

CRACK THE CODE AND TRAIL THE BREEZE.

ENTER EITHER OF TWO HUNTS - IF YOU PLEASE.

This adventure is designed for those with a taste for movement and a sparkle in their step—yet just as rewarding for those who prefer to just let their minds solve the elusive clues in an amazing Breeze Treasurer Hunt.

Example:



FIND ME CLUE 9 - VALUE 100 POINTS

*Where the knives are sharp,
There lurks a pot that's not for stew nor for hot,
But hides a prize—just waiting for you,
Don't stir the sauce or taste the stock,
The real treat is hidden near the chopping block*

PRIZES AND NO ENTRY FEE

ORGANISATION COMMITTEE: Barry – Nessie –Steve - Anne – Catherine – George

DATE: SUNDAY 26th OCTOBER

GUIDELINES

TEAMS:

Register with a team of 2 or more in either (Up to six members)

1. **PREDATOR TEAMS** : In a team that solves clues at a table in the Club. - Only 3 teams
2. **HUNTER TEAMS** : In a team that will hunt for clues in hidden village locations. – 8 teams

TEAM REGISTRATION

- Register with a team of **2 to 6 members**.
- Teams with fewer than six may be **grouped together** to form complete teams of six.
- **Visiting family members** are welcome, as long as there's a **local resident** on the team.
- Every team must have a **resident captain** to lead, record progress, and manage clues.
- Each team must have access to **at least one mobile phone**.

CAPTAIN RESPONSIBILITIES

- Choose the team's first clue envelope at the start of the hunt.
- Lead the teams search
- Keep records of clue progress and declare any use of the internet.
- Mark clue certificates if a web link was used.
- Total the scores from all clue certificates found at the end of the hunt.

SCHEDULE

- **1:00 PM** – Teams assemble at the Club.
- **1:15 PM** – Briefing and clue handout.
- **1:30 PM** – Hunt begins.
- **4:00 PM** – Hunt ends.
- **4:15 PM** – Final check-in deadline at the Club.

HUNT PROCEDURES

- Each team receives an envelope numbered 1–8, this is also the team name.
- Teams find **eight envelopes** matching their number, at a different village location.
- Each envelope contains:
 - A clue to the next location.
 - A certificate of success with a score based on clue complexity.
- Only take the envelope with **your team's number**.
- Move away quickly after finding a clue to avoid being spotted.

ENVELOPE GUIDELINES

Do not take envelopes belonging to other teams.

- If multiple envelopes are found, only keep the one with your team's number.
- Keep all envelopes and certificates for scoring.

INTERNET USE & PENALTIES

- Mobile devices may be used **only** if a clue requires a web link.
- Using a cheat link incurs a **50% score penalty** for that clue.
- Captains must record any internet use on the clue certificate.

RETURN & CHECK-IN

- Return to the Club **no later than 4:15 PM**.
- Early returners are welcome.
- Late teams will be **disqualified from major prizes**.
- Return with all found envelopes — even if not all eight are collected.

SCORING SYSTEM

- Each clue certificate has a score based on clue difficulty.
- Captains we request to please total your certificates scores at the end.
- Organizers will verify and tally final scores.

PRIZES

- **First Prize:** Highest total score.(Predators and Hunters)
- **Second Prize:** Fastest team to complete the hunt. .(Predators and Hunters)
- **Best Hat worn a team member.**(Predators and Hunters)
- In case of a tie in scores, **completion time** will determine the winner.
- After the hunt, enjoy a **BYO glass and nibbles** at the Club.
- Celebrate your triumphs, share stories, and hear the final results!



PREDATOR TEAMS:

- Seated at their table, Predator teams will join forces to crack some of the same hunter clues while conquering other challenges — no running shoes required!