

Rules

- Do not break the law!
- If you get lost or need advice you can call the Treasure Hunt help Line on 07882 783082 (Mel) or 07708003887 (Sarah) but this will cost you 5 points from your total. However, no points will be deducted if you need to phone to clarify the rules, purpose of shopping list, etc.
- The end destination is The Greens car park in Forfar
- There are time penalties for being late
- Some of the clues are cryptic or anagrams, think outside the box!
- The judges can award bonus points for creativity and originality
- The judge's decision is final (Sarah & Mel)
- Bribery will be accepted if it tickles the judges
- Have fun

Tips

- If you are struggling with a clue, move on. Don't risk a time penalty
- Allocate tasks to certain people so you can keep moving but not miss any clues
- Make use of what you have at home, in your car, shops/restaurants along the way and roadside litter (?) to get your shopping list.
- You will need change (10p, 20p)

Questions, Directions & Tasks

The following pages are the hunt itself and the shopping list of items you must try and find and bring to The Drovers. There are 3 colours used and they are-

Blue – directional

Red – observational, things you will see as you go along

Green – tasks and general knowledge. If this is a question, you will **not** see the answers to these on your route.

All questions have a point/points to gain. The team with the most points wins but there are time penalties for being late or for phoning the Treasure Hunt Help desk if lost.