
2013 CHECKPOINT INT DETAILS

THIS YEAR

- 6 unordered Checkpoints comprise the route this year
- Be prepared for more than 1,500 players (and brace yourself for waves of activity)
- Safezones extend 5 feet from the street surrounding checkpoint areas (to prevent dashing across streets)
- Players must present their Manifest and complete all checkpoint activities to receive a stamp or signature (sign the manifest if no stamp is available)
- In-game characters include Chasers, Good Player Fairies and the Uberchaser (look for them on Twitter)
- Your Checkpoint activities may be filmed and featured in a documentary film
- Feel free to provide water or other refreshments for volunteers, players and chasers
- Consider furnishing a first-aid kit for scrapes and bruises
- Promote the use of your checkpoint-specific hashtag
- Flip-cams may be available to document checkpoint activity – inquire at Dupont Circle

TWITTER

Follow and refer to these Twitter accounts and hashtags to participate over social media during the game:

- Report player count every 20 – 30 minutes
- #SurviveDC, @SurviveDC, @DCCheckpoints, #Checkpoint1, #Checkpoint2, #Checkpoint3, #Checkpoint4, #Checkpoint5, #Checkpoint6, #BonusCheckpoint and @SecretJourney
- Tweet using your specific checkpoint hashtag
- Include photo and video whenever possible

COMMUNICATION

- Consider using Zello to communication between Checkpoints: <http://zello.com/>
- Suggest that players and chasers use Google Latitude to report and record their locations throughout the night: <http://www.google.com/latitude>

TIME / SCHEDULE

6:00 – 6:30	Arrive at Dupont Circle to pick up Checkpoint Materials
6:30 – 8:00	Setup your Checkpoint and await news over Twitter and text messaging
8:00 – 11:30	Checkpoint operations: Normal activity and reporting over Twitter
11:30 – 11:45	Breakdown and Checkpoint closing (check with HQ before closing completely)
12:00	Head to HQ for award ceremony and after party

In rare cases, Checkpoints may remain open later than 12:00 (this depends on the weather and number of players; more players means Checkpoints stay open later to accommodate).

IN-GAME SECRETS

If you decided to offer bonus activities, you may use the following as incentives:

- Awareness of one or more of these Twitter accounts: @dccheckpoints, @dcchasers, @goodplayerfairy, @secretjourney and @uberchaserDC
- Location of the Bonus Checkpoint
- On-demand help from Good Player Fairy (coordinate this beforehand)
- “Checkpoint Skip” pass (very rare – consult Organizer)
- Line-of-sight or safe route to the next checkpoint
- Plastic bag for Manifest protection
- Bottled water or of refreshment

CONTACT

In case of emergency call 911. For questions please call Brandon at (240) 687-6967. If you are contacted by a concerned parent or relative of a player or chaser, refer them to the contact form on the SurviveDC website at <http://www.survivedc.com> or urge them to contact Brandon.

ABSOLUTES

- To prevent cheating, confiscate any manifests presented prior to the start of the game.
- Rule disputes should be settled amicably between players and chasers. Checkpoint Agents have final say.
- If approached by Law Enforcement always be polite and respectful. Refer to your activities as being part of an all-ages scavenger hunt. If asked to vacate the premise, make all efforts to do so in a timely manner and immediately contact the organizer.

- Safety should be your FIRST PRIORITY. Ask for help from volunteers or friends and be smart about your surroundings. Remember, SurviveDC may be a game but Washington, DC is still a post-industrial New England inner city.

2013 MASTER PLAN

Google document:

<https://docs.google.com/spreadsheet/ccc?key=0AiiQPt6RKvwCdEF5V2tCX1NrVzFiSIFpZVltenBSe nc&usp=sharing>