

## **2026 Catcott Treasure Hunt**     *Sunday 13<sup>th</sup>. Sept*

*Admission Fee: £3 per adult, Children free*

### **HOW THE EVENT WILL RUN:**

1. **PLEASE NOTE:** You take part in this event at **YOUR OWN RISK** – the organisers will have no responsibility whatsoever for any accidents, fines, breakdowns, injuries, etc.
2. *Meet at Edington Village Hall CAR PARK at 11:00a.m.*
3. (n) cars have been registered for the event (there may be a couple late entries added).
4. The treasure hunt will require **finding 9 destinations** and then finding a **hidden tin at each destination containing a letter of the alphabet + a spurious number alongside**
  - a. An example of these tins will be shown to everyone shortly after arriving at Edington village hall carpark so everyone knows what they are looking for!
  - b. **Please bring a pen or pencil** to record these letters and numbers you find and write them down on the ***Treasure Hunt form handed out on the day.***
  - c. We will have some spare pens/pencils should you forget!
5. Once all (n) cars have arrived at Edington village hall carpark each one will be allocated a number
  - a. This will be done via a lucky dip in the bag and **your car number should be noted on the Treasure Hunt form when it's handed to you shortly before setting off.**
6. Cars will **set off at 3 minute intervals**, commencing with car number 1, followed by the remaining cars in numerical sequence
7. **3 minutes before each car is due to set off**, the **Treasure Hunt form will be handed to the driver** detailing the cryptic clues to find the 9 destinations.
  - a. Underneath each of these 9 destinations will be further cryptic clues of where to find the tin at that particular destination
  - b. Each car will receive the same treasure hunt form!
  - c. Don't forget to write your Car number on this form
8. This means of course that each car team will therefore have 3 minutes to try and work out at least one of the destinations in advance of them starting the hunt.

9. If they are unable to determine their first destination within this 3 minute period, they MUST LEAVE the carpark and pull in somewhere to continue trying to identify a destination or to plan their route
- This is so as not to hold up the next car due to leave after them

10. **The starting time** for each car will be recorded by a Hunt Administrator

**11. Which destination to go to first and the sequence of subsequent destinations is obviously up to each car team to determine**

12. Therefore, there will be 9 letters and 9 associated numbers in the treasure hunt to find

13. At the end of the treasure hunt you should therefore have found 9 letters of the alphabet + 9 associated spurious numbers

**14. These 9 letters form an anagram of someone famous (clue: This person has or had links with Somerset).**

15. Some of you of course may be able to determine this person before getting all 9 letters, but you still need to try and **find all 9 destination tins**, and the associated spurious numbers will prove whether you have or not.

16. **Complete the last page of the Treasure Hunt Form BEFORE** returning and hand **ONLY** this page to the hunt administrator on arrival.

**17. Return venue is The King William pub, Catcott**

**18. Return here as soon as you have completed the hunt (or have given up!)**

19. **The return time** will be recorded by a Hunt Administrator

20. Hence the **time taken to complete the treasure hunt will be determined.**

**21. Prizes will be given to 1st. 2<sup>nd</sup> and 3<sup>rd</sup>. winning places, and determined in the following order:**

- 1) The famous person identified + ALL 9 associated numbers to each letter presented**
- 2) If no one finds all of the 9 associated numbers to each letter, then winning cars will be those who have identified the famous person + have the most associated numbers**
- 3) If more than 1 car achieves the above, then 1<sup>st</sup>. 2<sup>nd</sup>. and 3<sup>rd</sup> winners will be the ones that have returned the quickest**

22. We think 2 – 3 hours should be ample to complete the treasure hunt but if any car has not been able to find some (or all!) places then we ask they return to pub no later than 2pm!

**23. Prize giving will take place in The King William at 2:30pm (or sooner once all the cars have returned!)**

24. To show our support for our 'local' perhaps everyone could buy a drink there to celebrate a successful event (hopefully)!

25. You may wish to book in advance with the King William pub to have Sunday roast carvery after this event – this of course is entirely up to you. If you do however, we suggest booking it between 2:30 and 4p.m.

26. The Hunt Administrator's decision on the winning places is final and will not accept any bribery (unless too good to refuse)! ha! ha!

**27. Please note: This information sheet will be handed to you along with The Treasure Hunt Form on the day, for reference.**

**28. Finally, drive carefully....and enjoy the Somerset Levels scenery!**