

The 2008 University of Chicago Scavenger Hunt List

The University of Chicago Scavenger Hunt Organization Committee

8 May 2008

SCAV TEAMS AND THE RULES OF THE HUNT

1. Acquisition of Items. All items on the list can be obtained and performed legally. It may involve smooth talking, or it may involve something else, but it is all possible. The Judges take no responsibility over your getting thrown into the clink, be it local clink, state clink, federal clink, or Colonel Clink. If you end up there, it is your fault.
2. Fair Play. Sabotage is bad. We don't like it and we don't want it in the Hunt. Sabotaging teams or their items can lead to immediate disqualification, and even then we may turn the hounds up in Admin loose on you.
3. Contact with Judges. While we don't want to complain and say that Judges have it so tough, Scav Hunt is always teetering on the edge of sheer chaos, and if we can avoid it, we should. As a result, please only communicate with the Judges if you are going to do it in a professional manner. Generally, just remember that the more people shout, the less will be understood. That seems like it makes sense, no?
4. Props. All props must continue to be mad props.

5. Points. Point totals are final. We Judges give out points for the spirit of the item in its presentation. In some places, bonus points are also awarded for going above and beyond the Judges' concept of the Call of Duty. As far as point values, well, we used a dartboard and Tibetan numerological methods in determining how much items were worth, so no complaining that "the lazy eye patch was worth more than the moonbounce made of guns!"

There is a category of points called Special Points or, if you prefer, Super Special Points. If you put the kind of effort into a 5-point item that makes it worth, obviously, more than just that, the Judge judging the page will appeal to the Head Judge for Special Points. For example, if we say, "Bring us a Kobe Bryant jersey," and you get a jersey at K-Mart, you will only get the 5 points. If, however, Kobe Bryant is wearing that jersey, then the Judge will appeal for an additional, like, 2 points in Special Points to be added for the extra effort. Note, however, that doing items that don't call for nudity nude will not bring on Special Points. Nor does involving alcohol in items that don't explicitly call for alcohol. The same goes for nudity and alcohol's redheaded, stepchild cousins, sex and drugs. Please note that few items explicitly call for nudity, alcohol, or redheaded variants.

6. A Good Time. For a good time call (303) 499-7111.
7. Items. Most items remain the property of the team that secured it except for the items that explicitly call for surrender. Furthermore, we prefer not to harm large mammals with that can make sad eyes at us. Finally, we all know about Google, so, typically, count on .jpgs being worth dick. The Internet is trying to destroy the Scav Hunt. Don't let it. Work with us on this one, please, and we'll all be happier.
8. Preliminary Events. The deadlines for the submission of items and performances are final as stated on the list or as announced by the Judges at the Captains' Ball. It is the Captains' responsibility to make sure that they submit these in a timely manner. Items that do not have discrete time/place as stated on the list are not preliminary and therefore must occur at Judgment. If requested, we may, at our discretion, come to see an item at a time/place other than Judgment. Consider this a privilege and use your "Come See Our Items" cards sparingly.
9. At 8:30 AM in Hutch Commons, up to three Team Captains from each team can meet with the Judges to ask questions, discuss items, and prepare the Road Trip team for departure. Inconceivable though such an occurrence may be, any errors on the List will be brought forth and rectified during this time. We will bring food. This is a classy event, so be sure to come dressed appropriately in a full-length ball gown. Oh, sirrah! It will be ever so much fun. We think captains are always classy, and as such, must appear in this apparel during all public activities during the Hunt.
10. Road Trip. The Road Trip can be done without getting busted by the cops or breaking any rules. Please get it done that way. The destination point most distant from campus may not exceed 1,000 miles. Use of 15-passenger vans or trucks is prohibited.

Driver requirements:

- (a) Minimum age of 18 (If a rental car is used, the rental car company minimum age requirements apply).
- (b) Must have a valid U.S. driver's license for at least two years—must be in drivers' possession throughout trip.
- (c) Must have more than 2,000 miles driving experience.
- (d) May not have received no moving violations or convictions or court-ordered supervision.
- (e) Must be alcohol- and drug-free (it's the way to be), including illegal, prescription, and non-prescription drugs.
- (f) Must have valid automobile insurance.

Road Trip Management:

- (a) No one may operate a vehicle for more than three consecutive hours or six total hours in one day.
- (b) Total driving time may not exceed 16 hours within a 24-hour period.
- (c) No driving permitted between midnight and 6 AM.
- (d) Another person must be awake in the seat next to the driver at all times. The captain of each team must certify in advance to the Judges that the team understands and agrees to abide by these regulations.

11. Judgment Day. Like in the Bible, Judgement Day should take, like, 45 minutes.

Late Saturday night the Judges will email the Captains with a list denoting which items are Road Trip. Prepare all Road Trip items for judging at 10:00 o'clock on Judgment Day. Regular items will be judged after the Showcase. The Showcase will be judged at the Showcase, which will be at 11:00 o'clock.

Furthermore, have a highlighted list of the items you've acquired ready so that when a Judge comes by to judge your page, there won't be any time wasted with "do we have the particle accelerator?" questions. If an item is followed by †, it must be ready for judging as part of the Showcase, prior to regular page judging. Judges will hold up placards (really just sheets of paper with Sharpie™-ed numbers) denoting which pages they are ready to judge. Call over whichever judge corresponds to the page you are ready to present. Here's a tip: organize your items based on which page they are on.

In short, BE ORGANIZED.

- 12. Prizes. Prizes are money and a trophy, apparently. If you are not a house team, you may have to provide extra documentation in order to get your fat benjis (ORCSA can hold your hand through this). If this is the case, you must provide such documentation to the Head Judge before the end of the Hunt.
- 13. Decisions. All decisions of the Judges are final. Final.
- 14. Final. See Decisions.

Items

- 1._____ The 2009 University of Chicago Scavenger Hunt List
- 2._____ A children's book re-adapted around a depraved and/or depressing theme. [5 points]
- 3._____ Drink something *really* gross. [3 points]
- 4._____ Now I want you to dress up in a humiliating costume and get people to laugh at you while being filmed, so that we can laugh at you later [50... no, more like 5 points]
- 5._____ A tarp, some duct tape, and maybe some PVC piping. [2 points]
- 6._____ A tarp, some duct tape, and maybe some PVC piping. [20 points]
- 7._____ A tarp, some duct tape, and maybe some PVC piping. [200 points]
- 8._____ This year, the Road Trip is going to San Francisco, by way of Houston, Boston, Miami, and Seattle. Your team will be cosplaying as the four vainest Judges (in case of tie, different body parts may represent different Judges). The car must drive on pure ethanol and be painted to resemble an F4-U Corsair, yet at two points during the Amazing Journey it must in fact transform into either a THX-certified 7.1 surround system or Megatron. Only real Megatrons will get you real points.
- 9._____ An item from last year, but with a couple words changed. It's a tradition! [Too many points]
- 10._____ walseloC [Teehee! points]
- 11._____ If you ever figure out item 10, we'll never put it on the list again. Maybe.
- 12._____ Make us feel whole again. Please. Please? [300 points]
- 13._____ A team member with an encyclopaedic knowledge of *The Simpsons* [30 easy money points]
- 14._____ Scav Hunt? More like _____ ... WITH YOUR ASS. [No fucking limit]
- 15._____ Interrupt class, laugh about it later [8 points]
- 16._____ Go find it. [1 point] (**n.b. Jim, I'm concerned we didn't flesh this one out enough –JDW**)
- 17._____ Esta cosa ha sido escrito en una lengua que nadie comprende. ¡Nadie!
- 18._____ Did we forget to say that the roadtrip is going to The Moon? Because it totally is.
- 19._____ The Second Cumming. [6.9 points]
- 20._____ First, we'll set you an unrealistically complex and poorly explained task, and then we'll proceed to get furious when you don't complete it to our admittedly arbitrary criteria. What do you mean, you spent three and a half days sculpting that? *Sculpting?* I *clearly* meant you to assemble it from carbon nanotubes that would then be coated in platinum. [76 points, but it's not like you'll be seeing any of them]
- 21._____ Rain threatens this year's party plans. But you know where it doesn't rain? That's right. At the bottom of Lake Michigan. This year's party themes are all famous bathyspheres.
- 22._____ Try not to cry in front of the meaner Judges, because one of them is almost certainly going to be judging this page, and they've been working on their lethal poker face and not-quite-concealed-frowns since November. That first-year you picked to present better have two big brass ones. [36 missed points]
- 23._____ Peas in the Middle East. [0.25 points]
- 24._____ Seriously... what did you expect to find here? Come back early Thursday morning.