

* Captain's Instructions & Rules *



Congratulations! You have been selected by our council to be the Captains over the group known as the Horrible Henchman at the Grand Witches' Council Challenge next Friday night. Your team color will be Scarlet. Your team will consist of you and your spouse and the other couples listed here: John & Jane Doe, George & Mary Smith. You will be at a definite advantage if your entire team arrives promptly at the starting location. I recommend calling your team members to review these rules and the starting time.

🌀 Your Test

It is your team's goal to locate and collect the essential ingredients for my infamous witches brew. You won't have much time. My brew must be boiling before 10:00 pm. The team that presents its cauldron to the Grand Witches' Council first will have proven their witchy prowess and will be invited to sit on the Council.

🌀 Captain's Instructions

Hidden near the starting location you will find a witch's cauldron with your team's name and color. Inside the cauldron you will find your team's first clue, and 6 emergency answers. In the event that your team cannot decipher a clue within 25 minutes of opening, you are allowed to open the corresponding sealed emergency clue directing you to the location of the next ingredient. However, you must present all opened envelopes to the council as they will be deducted from your team's overall score.

Your team members have been instructed to gather at the starting location at 6:00 pm. You and your spouse must arrive by 5:55 pm in order to help each of them find their team and to familiarize yourself with the other Captains. When all have arrived, read your team the attached rules and search for your cauldron. Note: There may be some couples that arrive who did not RSVP and therefore are not assigned to a team. Please talk with the other Captains to ensure that these people find a team and that the teams stay relatively even in number.

At 6:00 pm you may begin looking for your team's cauldron at the starting location. Once all teams have located their cauldron, you may open your first clue. As you arrive at the various clue locations, you will see a marked orange sprinkler flag designating a secret ingredient location. Your ingredient will be hidden within 50 feet of the flag. Your ingredient will be marked with your color and have a small colored clue attached. Add the ingredient to your cauldron and then follow the clue to the next ingredient location. Your final clue will lead you to the Council location. If you have not found your final ingredient by 9:30 pm, open your final emergency clue and follow the instructions to the Council.

Please inform your team of all these instructions and review the rules on the following page to avoid unnecessary deductions. Good luck on your hunt!

Sincerely,
Wanda D. Witch

* Team Rules & Scoring Breakdown *



∞ Your Team's Test

It is your team's goal to locate and collect the essential ingredients for my infamous witches brew. You will receive points for successful retrieval as well as how quickly you arrive at the Council location. Once all teams have arrived, the council will commence and the winners will be announced.

∞ Scoring

Your team will receive points or lose points for the following situations. It will be your responsibility to keep track of your points and report them to the Council at the end of the evening.

Each ingredient found – 4 points

1st team to pour brew into Grand Witches Cauldron – 3 points

2nd team to pour brew into Grand Witches Cauldron – 2 points

3rd team to pour brew into Grand Witches Cauldron – 1 point

4th team to pour brew into Grand Witches Cauldron – 0 points

5th team to pour brew into Grand Witches Cauldron – 0 points

6th team to pour brew into Grand Witches Cauldron – 0 points

Each emergency clue opened – 2 point deduction

Penalty for disturbing other's clues – 4 point deduction per clue

∞ Rules

- At 6:10 pm you are allowed to open your first clue.
- The teams must travel in as few cars as possible.
- Each team member must help locate the ingredients. No one is allowed to stay in the car once you have arrived at an ingredient location.
- Each team will be visiting the various locations at different times. Any team that removes or misplaces another team's ingredient will be penalized severely (see above).
- The grand brew must be boiling by 10:00 pm. If you have not found all your ingredients by 9:30 pm open your last emergency clue and proceed to the Council destination.

Remember, I have enlisted spooks to watch over each location and report to me if these rules have been violated. Beware...we will be watching...and good luck to all!

Sincerely,
Wanda D. Witch
President, Grand Witches' Council

