

What is the Winter Come Out & Play Contest?

The Winter 2010-2011 Come Out & Play Contest is a fun competition to get you out of the house during the chilly days of winter. Designed for all New Brunswick cachers the objective is to complete any 20 of the 40 game requirements/tasks for finding or placing caches during the next 4 and ½ months.

This game is not limited to caches located in New Brunswick. Caches found anywhere in the world are eligible as long as they are found and logged by you and fulfill the requirements of the task being claimed. However, the Come Out & Play contest is limited to cachers who live in New Brunswick.

Prizes will be awarded to the 2 top scores, the lowest score, and the score closest to the average. The winners will be announced and prizes awarded at our Bye Bye Winter Bash in Fredericton in April (date and location to be announced later).

Short Version Rules:

Complete 20 tasks in 4 ½ months; report each task within 7 days of fulfillment on the Claims page at Cache Up NB; go for high, low or medium points, your choice.

Full Rules:

1. Game runs from November 1st, 2010 through to 11:59pm March 15th, 2011.
2. Register in the Registration tab on Cache Up NB to let us know you're playing, no later than December 1st, 2010.
3. Fulfill any 20 of the 40 tasks listed below after the start of the game. No more than 20 tasks can be logged. If more than 20 are submitted only the first 20 will count.
4. Caches you claim for the game must be logged on www.geocaching.com **after** the start of the game.
5. Tasks must be claimed in the Claims page at Cache Up NB within 7 days of your task fulfillment date and before the end of the game. The post must clearly state which task is being claimed and how the cache meets the requirement.
6. Claims must be made on caches published before the start of the game, November 1st, 2010. Caches hidden for tasks which require cache hides **must** be published during the contest period (from Nov 1st, 2010 to 11:59pm March 15th, 2011) so keep reviewer time in mind.
7. Each task must be claimed against a cache previously **unfound** by you and only one task may be claimed per cache found.
8. Once a task is claimed you may not substitute it with another unless the first claim is rejected.

9. Points are awarded on the basis of either: Task Score + (Difficulty * Terrain) or a fixed points score. Each task clearly states the scoring method. If it is a task where you choose the amount of set points you must state in the Claims thread which amount of points you are taking for the task. If you fail to do so the task will count as a claim and you will automatically be awarded the lower of your point choices.

10. Prizes will be awarded to: the 2 cachers who complete 20 tasks and have the 2 highest points scores; the cacher who completes 20 requirements and has the lowest points score; the cacher who finishes with a score closest to average.

11. In the event of a tie score, the earliest score will be used as the tiebreaker.

12. We, milosheart, will administrate the game and our decisions are final. We reserve the right to provide clarifications to the rules at any point during the game.

Tasks (pick 20)

1. **Kid Cache** = 1 point + (Difficulty * Terrain)

Find and log any physical cache that displays a “kid friendly” icon on the cache page to claim this task. If the kid friendly icon is not present when your log is verified then your log will not be accepted.

2. **Wheelchair Accessible Cache** = 1 point + (Difficulty * Terrain)

Find and log a cache of any type that displays a “wheelchair accessible” icon on the cache page to claim this task. If the wheelchair accessible icon is not present when your log is verified then your claim will not be accepted.

3. **In the Night** = 1 point + (Difficulty * Terrain)

Find and log any physical cache designed for you to find at night or log any physical cache that you find between midnight and 5:00 AM local time. Your log must mention the time that you completed the cache.

4. **Seriesly?** = 1 point + (Difficulty * Terrain)

Find and log a cache of any type that is part of a series to claim this task. The series must be clearly stated in either the title or cache description. It does not have to be a multi-cache or part of a series where you need to collect clues from each component of the series. You only need to collect one cache in the series. The series needs to be placed by a single cacher.

5. **Driveby Cache** = 1 point + (Difficulty * Terrain)

Find and log any cache of any type where you parked your registered vehicle (car, truck, motor cycle, humvee, helicopter, etc) less than 10 meters from the cache to claim this task. 4WD accessible or motor cycle parking is acceptable. You are free to approach by bicycle if that's your style, but you must also be able to park your registered vehicle less than 10 meters from the cache. Any logs that indicate that a breach of the law occurred or could reasonably infer that a breach of the law occurred will not be honoured.

6. Seven Up = 2 points + (Difficulty * Terrain)

Find and log a cache of any type where the sum of the terrain and difficulty adds up to 7 to claim this task. For example, a difficulty 3 and terrain 4 will qualify. A difficulty of 3.5 and a terrain of 3.5 also qualifies. A difficulty of 3.5 and a terrain of 4 does not qualify as it adds up to more than 7.

7. 171 or 2635 Cache = 2 points + (Difficulty * Terrain)

Find and log any cache of any type where the numbers 171 or 2635 appear in that order anywhere in the co-ordinates as published to claim this requirement. The numbers may run across the two sets of co-ordinates latitude & longitude. Multicache intermediate or final waypoints, or unknown (mystery or puzzle) caches do not qualify. The numbers do not need to appear consecutively, but they need to appear in order. eg. N 52° 11.527 W 106° 38.887 would quality as the numbers 171 appear in order, even though they are not consecutive.

8. Sunset or Sunrise = 2 points + (Difficulty * Terrain)

Find and log any physical cache that you find at sunrise or sunset. Post a picture of the sunset or sunrise at the cache location.

9. Make a Friend = 2 points + (Difficulty * Terrain)

Find and log any physical cache with a fellow geocacher you have never cached with before. A fellow geocacher is someone who registered on www.geocaching.com before start of this game. Your log must indicate that you were caching with your new friend and both of your logs must be entered on the same day on the same cache. Your new friend must be someone you have never been on a planned geocache hunt with before. They do not have to be playing in the Come Out & Play contest.

10. Take a Muggle = 2 points + (Difficulty * Terrain)

Find and log any physical cache with a person who has never been geocaching before. This person must not be registered on www.geocaching.com before start of this game. Your log must indicate that you were caching with your muggle friend & contain a picture of your muggle friend while Geocaching.

11. Unloved Cache = 3 points + (Difficulty * Terrain)

Find and log any physical cache that has not been found in the preceding 90 days.

12. Do You DNF? = 3 points + (Difficulty * Terrain)

Find and log a find on a physical cache that you have previously logged a "Did Not Find" on. Your DNF must have been logged and dated before the start of the game. In your claim submission, provide the date of your earlier DNF.

13. Maintain a Cache = 3 points + (Difficulty * Terrain)

Find and log a cache of any type that you undertook maintenance on to claim this task. Maintenance can be anything from something as simple as replenishing the cache contents, replacing a log sheet/book to completely replacing a damaged/broken container. Previous logs must clearly state that the cache container was in disrepair or that the contents had diminished over time or that the log needed replacing.

14. **Fancy Dress** = 5 points + (Difficulty * Terrain)

Find and log any physical cache and have a photo taken of you at the cache where you are dressed in attire which directly relates to the cache's theme. For example, if the cache describes pirates then eye patches, a wooden leg, sword and parrot would be appropriate attire. A wedding cache would have you dressed in a wedding gown. Be creative. Do not just wear ordinary clothes and try to make the theme fit. This requirement is all about your creativity. There may be a special prize for best costume.

15. **The Dirty Dozen** = 3 or 6 points outright (Your Choice)

Find and log 12 physical caches within a single calendar date. Not 12 within any random 24 hours but actually 12 within a single day, beginning at 12:00am and ending at 11:59pm.

16. **EarthCache** = 3 or 6 points outright (Your Choice)

Log or hide an Earth Cache. Your log must conform to the requirements of the Earth Cache and cannot be claimed until the cache owner has approved your log on the Earth Cache. Be careful you don't run out of game time before the cache owner approves your log. If you hide an Earth Cache the hide must be published **during** the contest period.

17. **Host(ess)With the Most(ess)** = 0 or 12 points outright (your choice)

Host an event. Your event must be listed at www.geocaching.com and must be published **during** the contest period although the event can take place after the game ends. Note: according to cache guidelines event caches should be submitted no less than two weeks before the date of the event, so plan accordingly.

18. **Hide a Big One** = 0 or 12 points outright (your choice)

Hide a large physical cache, i.e., a container of at least 5 gallons (20 liters). Your cache must be listed at www.geocaching.com and must be published **during** the contest period.

19. **Hide Mystery/Puzzle Caches** = 0 or 12 points outright (Your Choice)

Hide 3 Mystery/Puzzle caches. Your caches must be published **during** the contest period on www.geocaching.com. Points cannot be claimed until all 3 caches are published and they must be claimed within 7 days of being published. Be careful you don't run out of game time before the cache reviewer publishes your caches. You may hide them whenever you choose but they must be submitted so that they are published together or close enough together that you have time to claim them within 7 days. You may wish to ask your reviewer to publish them as a group, on the same day. Make sure you include all 3 in your claim submission.

20. **Hide Traditional Winter Friendly Caches** = 0 or 12 points outright (Your Choice)

Hide 5 Traditional caches that are winter friendly, which is generally accepted to be at least 4 feet off the ground. Your caches must be published **during** the contest period on www.geocaching.com. Points cannot be claimed until all 5 caches are published and they must be claimed within 7 days of being published. Be careful you don't run out of game time before the cache reviewer publishes your caches. You may hide them whenever you choose but they must be submitted so that they are published together or close enough together that you have time to claim them within 7 days. You may wish to

ask your reviewer to publish them as a group, on the same day. Make sure you include all 5 in your claim submission.

21. **Seven Days a Week** = 7 points outright

To claim this task you must find and log a cache of any type on each of 7 consecutive days. List all 7 caches on your claim form.

22. **Snowshoe Find** = 2 points + (Difficulty * Terrain)

Find and log any physical cache while snowshoeing and post a picture showing that in your log to claim this task.

23. **Gilligan's Island** = 3 points + (Difficulty * Terrain)

Find and log any physical cache that is hidden on an island. The cache page must clearly state that fact regardless of how large or small the island is.

24. **A Four-For** = 4 points outright

Find and log 4 caches of 4 different types (traditional, event, puzzle/unknown, multi, virtual, letterbox hybrid, event, mega event, Earth Cache, webcam, CITO or Wherigo) in the same day. Make sure to list all 4 on your claim form.

25. **Outside NB** = 2 points + (Difficulty * Terrain)

Find and log a cache of any type outside the province New Brunswick to claim this task.

26. **The Forgotten** = 5 points + (Difficulty * Terrain)

To claim this task you will need to find and log any physical cache that has not been found in the preceding 12 months.

27. **Nice Legs** = 2 points + (Difficulty * Terrain)

Find and log a cache of any type while wearing shorts (with bare legs, not just pulled on over your pants!) Post a picture with your log to claim this task.

28. **GPS-Less** = 2 points + (Difficulty * Terrain)

Find and log a cache of any type without the use of a GPS. Make sure your log states you found it without a GPS. You're on your honour for this one.

29. **Out of the Country** = 3 points + (Difficulty * Terrain)

Find and log a cache of any type that is located outside Canada to claim this task.

30. **Take a Hike** = 3 points + (Difficulty * Terrain)

Find and log any physical cache that you must hike 10k or more, round trip, to find. The cache page must show the attribute of "hike of 10k or more" or state in the description the distance to the cache.

31. **Hey Lady!** = 1 point + (Difficulty * Terrain)

To claim this task you need to find and log a cache of any type with a woman's name in the cache name.

32. **Confederation** = 3 points + (Difficulty * Terrain)

Find and log any cache whose coordinates' individual numbers add up to 67. For example: these ones, N 45° 42.250 W 066° 35.889, when added up equal 67 (4+5+4+2+2+5+0+0+6+6+3+5+8+8+9=67)

33. **Wild Thing** = 2 points + (Difficulty * Terrain)

Find and log any physical cache that displays a "dangerous animal" attribute on the cache page to claim this task. If the dangerous animal icon is not present when your log is verified then your claim will not be accepted.

34. **Move Along, Buggy** = 1 point + (Difficulty * Terrain)

Find a cache containing a Travel Bug, retrieve it and move it along. When claiming this task list the TB's name and tracking number, for verification only. For your claim use the cache you found the TB in.

35. **Another _____ I Never Knew Was There** = 0 or 15 points outright, your choice

To claim this task you must find and log, in a single day, a cemetery cache, a covered bridge cache and a waterfall cache. The cache description for the caches you find and claim must state that the cache is hidden at/on/under/beside or near the cemetery, covered bridge and waterfall.

36. **Oldie But Goodie** = 3 points + (Difficulty * Terrain)

Find and log any physical cache that was hidden prior to January 1st, 2004 to claim this task.

37. **Lake Cache** = 2 points + (Difficulty * Terrain)

Find and log any physical cache that is hidden by a lake. The name of the lake must be mentioned in either the cache name or description.

38. **Where'd u go?** = 2 points + (Difficulty * Terrain)

To claim this task complete and log a find on any Wherigo cache.

39. **Lighthouse Cache** = 2 points + (Difficulty * Terrain)

Find and log any physical cache at, or near, a lighthouse to claim this task. The cache name or description must mention the lighthouse.

40. **The Double Five** = 25 points outright

To claim this task you must find and log any cache with a 5/5 difficulty/terrain rating. You must also post a picture of you and your GPS in your log for this cache.

Notes

This is not a race. Some requirements have a higher (or lower) score than others. Read the rules and tasks carefully and choose wisely. You are seeking points, not claiming the tasks first although there is danger in waiting too long. Even if you can't get the high score, cunning strategy may result in a prize.

If you have any doubts about whether a cache is suitable/claimable please feel free to contact us before claiming it. We will try to find a way to say yes, so lateral thinking is encouraged. Once we receive the claim and approve/reject it, a confirmation e-mail will be generated and sent to you.

Happy Caching, Play Safely and Good Luck to All!