters bring a large box in order to see all the contents easily, some a folder with clear sleeves to file items for quick reference, and some use a pegboard to display the contents.
- At any rate, be sure to "lug" the Brown Bag (or its substitute) to each clue site, "just in case" one of the items may be needed to solve a clue.
- Also to be called out amid the confusion are **unusual map details** (which may be essential to solving a clue).

OK, you've gotten to your first clue site, and now you must solve a clue!

- Pre-agree on a **time limit** for solving a clue. If you feel that you are not close to a solution after that time, open the emergency (even though it will cost you an additional 20 minutes) and **get on with things!** Don't waste time if no one has an inkling of how to solve the clue!
- At a clue site, the clue will be relatively easy to find - at the base of a Saguaro cactus, under a Palo Verde tree, in a wash, etc. Look for other Hunt teams searching in the same area. If no other team is around and you just can't seem to find it, consider opening the emergency - you may have solved the clue incorrectly.
- If you discover a clue site out of sequence, grab the envelope. This out-of-sequence label will count only as a half credit, but all subsequent in-sequence clues receive full credit. You may wish to try to return to the original sequence by opening the previous emergency.
- Be aware that, while everyone plays fair, there **IS** a certain amount of "gamesmanship."
- Toward the end of the Hunt, **WATCH YOUR TIME!**
- You do receive time credit for mileage for both your starting clue and the last clue you solved before checking in.
- On the way in, be sure to bundle your **UNOPENED EMERGENCY ENVELOPES** inside your **SCORE SHEET** with the rubber band provided in the Brown Bag. Also, make sure that you have affixed all the clue labels to your Score Sheet.
- **GET YOUR ENVELOPES AND SCORE SHEET TO THE CHECK-IN TABLE AS SOON AS YOU ARRIVE AT THE RESTAURANT.**
- Please drive carefully. The Hunt does **not** reward driving "skill" - it rewards **THINKING** skills. **You can drive safely AND win!**

HAPPY HUNTING !

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>

