

What is the Come Out & Play Contest?

The 2011-2012 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 44 game requirements/tasks for finding or hiding caches during the next 4 ½ months. You may go for high score or low score; your choice.

The contest 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 reside in New Brunswick (students going to school here during the contest are eligible to play) and cachers from our neighboring border cities of Calais and Houlton, Maine who are part of our geocaching communities.

Prizes will be awarded to at least the 2 top scores, the 2 lowest scores, and the score closest to the average (all having completed 20 tasks), depending on the prize donations we receive. Cachers who play but do not complete all 20 tasks will receive a ballot for each task completed for a draw for a prize. The winners will be announced and prizes awarded at our Bye Bye Winter Bash in Fredericton in March/April (date and location to be announced later).

Short Version Rules:

Complete 20 tasks in 4 ½ months; report each task within 10 days of fulfillment on the Claims page at Cache Up NB; go for high, low or medium points, your choice. Have fun!

Full Rules:

1. Game runs from November 19th, 2011 through March 31st, 2012.
2. Register on the Registration tab on Cache Up NB (www.cacheupnb.com) to let us know you're playing. There is no deadline to register but keep in mind the 10 day claim time period.
3. Fulfill any 20 of the 44 tasks listed below after the start of the game. Go for high score or low score; your choice. No more than 20 tasks can be claimed. Most tasks state "find or hide" a cache. It is understood that that means "find and log online or hide and have published".
4. Caches you claim for the game must be logged on www.geocaching.com **after** the start of the game. Each task must be claimed against a cache previously **unfound** by you and only one task may be claimed per cache found or per cache hidden.
5. Tasks must be claimed in the Claims page at Cache Up NB within 10 days of fulfillment and before the end of the game. The post must clearly state which task is being claimed and the points expected for fulfilling the task. It is your responsibility to include **all** GC codes required to verify the task completion.

6. Caches hidden for tasks **must** be published during the contest period (from Nov 19th 2011 to March 31st, 2012) so keep reviewer time in mind. Find claims may be made on caches hidden during the contest period but not if you were with the hider when it was hidden.

7. For tasks that require more than one cache to be hidden or a specific number of caches in a specific period of time please plan ahead and **work with your reviewer**. They are aware of the contest and, given enough time, will do their very best to accommodate players' requests for publishing at a specific time/day/date. When submitting a cache for publication please mention in the reviewer notes that it is for the Come Out & Play contest. The task is to have them **published** on specific days not necessarily hidden on the same day. For example Task # 20 is to hide 5 traditional caches that are winter friendly in a single day. You could go hide them all at once or you could hide them over a period of time and ask to have them all published on the same day. **Work with your reviewer**. If your caches are not all published on the same day but, rather, over a few days due to the review(er) process, you may still claim the task. The idea is to have a bunch published at once or as close together as possible, not over the length of the contest.

8. Once you've made a claim for a task you may not re-do it. **However, everyone will have one "mulligan" or "do-over" where you may swap out a task already completed with another to increase/decrease your score.** You must clearly state in your claim which task, with GC codes, you are replacing and with what.

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. When submitting a claim you will be asked for your expected score for that task. This will let us know if you want the higher or lower score for tasks with fixed points and will act as a double check for us scoring.

10. It is assumed that everyone will play fairly and with honesty. If you're hiding a 5/5 cache it is assumed that you would call it a 5/5 if the contest was not being played. If you claim a find of any kind it is assumed that you have fulfilled all requirements of that cache and signed the logsheet. We cannot, nor do we wish to, police you. We trust that all will play with integrity and honour.

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 (choose 20)

1. **Kid Cache** = 2 points + (Difficulty * Terrain)

Find **or** hide a 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 claim will not be accepted.

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

Find **or** hide a cache 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. Into the Night = 4 points + (Difficulty * Terrain)

Find **or** hide a cache designed to be found at night that displays the “night cache” icon on the cache page. If the night cache icon is not present when your log is verified then your claim will not be accepted.

4. Seriesly? = 30 or -30 points outright, your choice

Find a series of 20 or more caches **or** hide a series of 10 or more caches in a single day. The series must be a series along a road/trail or a clearly themed series spread throughout an area. The series must be clearly stated in either the title or cache description. If hiding, work with your reviewer to make it happen. See rule # 7.

5. We’ve Got You Covered = 2 points + (Difficulty * Terrain)

Find **or** hide a cache on or within 20 meters of a covered bridge.

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

Find **or** hide a cache 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. Seek or Hide = 30 or -30 points outright, your choice

Find 20 caches **or** hide 5 caches on a single day. If hiding, work with your reviewer to make it happen. See rule # 7.

8. Now You Don’t, Now You See It = 2 points + (Difficulty * Terrain)

Find **or** hide a cache that displays a “UV light required” icon on the cache page to claim this task. If the UV light required icon is not present when your log is verified then your claim will not be accepted.

9. Four Quarters = 25 or -25 points outright, your choice

Find **or** hide a cache of each of the 4 size categories (micro, small, regular and large) in a single day. If hiding, work with your reviewer to make it happen. See rule # 7.

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

Find **or** hide a cache with a person who has never been geocaching. 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 and contain a picture of your muggle friend while finding or hiding the cache being claimed.

11. It’s a Mountain Not a Molehill = 6 points + (Difficulty * Terrain)

Find **or** hide a cache on a mountain. The mountain does not have to be on a map of NB but must be, at the very least, known locally as such and must be called by name in the cache name or description. “Mountain” or “mount” are both acceptable.

12. **Do You DNF?** = 4 points + (Difficulty * Terrain)

Find 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** = 4 points + (Difficulty * Terrain)

Find 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** = 6 points + (Difficulty * Terrain)

Find 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. **What's in a Name?** = 4 points + (Difficulty * Terrain)

Find **or** hide a cache with the name of a New Brunswick city in the cache name. There are only 8. Cities, that is.

16. **EarthCache** = 25 or -25 points outright, your choice

Find three **or** hide one Earth Cache. Your logs must conform to the requirements of the Earth Caches and cannot be claimed until the cache owners have approved your finds/logs. Be careful you don't run out of game time before the cache owner approves your logs. If you hide an Earth Cache the hide must be published **during** the contest period.

17. **Host(ess)With the Most(ess)** = 30 or -30 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** = 25 or -25 points outright, your choice

Hide a large physical cache, i.e., a container of at least 5 gallons (20 liters).

19. **Mystify Me** = 30 or -30 points outright, your choice

Hide 3 Mystery/Puzzle caches on a single day. Work with your reviewer to make it happen. See rule # 7.

20. **Hide Traditional Winter Friendly Caches** = 30 or -30 points outright, your choice

Hide 5 traditional caches in a single day that are winter friendly, which is generally accepted to be at least 4 feet off the ground. Work with your reviewer to make it happen. See rule # 7.

21. **Seven Days a Week** = 35 or -35 points outright, your choice

Find two caches of any type every day for 7 consecutive days **or** hide one cache of any type every day for 7 consecutive days. If hiding, work with your reviewer to make it happen. See rule # 7.

22. **Take a Hike** = 4 points + (Difficulty * Terrain)

Find **or** hide a cache which displays the “medium hike (1km-10km)” icon. If the medium hike icon is not present when your log is verified then your claim will not be accepted.

23. **Gilligan’s Island** = 8 points + (Difficulty * Terrain)

Find **or** hide a physical cache that is hidden on an island that is not accessible by car. The cache page must clearly state that fact regardless of how large or small the island is.

24. **A Four-For** = 30 or -30 points outright, your choice

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

25. **Outside NB** = 6 points + (Difficulty * Terrain)

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

26. **The Forgotten** = 8 points + (Difficulty * Terrain)

Find any physical cache that has not been found in the preceding 12 months.

27. **Let it Snow** = 4 points + (Difficulty * Terrain)

Find **or** hide a cache of any type while it’s snowing out. Post a photo in your “found it” log or as a “write note” log to claim this task.

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

Find 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** = 6 points + (Difficulty * Terrain)

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

30. **Show Your True Colors** = 4 points + (Difficulty * Terrain)

Find **or** hide a cache while wearing a sports franchise jersey or sweater. Post a photo in your “found it” log or your “write note” log to claim this task.

31. **Hey Dude!** = 2 point + (Difficulty * Terrain)

Find **or** hide a cache with a man’s name in the cache name.

32. **Man on the Moon** = 6 points + (Difficulty * Terrain)

Find any cache whose coordinates' individual numbers add up to 69. For example: these ones, N 45° 42.252 W 066° 35.889, when added up equal 69 (4+5+4+2+2+5+2+0+6+6+3+5+8+8+9=69)

33. **Trespass, please!** = 2 points + (Difficulty * Terrain)

Find **or** hide a cache that displays the "Front Yard (Private Residence)" icon on the cache page to claim this task. If the Front Yard icon is not present when your log is verified then your claim will not be accepted.

34. **Move Along, Buggy** = 4 points + (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 (also known as Sporty's Trifecta)** = 35 or -35 points outright, your choice

Find **or** hide in a single day, a cemetery cache, a covered bridge cache and a waterfall cache. The cache name or description must make it clear that the cache is hidden at/on/under/beside or near the cemetery, covered bridge and waterfall. If hiding, work with your reviewer to make it happen. See rule # 7.

36. **Oldie But Goodie** = 6 points + (Difficulty * Terrain)

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

37. **H2O Cache** = 2 points + (Difficulty * Terrain)

Find **or** hide a cache that is near (within 30 meters) a body of water. The body of water must be mentioned in either the cache name or description.

38. **County Lines** = 30 or -30 points outright, your choice

Find **or** hide a cache in 3 different NB counties in a single day. If hiding, work with your reviewer to make it happen. In your claim you must name the 3 counties and which cache was found/hidden in each. If hiding, work with your reviewer to make it happen. See rule # 7.

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

Find **or** hide a cache at, or near, a lighthouse to claim this task. The cache name or description must mention the lighthouse.

40. **The Double Five** = 35 or -35 points outright, your choice

Find **or** hide a cache with a 5/5 difficulty/terrain rating. You must post a picture of you and your GPS in your "found it" log or as a "write note" log for this cache.

41. **Good Things Come in Small Packages** = 35 or -35 points outright, your choice

Hide two fantastically creative multi or traditional micro caches **or** find 20 micros in a single day. Bonus points (10 or -10) will be given to the cache hide with the highest "favorite" percentage (it must have

at least 10 finds to qualify) and for the highest number of micro finds, over 20, in a single day. Remember, caches may be used for one task only.

42. **Size Does Matter** = 35 or -35 points outright, your choice

Hide two fantastically creative multi or traditional small or regular caches **or** find 20 smalls or regulars in a single day. Bonus points (10 or -10) will be given to the cache hide with the highest “favorite” percentage (it must have at least 10 finds to qualify) and for the highest number of small/regular finds, over 20, in a single day. Remember, caches may be used for one task only.

43. **Huh??** = 35 or -35 points outright, your choice

Hide two fantastically creative puzzle/unknown/mystery caches **or** find 10 puzzle caches in a single day. Bonus points (10 or -10) will be given to the cache hide with the highest “favorite” percentage (it must have at least 10 finds to qualify) and for highest number of puzzle finds in a single day. Remember, caches may be used for one task only.

44. **One Month Quest** = 35 or -35 points outright, your choice

Hide 15 caches in a calendar month **or** find 50 caches in calendar month. Remember, caches may be used for one task only.

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!