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2013 CHECKP 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=0AiiQPt6RKvwCdEF5V2tCX1NrVzFiSlFpZVltenBSenc&usp=sharing