



2014 OFFICIAL RULES

Dear Challengers,

Welcome past and new teams and competitors to The 2014 Disney Challenge. We've taken back our home court advantage and returned to Disneyland Park. I'll keep this brief, because last year, even though I put an answer in this blurb, no one reads it. No easy answers this year, just me and the rest of the fantastic Event Crew wishing you the best of luck and most of all, to have fun!

~Dave

How To Play

As you may know (or are about to find out) The Disney Challenge is a strategic-team-trivia-scavenger-hunt-style event with a warped sense of humor. This contest will challenge your knowledge of Disney lore, your observation skills, wits, luck and above all, your ability to work together as a team. This challenge will not necessarily be won by the biggest Disney buffs, but by the team that uses strategy and works best together.

Teams - Teams consist of 3 to 5 players. **All members of a team must participate in the challenge and anyone who is not playing may not be with your team during the time of the Challenge** (unless they are under the age of 10).

The Challenge Packet - Each team will receive a "Challenge Packet", a manila envelope containing things you will need to play. Inside you will find the "Game Sheet" (a 16 page, 100 question challenge), these Official Rules, and a few other goodies you will need to play.

Points - Each question is assigned a point value based on the difficulty level of the question. Questions are worth 1-5 points - for the most part. The point value of each question will be written in **blue** at the end of the question. **Be as detailed and specific in your answers as possible to obtain maximum points.** Partial points may be awarded for partially correct answers. All of the answers to this challenge can be found inside the park. There are a total of 465 possible points to earn.

Question Types - Challenge questions will fall into one of several categories. Some of these categories are:

General Questions - These will make up the majority of the 100 questions. They may pertain to anything in or about Disneyland, its attractions, shows, lands, history, etc.

Example Question: How many happy haunts reside in the Haunted Mansion? (2 points)

999

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. Anything obtained for an Action question must be turned in with your Challenge Packet (unless otherwise specified) at the end of the challenge.

PHOTO CHALLENGE. A series of pictures with one common question.

PHOTO DISNEY BINGO (aka DINGO) Bingo played with a digital camera. See page 8 of the Game Sheet for the specific rules. Remember, **only 1 camera may be used for this challenge.**

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

COMPLETE THIS PHRASE. Part of a phrase, either spoken or written, is given to you. You must complete the rest of that sentence or phrase.

WHERE DID I HEAR THAT? You will be given a quote and you will need to figure out where it was written or said and, if possible, who said it.

MATCH UP (New this year!) You will have a picture, or group of pictures. The object is to match up the letter of the writing or inscription with the number on the picture.

Secret Bonus Points - These are what make the Challenge very interesting - points you can earn, but have no idea exactly how to earn them. What I can tell you is that they will be assigned for doing specific things or completing certain tasks 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 the challenge 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 challenge will end promptly at 4:00 PM. Question 100 will reveal the clue or puzzle leading you to the location to turn in your Challenge Packet. **Your entire team must be present when you turn in your Challenge Packet.** Place the Game Sheet and anything else specified in the Game Sheet or these rules inside the Challenge Packet. **DO NOT BE LATE!** For **every minute** you are late your team will be penalized **1 point.**

The Awards Ceremony - After the challenge is over, the Game Sheets are scored and a winner is declared. This takes the Event Crew some time to complete, so the award ceremony is held around 7:00pm at a location to be determined that day. (Depending on the number of teams entered, this time may be changed. All announcements regarding the award ceremony will be made at the finish line.)

Emergencies - In case of an emergency, there is a Disney Challenge Hotline which will be carried by the Event Crew all day. The number is (661) 510-2387.

The Rules

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

- Once the challenge has begun, no member of your team may leave the park for any reason between 10am and 4pm. (Getting kicked out will be considered leaving the park.)
- The Disney Challenge is intended to be a fun and team building experience for all involved. Please use good sportsmanship and courtesy to other Challengers, Crew Members, Park Guests, and Cast Members that day. Cheating, using an unfair advantage (such as a cast member friend, special fast passes, calling friends, etc.), and any other unsportsmanlike or un-Disney-like conduct will not be tolerated and may result in disqualification and perhaps ejection from the park.
- Only your team members or the Event Staff may write on the game sheet and **at no time can you show the Game Sheet to anyone not associated with The Disney Challenge** unless specifically notated on the challenge itself. Asking cast members for help is acceptable and may be necessary, however, showing them the challenge will be grounds for disqualification. Also, just a warning: cast members get bored and sometimes like to lie. Ask them at your own risk.
- Stealing answers from other challengers is not allowed. Asking for or trading answers is just stupid.
- Everything your team is required to obtain during the challenge is free of charge unless otherwise specified. (In which case, your Challenge Packet will include money, gift certificates, or game tokens you should use.) Stealing anything is unacceptable.
- Front of the line passes, faked injuries, or anything giving your team an unfair time advantage that other teams may not have will not be allowed. If you have a legitimate injury, or a questionable advantage, please speak with Dave prior to the beginning of the challenge. This is a physical as well as mental game and a point handicap may have to be imposed. Also, many of the questions from the attractions can be found in the line so you might be doing yourself a disservice in jumping the line.

A Note on the Rules- Disneyland is a big place, and teams cannot be supervised throughout the day. The challenge is played on the Honor System that all terms laid out in these Official Game Rules will be followed. The Disney Challenge was designed to be as much fun as it is challenging. Breaking the rules will take the fun out of it for everyone. If you see another team breaking these rules, please report it to the Event Crew. If any team is found to have broken any of these rules, or any team falsely accuses another team of doing so, those teams may lose points or possibly be disqualified.

Good Luck and Have Fun!