



Rules and Guidelines:

- Be courteous to others. Remember this event is for fun, and while the competitive energy is bound to be a plenty, the ultimate goal is to raise money for the Children's Cancer Center. There is no \$1 Million prize at the end of the night so play nice.
- DO NOT DRINK and DRIVE. As stated above, alcohol is a part of some of the venue challenges. The Quest venues are spread out between the Convention Center, Channelside and Ybor. The Trolley is available to get teams to all of these venues and Trolley tokens will be provided to each team at check-in. Teams may also take a cab (at your own expense) between the various venues. Bicycles, rollerblades, skateboards and other means of self-propelled transportation are discouraged.
- Maps, guidebooks, bus schedules, and other reference materials are allowed. Bring a cell phone and feel free to "phone a friend" if you get stumped by one of the challenges.
- Do not do anything that would intentionally cause injury to another person or their property.
- Do not engage in any illegal or offensive behavior or cause a nuisance.
- Use your time wisely. It should be noted that even the most energetic teams rarely get to more than half of the venues during the 4 hour hunt. This is deliberate in the contest design. Every venue has specific challenges at it and each challenge is awarded a certain number of points. It is left as a matter of team strategy as to which venues the team will go to.
- There are judges present at each venue and they will sign off for each team and award points as the team completes the venue challenges. If a team is unable to complete a challenge at a certain venue, the judges may, at their discretion, award partial points based on the efforts of the team. The judges' decision is final.
- Teams will be judged on the number of points accrued, not necessarily on the number of venues attended (although theoretically these should go hand-in-hand)
- By entering the Quest For Hope, the entrant consents to their image and images of their submissions being created, used and reproduced in any format or media for promotional purposes of the Children's Cancer Center and/or the Ye Mystic Krewe of the Nautilus.
- Plan ahead. The Quest challenges begin promptly at 6:00 p.m. at all the Quest venues. Check-in is at Channelside between 4:45 - 5:45 p.m. There is no designated "starting" venue for any of the teams.