

The Outer Drive Hero Drivers Club and the Committee Odious welcome you to the twenty-fourth annual Heroes Happy Holiday Hangover Hassle,

LEAP TO CONFUSION

In order to begin your leap year with typical Heroes Hassle confusion, the Committee Odious will attempt to throw you off balance by providing you with all the answers at the beginning of the event. The object of this year's Hassle is simply to determine the locations of the answers. You will receive your list of answers at noon.

The answers are bits and pieces of printed scenery in our city beautiful. The locations are city blocks, each identified by a letter, within the City of Chicago. We will provide you with the locations of enough answers to get you started.

There is a limited number of locations for the answers in this event (you can't find your answers just anywhere!) and each location is the site of several answers. Some answers will not be found at any of these locations and are to be left blank. The city block which constitutes a location is the smallest area surrounded by public streets (not alleys). The answers are all visible from the street in clear weather.

Tech Inspection:

Each entrant will undergo an inspection of items the committee considers relevant to the conduct of the event. Depending on your success at this inspection, you will be provided with the locations of additional answers. If you do poorly, the locations may be wrong.

Checkpoints:

You may encounter checkpoints in the course of your travels. If you do, by all means stop and inquire as you will be provided with the locations of additional answers. Checkpoints will be vehicles parked with a checkpoint sign leaning against them. A sample sign will be posted at the start.

Endpoint:

The Heroes will convene post-Hassle at the Ground Round Restaurant on Route 83 at St. Charles Rd. in Elmhurst promptly at 4:00 pm. Nominations for Hero Driver of the Year will be accepted by the committee and winners and losers will be hailed by all.

Scoring:

- 2 to 10 points (variable) per correct location
- 2 to 10 points off per incorrect location
- 0 points per blank location
- 10 points per minute late at the endpoint

Tie-breaker:

If, in the opinion of the committee, two or more entrants have performed comparably well, have played against opponents of equal caliber, have amassed similar point differentials in the course of the competition, etc, etc, then a tie shall be declared. Ties will be resolved by popular election, with each entrant allowed one vote. Each entrant involved in the tie will be allowed five minutes to campaign for or against himself. If, after the election, a tie still exists, the committee will cast the deciding vote and declare a winner.