

# Arizona Treasure Hunt

Est. 1951

aztreasurehunt.org

## RULES

### 1. Basic Hunt Rules

Participants in the Hunt must be at least 18 years of age and, by participating in the hunt, agree to:

- (a) obey all posted speed limits and other applicable traffic laws (including without limitation the prohibition against driving under the influence and using phones and other such devices while driving);
- (b) exercise caution at all times;
- (c) avoid driving onto any dirt roads or trails marked as prohibited for the operation of motor vehicles;
- (d) use only one vehicle per team;
- (e) include no more than six adult persons, participating in any capacity whatsoever, per team/vehicle;
- (f) read and obey these Rules, especially Rule 1(f);
- (g) allow us to use your name, image, or likeness on our website and other hunt related materials, even if your likeness is displayed with a jackass in the foreground (it happens);
- (h) read and sign the Hunt waiver and release form available at [aztreasurehunt.org](http://aztreasurehunt.org); and
- (i) serve on the Hunt Committee for three consecutive years, if you are unlucky enough to win first place;

### 2. Registration and Release Forms

Participants register for the Hunt at [aztreasurehunt.org](http://aztreasurehunt.org). Car numbers will be assigned based on your team's time of registration. In order to register, you **MUST** have a PayPal account to settle your registration fee upon checkout.

Each team must fill out a release form, in its entirety, prior to checkout. This means every individual in a participating vehicle, participating in any capacity whatsoever, must read and sign the release form. This form can be found at [aztreasurehunt.org](http://aztreasurehunt.org), and must be presented on Hunt day in order to receive a checkout card. We strongly encourage teams to download the form and review and complete it prior to arriving at the checkout location. Even in the rare event that all or a portion of participants in a team fail to sign the release form, by participating in the event, participants agree to be bound by its terms.

### 3. Refunds

Full refunds will be honored up to two weeks following registration and payment for your team.

### 4. Checkout

Checkout will be in the parking lot to the southwest of the giant Westworld tent. The entrance will be off of E. Polo Field Way immediately south of the tent. Enter from E. Polo Field Way (entrance coordinates: 33.630645, -111.883178)

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Checkout location:



The Hunt Committee will open the checkout area and begin accepting release forms by 5:00 p.m. Turn in your release form to receive your checkout time and card. You must be in line with your checkout card at least 10 minutes prior to your designated checkout time. Your checkout time listed on your card is your checkout time! If you are not in line and ready to check out at your specified time, this will still be the time that is recorded as the checkout time for your team.

Checkout will begin with Car 1 at precisely 6:15:00 p.m. Subsequent teams will check out at 12-second intervals until all teams have been checked out. The Official Hunt Clock will be available for synchronizing your timepiece.

## 5. Note from the Committee

Nearly always (except for these Rules, for the most part), communications from the Hunt Committee are deceptive, and they're intended to be. However, on occasion it is necessary for the Committee to communicate to Hunters in a way that needs to be taken at face value. This could be for many reasons, but in these cases, the Committee will always use the phrase "Note (or notes) from the Committee." Whenever a Hunter sees this phrase, it means that what follows is an absolutely true message that should be followed to the letter. A message that says, "Note from the Committee: This is not a clue site!" is likely trying to warn you away from a site that has been discovered to be unsafe for some reason.

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## 6. Internet Usage

As technology has evolved, the Hunt has adapted to take advantage of current technology. Given that all teams will likely have internet access available during the Hunt, there is no prohibition against the use of electronic devices. In fact, cell phones may be required for certain clues (think communicating with the committee, scanning QR codes, taking pictures, etc.). When a cell phone is required to solve a clue, it should be obvious to Hunters. However, there will be no requirement that teams utilize the internet to perform research at a clue site. All knowledge necessary to solve a clue will either be provided in the brown bag, at Checkout, alluded to in the HWOW, or be deemed general knowledge that at least one person on all teams is likely to be familiar with (e.g., converting Euler angles to a Quaternion). Note from the Committee: The parenthetical in the last sentence is truly a bad example. Have fun studying the HWOW ahead of time and know that performing your research beforehand will help you solve clues faster than a team that plans to do research at the clue site.

## 7. Sportsmanship

It is important that all Hunters act in an appropriate and sportsmanlike manner. Everyone is out to have fun, so don't do anything to spoil someone else's fun.

Unacceptable actions include:

1. Any attempts to frighten other individuals.
2. Attempts to sabotage, destroy, steal, or disable the property of competing teams.
3. Intentionally impeding competing teams by moving, hiding, or damaging clues or clue folders.
4. Any physical or verbal abuse of Wizards, assistants, or members of competing teams.
5. Any reckless behavior that might endanger anyone's safety.

These actions absolutely WILL NOT be tolerated. We would like to make the Treasure Hunt a positive experience for all. Note that "attempts to frighten other individuals" does not include loudly proclaiming the number of clues you've solved so far while waiting at checkout.

Note that in the past, some teams have opted to follow other vans when not able to solve a clue themselves. This is within the rules of the Hunt but not necessarily within the spirit of the Hunt. Remember, the van you are following may be heading straight to a Jackass site. Therefore, follow vans at your own risk!

## 8. Definition of team status

A team composed entirely of novice hunters will be labeled a Rookie team. If even one team member has competed in a previous Hunt, then that team does not qualify as a Rookie team. Rookie teams should indicate this status during the registration process, as the best performance by a Rookie team will be recognized at the awards ceremony.



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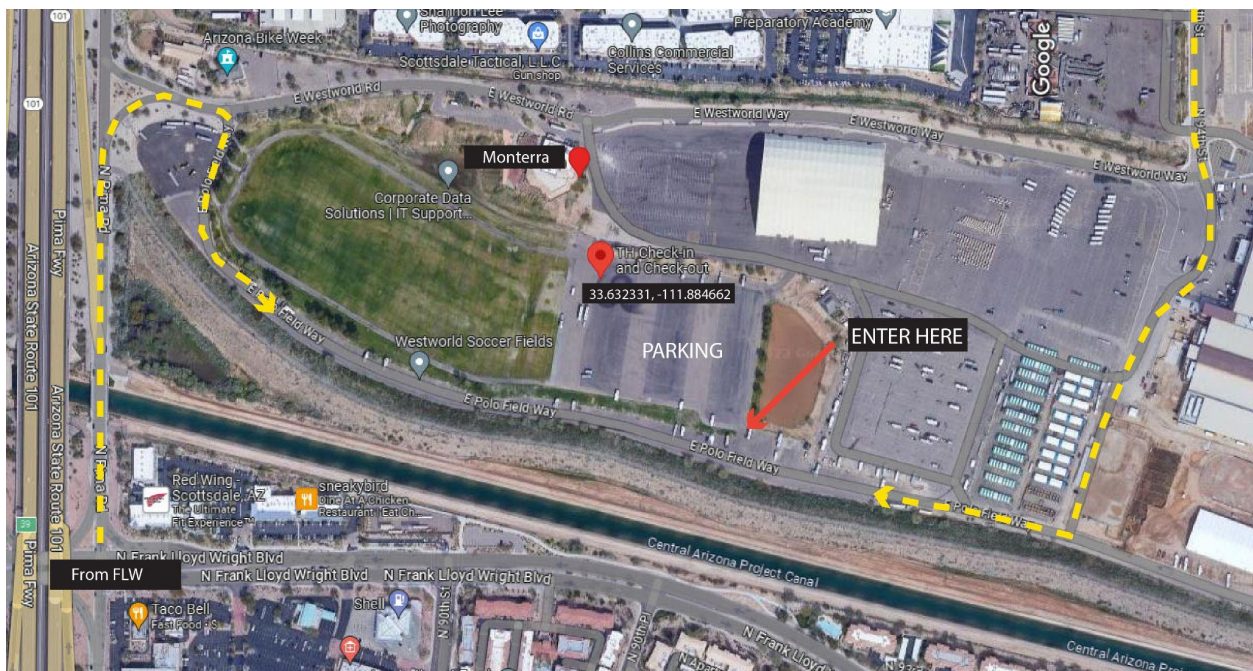
A team can be designated as a Pro team if it consists of at least three Hunters who have either (a) served on the Hunt Committee within the past three years; or (b) served on the Hunt Committee for a total of six years. A team will **ONLY** be considered a Pro team if it is designated as such during the registration process.

## 9. Weather

No matter the weather, the Hunt goes on!!! (Unless, of course, Phoenix receives three feet of snow overnight.)

## 10. Check-in

Check-in is in the same spot as Check-out in the parking lot to the Southwest of the giant tent at Westworld. The entrance is off of E. Polo Field Way and a detailed map will be provided in your brown bag. Dinner will be at Monterra at West World (16601 N Pima Rd, Scottsdale). Proceed up the stairs.



The Hunt is over at 11:15 p.m. You must check in at the designated area (see the map in the Brown Bag) between 11:15 p.m. and 11:30 p.m. If you check in prior to 11:15 p.m. your check-in time will still be recorded as 11:15 p.m. Any team checking in after 11:30 p.m. is assessed **DOUBLE PENALTY TIME**. For example, if a team checks in at 11:40 p.m. then that team is assessed a 10-minute penalty (see scoring details below.) If a team checks in after 11:45 p.m., their score sheet will be accepted, but their score may not be included in the final results due to time constraints.

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Wrap your clue Score Sheet (on which you have placed the peel-off labels of the clues you found) around the UNOPENED emergency envelopes. The stickers must be facing out, with the Time Box on top. Bind the Score Sheet and envelopes with the rubber band found in your Brown Bag. Score Sheets improperly bound will not be accepted, costing your team valuable seconds. **This is all that is turned in.**

When you arrive at Check-in, 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.

A detailed map of the check-in area will be issued as part of the Hunt night Brown Bag. Iced tea and ice water are included with the dinner. Mixed drinks, beer, wine, soda, bottled water and energy drinks are available for purchase. No one is permitted to bring in liquor of any kind.

## 11. Scoring

A team receives one clue credit for each clue found in sequence AFTER the start clue. Teams DO NOT receive credit for finding the clue site that they were directed to by the emergency envelope affixed to the Brown Bag at Checkout.

If a clue is found out of sequence, a team receives half credit for that clue unless the emergency envelope 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. It is possible that this is not actually the final clue site that the team visited if the team visits clues out of alphabet sequence.

A team's final score is the average time for each clue SOLVED after adjustments (this is why the sticker obtained via the start clue does not count.) Each team's final score is calculated by first determining the team's "total elapsed time." The total elapsed time is the check-in time minus the checkout time for that team. That total elapsed time is then adjusted to account for the estimated driving time from Checkout to that team's start clue and the estimated driving time from the team's end clue to Check-in. These estimated times are subtracted from the total elapsed time. Then 20 minutes are added for each emergency envelope that the team opened (except the start emergency). Finally, any penalty time (for checking in after 11:30 p.m.) is added. This total net time is then divided by the number of clue credits (including full and half credit clues) to get the average time per clue.

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.

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In special circumstances, other adjustments to scoring may be made. For example, if a working visual malfunctions, if a clue folder is stolen, or if other Hunt-related issues arise that unfavorably disadvantage a particular team, then the Hunt Committee may decide to adjust scoring, as deemed appropriate.

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## *Scoring Examples*

		<u>Team X</u>	<u>Team Y</u>	<u>Team Z</u>
A	Checkout time	6:27:00 PM	6:16:24 PM	6:18:36 PM
B	Check-in time	11:18:36 PM	11:20:24 PM	11:35:24 PM
C	Clues found (stickers)	21	17	15
D	Out-of-order clues	1	0	1
E	Emergencies opened	2	6	3
F	Start clue drive credit	0:23:00	0:18:42	0:21:18
G	End clue drive credit	0:23:48	0:20:24	0:10:12
H	Penalty time (check-in after 11:30 p.m.)	0:00:00	0:00:00	0:05:24
I	Start clue - no credit	1	1	1
J	Start emergency - no penalty	1	1	1
K	Final elapsed time (B - A - F - G + 20(E-J) + H)	4:24:48	6:04:54	5:30:42
L	Clue Credits (C - I - 0.5D)	19.5	16	13.5
	Average time per clue (K/L)	13:34.8	22:48.4	24:29.8
	Decimal time per clue	13.58	22.81	24.50

## **12. Results**

Results will be announced at the end of the evening (either via tree-based media or our website). There will be some fun recognition, and prizes will be awarded to the teams earning the top three positions. Should a Pro team be the top finishing team, it will receive special recognition, but will not be obligated to serve the three-year Committee term. That distinguished honor goes to the members of the top finishing non-Pro team.

*If you are new to the Hunt or would like a more detailed refresher, please refer to the Tips, Tricks, and Otherwise for (mostly) helpful advice.*