

What is the Come Out & Play Contest?

The 2012-2013 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 at least 20 of the 44 game tasks for finding or hiding caches during the next 4 months. You may go for high score or low score; your choice. You may complete more than 20 tasks if you wish. The 20 best scores (highest or lowest) of your completed tasks will be used to calculate your final score.

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 highest score, the lowest score, and the score closest to the average (all having completed at least 20 tasks), depending on the prize donations we receive. Cachers who play but do not complete at least 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 at least 20 tasks in 4 months; report each task within 14 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 December 1st, 2012 through March 31st, 2013.
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 14 day claim time period.
3. Fulfill at least 20 of the 44 tasks listed below after the start of the game. Go for high score or low score; your choice. You may complete more than 20 tasks if you wish. The 20 best scores (highest or lowest) of your completed tasks will be used to calculate your final score.
4. It is understood that "find a cache" means "find a cache previously unfound by you and log online" and "hide a cache" means "hide and have published on GC.com". If the task is to be completed in a single day it will say so, otherwise it means over the period of the contest.
5. 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.

6. Tasks must be claimed in the Claims page at Cache Up NB **within 14 days of fulfillment** and before the end of the game. It is your responsibility to include **all** GC codes required to verify the task completion.

7. Caches hidden for tasks **must** be published during the contest period (from Dec 1st, 2012 to March 31st, 2013) 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.

8. Hide tasks no longer have time limits or constraints to be published, except that they must be published before the end of the contest. To prevent chaos, please do not submit your hides all at once or all at the end of the contest. Spread them out over the contest period. **Do not submit your claim until your caches are published.** Keep in mind that it is **your responsibility** to submit on time (and with time to spare to deal with problems) and to know and follow the guidelines. If there is an issue, generally it is with you, not the reviewer. Our reviewers were not happy with us last year so please do your best to make their job as easy as possible.

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. **This year, all scores can be either positive or negative amounts. Simply choose "plus" or "minus" after you've calculated it.** 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 (complete at least 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. **For the Wee Ones** = 35 or -35 points outright, your choice

Hide a series of (5) caches with a kids theme. Make sure you use the "kid friendly" attribute on your cache pages. You may hide this series along a trail or all around the city as long as they are clearly named as part of a series.

3. **Bug Off** = 4 points + (Difficulty * Terrain)

Launch a brand new Travel Bug in the cache of your choice. Your score is based on the cache you first place it in. It must travel. Personal TBs that travel with you and that you dip in caches do not count. Bonus points (30 or -30) for the TB with the highest mileage travelled over the contest period. Make sure you provide the TB's name and # when submitting your claim. It will not be shared.

4. **Seriesly?** = 25 or -25 points outright, your choice

Find a series of 20 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.

5. **It's a Jungle Out There!** = 2 points + (Difficulty * Terrain)

Find **or** hide a cache with an animal in its name.

6. **6 Ways to Sunday** = 35 or -35 points outright, your choice

Over the course of the contest find 6 different caches using 6 different methods of transportation excluding your car/truck/SUV/motorcycle. Try a kayak, canoe, skis, snowshoes, ATV, bicycle, horseback, snowmobile, swim, skate, rappelling, etc. Take a picture of each method for each cache. Submit the task once it is completed, listing all of the applicable GC codes.

7. **It's a Dog's World** = 4 points + (Difficulty * Terrain)

Find **or** hide a cache with your pooch (or your neighbour's) along for the journey. Post a photo of both of you at the cache in your log.

8. **Now You Don't, Now You See It** = 4 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** = 15 or -15 points outright, your choice

Find (in a single day) **or** hide (over the contest period) a cache of each of the 4 size categories (micro, small, regular and large).

10. **Group Hug** = 45 or -45 points outright, your choice

Plan a day of caching as a group (minimum 6 people) and find at least 10 caches that **none** of you have found before. This will require lots of planning and may require a bit of travel.

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. Fixer Upper = 35 or -35 points outright, your choice

Find 5 caches of any type that require maintenance and perform the repairs 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. Doing maintenance on a cache you own **does not count, nor does maintaining a cache you have previously found.**

14. Fancy Dress = 8 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. Celebration! = 4 points + (Difficulty * Terrain)

Find a cache on any one of the following holidays: Christmas Day (Dec 25th), New Years Day (Jan 1st), Valentine's Day (Feb 14th), St. Patrick's Day (March 17th) or Good Friday (March 29th).

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) = 35 or -35 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 = 15 or -15 points outright, your choice

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

19. Convert a Muggle = 35 or -35 points outright, your choice

Take a muggle caching and convert them! They may not have an account on GC.com prior to the contest starting but must sign up for one during the contest period. They must also have at least 20 finds by the end of the contest.

20. Hide Traditional Winter Friendly Caches = 25 or -25 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.

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

Find two caches of any type every day for 7 consecutive days. They do not have to be the same type every day.

22. **Take a Hike** = 6 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** = 15 or -15 points outright, your choice

Find 4 caches, in a single day, all of different types (traditional, event, puzzle/unknown, multi, virtual, letterbox hybrid, event, mega event, Earth Cache, webcam, CITO or Wherigo). 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. **Frosty Was Here** = 4 points + (Difficulty * Terrain)

Find **or** hide a cache of any type and build a snowman at the cache site. 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** = 8 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. **Couples Cache** = 4 point + (Difficulty * Terrain)

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

32. **Here Come the Russians!** = 8 points + (Difficulty * Terrain)

Find any cache whose coordinates' individual numbers add up to 72. For example: these ones, N 45° 42.255 W 066° 35.889, when added up equal 72 (4+5+4+2+2+5+5+0+6+6+3+5+8+8+9=72)

33. **Trespass, please!** = 4 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. **Fiddle Dee Dee** = 2 points + (Difficulty * Terrain)

Find **or** hide a cache which has a musical theme or mentions music in its name.

35. **Another _____ I Never Knew Was There (also known as Sporty's Trifecta)** = 35 or -35 points outright, your choice

Find, 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.

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. **Fruit Cup** = 2 points + (Difficulty * Terrain)

Find **or** hide a cache that has the name of a fruit in its name.

38. **County Lines** = 35 or -35 points outright, your choice

Find, in a single day, a cache in 3 different NB counties. In your claim you must name the 3 counties and which cache was found in each.

39. **Lighthouse Cache** = 4 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** = 25 or -25 points outright, your choice

Find a cache with a 5/5 difficulty/terrain rating. You must post a picture of you and your GPS in your "found it" log.

41. **Good Things Come in Small Packages** = 25 or -25 points outright, your choice

Find 20 micros in a single day. Remember, caches may be used for one task only.

42. **Know Your A, B, Cs** = 45 or -45 points outright, your choice

Over the period of the contest find a cache that begins with each letter of the alphabet. Yes, 26 in all.

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

Find 10 puzzle caches in a single day. Remember, caches may be used for one task only.

44. **You're Going to Hate Us Now** = 100 or -100 points outright, your choice
Find a cache every single day from Dec 2nd to March 31st - yes, every single day! Remember, you cannot use the same cache for duplicate tasks so be careful in your planning.

*******BONUS******* **You're Reeeeeeally Going to Hate Us Now** = 150 or -150 points outright, your choice
Complete all 44 tasks. Your 20 best scores(highest or lowest) will be used to calculate your final score, with bonus points added to that.

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!