

NOW... Get out of THAT!



Your patrol has found itself in a strange place (say, some woods and a pond in Harford). You will have to use your wits to get back to civilization (or to **your campsite, whichever comes first**). You'll find your way along a **mysterious route, encountering stations containing problems which you'll have to solve** before you can leave the station, as well as hints to guide you to your next destination. There will be other patrols in the area, which you might run into on the way. Are they enemies or allies? That might depend on the **nature of the problem...**

If you complete a problem within the set time, you'll receive points (the quicker you solve the problem, the more points you get) and a coupon which you can redeem for supplies at the end of the route (or trade off to other patrols for their coupons). Those supplies will be used to solve one last problem to earn bonus points for your patrol.

At the end of the day, the patrol with the most points – taking into account time penalties for mixing things up or not following the rules – will be the winner.

Are you ready for the challenge?
Good! Now, get out of *that!*



Coming to the Taughannock District - April 21-23, 2023

