

## Event Day Information: October 25

The Street Scramble starts and finishes at the Frances Anderson Center Field, 700 Main Street, Edmonds WA 98020.

Registration & check-in	8:00am
Instructions & map handout	9:00am
Event start	9:30am

## Rules & Safety

### Rules

**Be your own power** - Travel by foot, bike, scooter, rollerblades, wheelchair any method that uses your power.

**Stay together** - If you register as a team, stay together at all times. In particular, you may not split up and visit different checkpoints, nor may some of you rest while others of you visit checkpoints.

**Answer the question yourself or as a team.** When you reach a checkpoint, you will not find any person or marker. You will prove you were there by answering a simple multiple choice question, such as "What number is on the lamppost?" The only way you may answer a checkpoint question is by going to the checkpoint. You may not ask other participants for answers, phone anybody for answers, or guess.

**Each checkpoint has a value.** The value of a checkpoint is equal to its number rounded down to the nearest ten. Thus, checkpoint 35 is worth 30 points; checkpoint 82 is worth 80 points. Higher value checkpoints are not necessarily more difficult. If you answer a question wrong, you will receive a penalty equal to half the checkpoint value. For example, if you answer wrong at checkpoint 35, you will get a 15 point penalty (half of 30). This is to discourage guessing.

**Be back on time.** The time you turn in your scoring sheet will be noted as your return time; you may not make changes or additions to the scoring sheet after you turn it in. Ten points will be deducted for each minute you are late. If there are multiple time limits, you don't have to choose one before you start.

**Bicyclists must wear helmets and obey all traffic laws.** This includes riding in the direction of traffic and stopping at red lights. Although you may break traffic laws safely on occasion when cycling under normal conditions, cycling under time pressure increases the risk that you may break a law unsafely. This is why we insist that cyclists *always* obey the law during this event.

**Stay off of private property.** Don't cut across people's lawns or through their yards.

**Be courteous to bystanders.** Avoid jostling or alarming pedestrian bystanders.

**If you are using a bike or scooter, or are bringing a dog,** be aware that a very small number of checkpoints require going briefly indoors and leaving bike, scooter, and dog outdoors. If you're in a team, you can have somebody stay outdoors while one of you goes indoors. Strollers can be brought indoors.

**Check in at the finish, even if you decide you don't want your score tallied or are leaving the course.** This lets us know that you have not run into trouble.

**Feel free to use other tools** - There is no restriction on the use of navigational aids such as additional maps and GPS units. Do not dial-a-friend or share answers with other teams.

## Safety

The only significant hazard in Street Scramble is vehicular traffic. This is a serious concern if you are trying to be competitive. It is extremely easy to run into the street with your nose in your map. Look before you leap!

Cyclists, be extra cautious. You will be tempted to take chances. To minimize the distraction of map reading, we suggest affixing your map to your handlebars. Avoid making navigational decisions while moving. Instead, stop and plan as much of your coming route as you can keep in memory, then ride without consulting the map. If riding as a team, occupy a full lane of traffic rather than riding single file down the road. This is your legal right, and it will enable you to more easily communicate with your teammates. It will also reduce the danger of being sideswiped or doored.

Cyclists, remember that our rules stipulate you follow all traffic rules at all times. This includes riding in the direction of traffic and stopping at red lights.

**Orange mesh safety vests** with the Street Scramble logo are provided on loan for all Street Scramble events. They are lightweight and breathable. All participants, especially those who are competitive, are strongly encouraged to wear one.

If you are running or biking hard, remember to stay hydrated. You may wish to carry water with you, especially if you're going out for 3 hours.

## What to Wear & Bring

Wear whatever feels appropriate for the weather and the exertion level you plan. Of course, comfortable footwear is essential if you are going out on foot.

Everyone should bring the following:

- A watch, so you'll know when you need to return
- Pens/pencils for marking the answer sheet and for planning your route
- Helmet -- mandatory for cyclists

You may wish to bring the following:

- A magnifier, to make it easier to read the fine details of the map
- A compass. This can be handy but is not necessary.
- Water and/or snacks
- Sunscreen
- Additional maps of the area (on the Street Scramble map, most street names are not shown).
- Bike lock -- for the very few checkpoints that require going indoors briefly
- Your receipt, if you pre-registered -- occasionally we make mistakes and a receipt can help clear up confusion.
- A fun team name and/or team costume

## Street Scramble Experience

**Street Scramble** can be enjoyed by anyone who (a) can travel under their own power for 90 minutes – walking, running, biking, wheelchair, skating, or scootering, (b) can follow a street map, and (c) likes to explore.\*

You (together with your team, if you have a team) will then **plan which checkpoints you will try to visit**, and in what order. You can visit as many or as few checkpoints as you want, and in any order. Your team will need to stay together at all times. You can change your plan as you go along, but it's very helpful to at least start with some kind of plan.

When you arrive at Street Scramble, you will register (or check in, if you pre-registered). Then, a half hour before the start time, **you will receive a map with thirty checkpoint locations circled**. Each circle has a number between 10 and 99. The point value of the checkpoint is equal to its number rounded down to the tens; for example, checkpoint 35 is worth 30 points; checkpoint 12 is worth 10 points. You will also receive a scorecard with a description of a feature to be found at each checkpoint, such as "statue of woman" or "public pier".

A few minutes before the start there will be a pre-Scramble briefing where the event director will review rules and safety. **There will be a countdown to the start** after which you will head out to visit checkpoints. Again, your team must stay together at all times.

Checkpoints are found at the exact centers of the circles on the map. **When you arrive at a checkpoint location**, look for the feature described on the scorecard. You will answer a simple multiple-choice question, found on your scorecard, to prove you were there.

Example:

Statue of woman: What is the last word on the plaque next to the statue? (a) Arts (b) Commission (c) Space

Circle the correct answer and proceed to another checkpoint.

To participate in the 90 minute option, you must return to the event center within 90 minutes. To participate in the 3 hour option, return within 3 hours. You can decide which option you want while you're out there. Returning on time requires planning!

The map is usually a USGS topographical map. **The map will have only a few street names on it**, so it will be important for you to keep track of where you are on the map. Because the USGS updates its maps infrequently, the map will not be completely up to date and you will see streets and buildings on the map that no longer exist– an interesting window into the past.

**When you return**, you will turn in your scorecard. It is important to be on time because you will lose points for each minute you are late. We will keep your scorecard, but you get to take your map home with you. We will tally your score while you enjoy light refreshments. First and second place awards will be given out for each category, once all results are tabulated. Be patient!