

BOATING TREASURE HUNT SET FOR EASTER WEEKEND

Meadview Monitor, March 1967

Break out your thinking caps, hook up your rig and join us for one of the dog-gondest family fun events that you've ever participated in on Sunday, March 25th at South Cove. And for gosh sakes, don't forget to bring along those extra brainy kids, who will likely get a chance to show their parents a thing or two in the IQ category. Have you ever participated in a water-oriented treasure hunt? If you have, you know what great fun it can be. If you haven't, you've missed one of the most exciting and different forms of water recreation ever conceived. It makes no difference whether you belong to the "I only like fishing" group, get your kicks out of water skiing, or specialize in cruisin' and boozin'. If you enjoy boating, you'll have a ball on this treasure hunt. The event will officially get under way at 10:00 a.m. Saturday morning, (Arizona time) at South Cove Landing, where a pilot's meeting will be held, explaining the fine details of the Treasure Hunt. At this meeting, the treasure maps will be distributed to all persons entering the

event, and the first clue handed out. This will be a point to point treasure hunt with each numbered clue leading you to the next point etc., through a total of 15 different clues and locations. What do the clues consist of? Well, they take the form of puzzles, rhymes, head scratchers, double-meaning phrases, and frankly, any other form that we can think that will bamboozle you. The idea is not to stop you completely, but to slow you down long enough to let somebody else maybe get ahead of you. In a treasure hunt, the victor is not the swift, but the brainy. This event will be open to anyone who wants to participate, and any kind of a boat is certainly eligible. The only folks that will have an advantage over their competitors will be those with the most people in the boat, 'cause you can never get enough brains on an event of this type. And incidentally, those youngsters can often furnish the key idea that often slips past mom and dad. You'll want to bring pencils and scratch paper, because some of the clues will require a little figuring,

others will require decoding. Sounds too tough? Well, it really isn't. It's just a heck of a challenge and a chance to match your wits against a lot of other friendly boating folks. We'll guarantee you that it will bring out the best of your competitive spirit and provide you with one of the nicest days of boating that you have ever enjoyed. The first few clues will be comparatively simple, in order to get everyone off to a good start. Then, progressively, each clue will get just a little tougher, until finally the last few will probably draw a few ++++&&&*** remarks. In order to eliminate luck and following of the leader, the winner of the event will be determined by the first boat having the biggest number of CONSECUTIVE clues. In other words, there can't be a break in the numbering of the clues that you turn in, 'cause that means that you were stumped at one point, and lucked on to the other ones. To the first boat with the highest number of consecutive clues turned in, a handsome trophy paying honor to

his brainy achievement will be presented. The clues will be located on beaches, coves, islands, and at other points of simple access, and it will not be necessary to tear up the shoreline of the lake trying to find the specific clues. If you can figure out the message in the clue, then determine exactly where on the lake that clue will lead you, you will have no trouble finding the clue. The challenge is in the figuring out of the location, and then getting there. At each clue location, 100 clues all be staked out, all reading the same. Your boat can take one or two of these and leave the balance for the competitors following you. The fun really starts as the field begins to thin out, and the first four, five or six boats are all vying for top position. You can imagine the embarrassment of the lead boat as he streaks off to a proposed clue location, five boats behind him all convinced that he knows where he is going, only to find out that he and his trailing armada have gone in

the wrong direction. During this time, a darkhorse from further back in the ranks has figured out the proper location and has "cut them off at the pass" and taken the lead. Needless to say, dirty pool is to be expected from your fellow competitors, for throwing you off the track is as important as figuring out the next clue location. "Teaming up" of two or more boats is fair and square but sinking of your competitors boat is frowned upon. You are bound to meet a lot of new friends on this event, some of whom have been quite helpful, and others who have done their best to out fox you. The deadline for turning in your clues and the presentation of the trophy to the winner will be at 3:00 p.m. on Saturday at South Cove. This means that you have five hours overall in which to do your darndest, but three o'clock is the deadline, and anyone checking clues after that time will not be eligible for the trophy. The limits of the treasure hunt will be from the North end of Iceberg Canyon to the West end of the Virgin

Canyon. All in all, you should have fuel enough for five hours of steady running in the lake, even though the actual total running time for the treasure hunt will be much less than this. Remember, you will probably go in the wrong direction a couple of times and that takes just as much fuel as if you were headed in the right direction. Again, speed will not be the deciding factor. Brain power will be more important than horsepower. Breakfast, box lunches, outboard fuel etc. are available for those who wish at the Meadview Marina. Those boats rendezvousing at South Cove from other landings such as Temple Bar, need only be at South Cove by 10:00 a.m. for the pilot's meeting. Remember, that's Arizona time, and mark March 25th aside on your calendar right now. You and your family will have a wonderful time on the treasure hunt. (And so, will we). Make your plans early. Ahoy mates, see you March 25th!