

Scavenger Hunt World Record Attempt Rules and Schedule

So, you want to be part of the world's largest scavenger hunt? Here's how to do it:

Registration— Starting at 5:30 p.m., teams of four will register to play in the world's largest scavenger hunt (hereafter vaguely referred to as “the event”) at the main opening to the Quads at 58th St. and University Ave. Only teams of four that register by 6:30 p.m. may participate. The first 25 teams that register will receive a prize—show up early.

Exactly four people per team— Your team for the event will be registered as a group of four. List your names, extra-event team affiliations (if applicable), and one primary contact email for your group. If you do not have a team, show up anyway and make three new friends!

Wristbands— All participants will receive wristbands at registration and must wear them for the duration of the event so that Judges can know who is participating and who is just walking around the Quads. If at any time during the event you are disqualified from participation or leave the event, a Judge will remove and discard your wristband and your participation will not be counted.

Event start— *The main event will begin at 6:30 p.m.* Please arrive early to register, since no other participants may be allowed to register after the event begins at 6:30.

Tasks— When you register, we will provide a packet of information to your team, which will include a sealed, event-specific List. Please mark your answer sheet neatly and clearly. All of the activities involved in the main event can and must be completed on the Quads; *no activities involve building entry.*

Supervisors— The Scavenger Hunt Judges will be acting as supervisors during this event. Please comply with their directives, as they can disqualify you.

Boundaries— If you wish to have your participation counted toward the world record, you must remain within the boundaries, which include all of the Quads except for the Snell-Hitchcock Courtyard. There will be Judges standing at each exit on the Quads. If you need to leave the Quads for any reason, you must remove your wristband. *If you leave the event early, your participation will not be counted towards the record.*

Cell phones— *You are not allowed to use cell phones or receive any kind of outside help during the event.* We know you're all really busy, but unless you get a call from someone as important as the Secretary of State or the Pope, whoever it is can call back in an hour. Also, please refrain from accessing the Internet during the event.

Garbage— Do not leave a mess on the Quads. Not even a little mess. Do not!

Disqualification— If you leave the event space (including entering the Snell-Hitchcock courtyard) after registering, but before turning in your answer sheet, or if you are observed using a cell phone during the event, you will be disqualified. Your affiliated team will not receive points for your participation, you will not be eligible to win a prize, and you will not receive ice cream.

Answer sheets— When you are done, turn in your answer sheets to the nice Judges sitting at the **tent in Hutch Courtyard**. You will turn in your answer sheet and wristbands in exchange for one ticket per person, which can be exchanged for ice cream. *If you turn in your answer sheets early, please do not leave the boundaries until the event is officially over at 7:30 p.m.*

End of event— The main event will end at 7:30 p.m., or one hour after the event starts. There will be an announcement notifying you before the event ends. Please make your way back to the tent in Hutch Courtyard at this time.

Ice cream —In exchange for the tickets you won for participating in the entire event, you will get a delicious and large ice cream sundae, catered by Bobtail Ice Cream Company. The sundaes will not contain nuts and a vegan/lactose-free option will be available upon request.

Prizes— While you are eating your delicious ice cream sundaes, the Judges will be evaluating your answer sheets. The teams that get the most correct answers will receive fabulous prizes and will be announced after the event. Prizes will be given to the top three teams. We will provide a tiebreaker question to aid in these circumstances. In the event of a tie, the team who chooses the number closest to the actual number will be determined the winner. If you do not complete the tiebreaker question but your team is in consideration in a tie, we will assume that your answer is 0, which is, FYI, not the right answer. If you leave early and are in 1st, 2nd, or 3rd place, we will use your contact information to try to get prizes to you. All participants who register and participate will receive ice cream and a good time, regardless of placement.

Additional Notes:

- The world record that we are attempting is for “largest scavenger hunt,” which requires that a large number of people be participating in said scavenger hunt for at least an hour. Please make it easy for us to count you as you register and turn in your answer sheets so that we can have an official number of participants to report.
- Many of the above rules were not authored by us, but by the worldwide organization that officially adjudicates and awards “world record” status. Please, please respect the rules relating to the boundaries, number of players per participating team, and cell phone usage during the event or you could ruin it for everybody.
- *There will be representatives from the media present at the event. Your participation may be videotaped or photographed.*
- This sub-event may be nominally part of the University of Chicago Scavenger Hunt, but anyone may participate regardless of affiliation (or lack thereof) with any Scavenger Hunt teams. **Listing your Scav team affiliation during registration and turning in your list marked with your affiliation (both steps are necessary to receive these points) will earn you a small number of points for your overall Scavenger Hunt team; no additional Scav Hunt points will be awarded to teams of four that win the event.** If you are unaffiliated with a Scav team, you may either mark yourself “unaffiliated” or choose to affiliate yourself with a team for the purposes of the event only—either option is acceptable. Four-person teams for this event consisting of members of multiple Scavenger Hunt teams are perfectly allowed.
- Prizes will be awarded to the individual members belonging to winning teams of four, not to any larger teams that register with the University of Chicago Scavenger Hunt. There is no reason to collaborate with the other groups of four during the event, as that could ruin your own team’s chance of winning.
- Things you may want to bring: clipboard, flashlight, pencils or pen, and weather-appropriate clothing. We do not foresee inclement weather, but for the purpose of this event, there is no such thing as bad weather, only inappropriate attire.

Schedule:

5:30 p.m.—Team registration begins. Arrive at the Quads at 58th and University with group of four. Our Judges will be eager to mingle with you and talk about the rest of Scav Hunt and life in general between your registration and the beginning of the event.

6:30 p.m.—Main event begins: Scavenger Hunt on the Quads.

7:30 p.m.—Main event ends. Let’s all eat ice cream! Winners will be announced shortly after the event is finished.