

Hurst Jubilee Treasure Hunt

Rules & General guidelines

First and foremost: Our primary aim is for you all to have a good time and enjoy a pleasant walk around the village, perhaps visiting areas you have not been to before. However, we have to state the following golden rule:

“In the event of a dispute, the organisers are always right”

In particular, you might think your answer is correct or even better than our answer. However, even if we think it is better than our answer it is still wrong if it doesn't match our answer.

The Route: The full route is approximately 5 miles long. It has been split into four roughly equal sections each with its own direction and clue sheets. The sections can be tackled one at a time if you like.

There are alternative directions for those wanting to avoid stiles, field gates, potentially muddy footpaths and other obstacles. This will miss out a few of the clues; these are clearly marked on the clue sheets.

Each section ends at the start of the next section and you will need to complete all 4 sections if you want to score maximum points.

The Directions: We have provided the directions for the route on separate sheets from the clues. The directions are intentionally quite clear as we are not trying to get you lost. Note: these directions often include road names or numbers for your information; however you may not always be able to see a corresponding road sign to confirm the name.

The directions have been broken up into blocks and next to each block we specify where you should (and shouldn't) be looking for clues during that stretch. Trust us! All clues can be spotted by someone with average eyesight from where we say they can. If there is something you can't quite see then it won't be part of the treasure hunt.

Sometimes, the directions state that there are no clues to be found in a specific stretch (for various reasons like road safety). You should not infer from this that all of the other blocks each contain at least one clue, as some of them might also be empty! We don't want to make it too easy for you.

In addition to these specific directions please note that throughout the treasure hunt, **you do not need to enter any buildings or walk on private property** - so please don't!

The route passes along a number of public roads around the village. Some of these do not have footpaths and high speed limits. Please take great care on and near roadways, especially if you have children with you. **You are responsible for your own safety at all times.**

Submit your answers: Please send your completed clues from the 4 sections of the Treasure Hunt by **Tuesday 7th June** to:

Jubilee Treasure Hunt, 6 Tape Lane, Hurst RG10 0DP

We will mark them and publish the best results and WINNER on the Jubilee and Wooded Hill websites.

Rules & General guidelines (cont)

The Clue Sheets: Each section has its own specific clue sheets which only cover things you might see in that section. Each section has a list of text questions to answer as well as a set of picture clues to spot.

When answering the questions, try to be as specific as possible in order to convince us that you have really found the answer and you are not just guessing. You won't lose points for wordy answers (unless of course they are the wrong words!) but you might lose points if your answer isn't specific enough.

We have placed the questions roughly in the order that you will encounter them. This makes life considerably easier for you but it does give you the temptation to wander back once you have worked out you have missed one. Try not to spend too long doing this or you might find you have to rush the later sections. The picture clues are also in order but they are independent from the text questions.

Having said that, be aware that you might not see the answers in quite the same order that we saw them in so allow a little latitude - you might not have missed a clue, it might just be close by.

Types of Clues: There are 5 broad categories of clues:

1. **Picture clues** These are simple observations (some of them quite obvious, some not so) and possibly something you could leave any younger team members in charge of spotting.
2. **Simple text clues** These often ask a question that can be answered somewhere on the route.
3. **General knowledge clues.** These are like the simple text clues but require a bit of general knowledge before the question can be answered.
4. **Explicit anagrams** These are a word or phrase followed by "(anag)" - rearrange the letters to make a simple clue (e.g. "I Crush Each Word. OK? (anag)" = Orchard Wick House)
5. **Full blooded cryptic crossword clues** We're not going to try to explain these other than to say that some of them also contain anagrams which are not flagged by "(anag)" - we use the usual cryptic crossword clue conventions instead (e.g. "A house likely to be mixed up" = Ilkley - an anagram of *Likley*). Please be aware that we have taken a few liberties with some spellings, especially house and road names.

In addition to these, there are some bonus questions which rely on general knowledge and usually, but not always, require you to have solved an associated clue.

Finally: we don't expect anyone to spot everything, but everything is spottable. Some clues are deliberately obscure and some things you just won't see even though you are staring at them. Accept defeat and move on!

Refreshments, toilets etc: The route passes four public houses (Jolly Farmer, Castle, Green Man and Elephant & Castle) and you are more than welcome to take a break at each one. It also passes the Hurst village shop where cold drinks and other refreshments are available.

The country code: This is a ramble across the countryside so the usual rules apply.

At your own risk: You are of course taking part in this event at your own risk. The organisers cannot be held responsible for any accidents that might occur. Please be careful when walking on or near the main roads.

Hopefully we've covered everything here, but if you still have questions then feel free to ask us, otherwise:

Happy Hunting!