

The OLD WEST DISNEY CHALLENGE! Official Game Rules

Welcome to the Old West Disney Challenge; and on behalf of all of us who have worked very hard over this past year to make this event a reality, thank you for playing. I sincerely hope that this contest is as exciting, fun and rewarding for those of you about to play as it has been for us to create. I'm sure you all have a lot of questions, so with no further ado, here are the details. Good Luck!

How To Play

The Old West Disney Challenge is a strategic team event. To over simplify it, this contest is a combination of a scavenger hunt and a written test. However, as you are about to find out, it is much more than that. This contest will challenge your knowledge of Disney lore, your observation skills, your wits, luck and above all, your ability to work as a team. This contest will not necessarily be won by the biggest Disney buffs, but by the team that strategizes and works best together.

Teams– Teams may consist of 3 or 4 players. All members of a team must participate in the contest and anyone who is not playing may not be with your team during the time of the contest. On the last page of the game sheet there will be a place to fill out your team name as well as your team members.

Where To Begin– The contest will begin at 9:00 AM (promptly). Contest packets will be handed out just inside the Disneyland main entrance in front of the Mickey Mouse floral arrangement. (If you can't find this, maybe you shouldn't be playing after all!) ALL TEAM MEMBERS MUST BE PRESENT TO RECEIVE A CONTEST PACKET. Traffic, long ticket lines, slow trams, UFO abductions, or any other reason that will keep you from collecting your contest packet promptly at 9:00 will only mean your team will lose valuable minutes.

The Contest Format– The “contest packet” is the envelope handed out to each team at the start of the contest. Inside you will find the “game sheet”, a 16 page, 100 question test, all answers of which can be found inside the park. Each question is assigned a point value based on the difficulty level of the question. There are a possible 400 points to earn.

Points– Each question is worth 1-5 points. The point value of each question will be written in blue at the end of the question. Partial points may be awarded for partially correct answers.

Question Types– Contest questions will fall into one of the following 5 categories:

General– General questions will make up the majority of the 100 questions. These questions may pertain to anything in or about Disneyland.

Example Question: What is Mickey's last name? (1 point)

Mouse

Bonus Questions– These are additional questions pertaining to the last question asked and will be found immediately following the answer space of that question. They may be worth more, less or the same as the original question.

ACTION! An action question will require one or more of your team members to complete a task. Proof of completion will usually be obtaining something.

COMPLETE THE PHRASE... These questions will ask you to finish a phrase of something either said or written.

PICTURE THIS! These questions will be followed by a picture. Your job is to write down where the object in the picture is located.

Money– Each team will be given an envelope containing \$15. There will be times you will need to spend money for this contest. Aside from personal expenses, (like food) every penny spent on this contest must be out of this \$15. Likewise, every penny must be accounted for at the end of the contest, either in product, receipts or change. Failure to account for all \$15 will result in a **10 point penalty.**

Secret Bonus Points– I can't tell you much about these points because, well, there a secret! At least what you need to do to earn them is. I can tell you that there are 30 points Available, they will be assigned for doing specific things and they may just give you a better chance of winning. In case of a tie, secret bonus points will be VERY VALUABLE!!!

Scoring and Winning– The object of this contest is to accumulate the **most total points** (regular and secret bonus). In case of a tie, the winning team will be the team who has been awarded the most secret bonus points. If there is still a tie, the winner will be the team who answered the most 5 point questions correctly, 4 point questions, etc. and so on until a winner is chosen.

Crossing the Finish Line– The contest will end promptly at 4:00 PM. The location to turn in your contest packet is on the last page of the test itself. **YOUR ENTIRE TEAM MUST BE PRESENT WHEN YOU TURN YOUR CONTEST PACKET IN.** Place all items obtained, change, receipts, the game sheet and anything else specified on the last page of the game sheet. **DO NOT BE LATE!** For **every minute** you are late your team will be penalized **1 point.**

Tips

How you decide to win this contest is up to you. That's where strategy comes in. The more tips I give you, the less you have to think as a team. So I'm only going to give you two tips:

- Read the entire game sheet before you begin.
- Be as specific as you possibly can in your answers.

The Rules

As stated before, this is a contest of strategy, and as such, there are not many rules. However, in order to make this contest fair and fun for everyone involved, please abide by the following contest rules:

- Once your team has received the contest packet, no member of your team may leave the park for any reason.
- All answers must be obtained by your team members. Asking, trading or stealing answers from other teams is not allowed. Although asking for help outside your group is not prohibited, you may not have an individual answer more than one question. Only your team members may write on the game sheet and at no time should you show the game sheet to anyone not associated with the Old West Disney Challenge unless specifically notated on the test itself. (The first rule of Fight Club is you do not talk about Fight Club!)
- Everything your team is required to obtain during the contest is either free of charge or must be paid for with your team's \$15 budget. Stealing anything is unacceptable.

A Note on the Rules– Disneyland is a big place, and teams can not be supervised throughout the day. In other words, there is no way to enforce each and every rule. This contest will be played on an Honor System and I am counting on each of you to uphold that honor. The contest was designed to be as much fun as it is challenging. Breaking the rules will take the fun out of it for everyone. If any team is found to have broken any of these rules, or terms laid out in the How To Play section, that team may lose points or possibly be disqualified. (And that would not be fun.)

Emergencies

In case of an emergency, Dave will have his cell. Phone on him all day.

Thank You-s

Over the past year several people have been instrumental in helping to prepare the Old West Disney Challenge and they should not go unnamed. I (Dave) would like to personally thank Johanna, Melissa, Rick, Tony, Moose and Ginny for all their help gathering questions, doing research, sharing ideas, running the event and above all, putting up with me and my madness in putting this contest together. I couldn't have done it without you and I thank you all!

**Have Fun Everyone
And Good Luck!**