Notes for setting a Car Rally / Treasure Hunt

1. town clues are difficult – because of traffic
2. absolutely no clues on busy roads – obviously
3. no more than 40 questions  NB it doesn’t matter if some of these are quite hard so long as the directions are straightforward
4. a good pub to end!  NB check the time for last orders for meals;  NB sometimes it helps the pub if people order ahead – it’s easy to organise this by doing a version of their menu minus the name/address of the pub – but you may have to ring round to get people to order
5. it’s a very good idea to get people to park somewhere and walk around in one place for some clues
6. it’s a good idea to have some extra questions – eg dingbats, general knowledge, brainteasers
7. the directions should not be too cryptic
8. check the whole thing twice: once with a completely fresh team to see how the quiz really feels to someone not familiar with it;  once just before the ‘day’ to make sure that all the clues are in place
9. it could be a good idea to have the “rally” bit of the route in two halves (like a figure of 8) – so that the first car does section A then section B, the second does section B then section A, the third car A then B, fourth car B then A and so on;  this would allow cars to set off only 5 minutes apart, but be 10 minutes apart on the rally;  the advantages of this are that they will then finish closer together so that the meal in the pub is eaten more or less together – but that they are not falling over each other on the route
10. rather than have lots of people waiting around in a car park at the beginning, you could tell them in advance roughly what time you want them to leave: this might help people coming from work, who could leave last, and would only need to turn up just before they were supposed to set off
11. traditionally, mileage and time taken are used as tie breakers
12. traditionally, an envelope is supplied with directions for if you have to give up;  there is a penalty for opening it;  it is a good idea to supply a map in the envelope;  it is a very good idea to put on it a suggested time to open it, in case people are tempted to try too hard/go on too long
13. it’s a good idea if each car on the rally has a mobile, and the organisers keep a list of numbers
14. it may be helpful if clues are fairly close together so that people can know that they’ve gone wrong when they don’t see a clue for a while;  if there is a long stretch without clues, it might be helpful to say so in the directions
15. enjoy yourself setting it!!