

**Official Rules: History's Mysteries**  
Lomira Municipal Complex  
Wednesday, April 4, 6:30p-8:30p

**Summary**

History's Mysteries is a program sponsored by the Lomira QuadGraphics Community Library in cooperation with the Lomira Police Department, the Lomira Historical Society and the Friends of the Library. The aims of the program are:

- To provide a family-friendly, community activity that is entertaining.
- To acquaint participants with local history.
- To showcase the municipal resources involved.



The program is presented as a contest. Attendees may participate as a member of a team or as a member of the general audience.

Photographs from Lomira's past that depict an event, a theme, an activity, or a group/individual will be provided. Participants will be asked to identify what they are looking at in the photographs. The more specific and detailed the description, the better. A presentation by the police will assist contestants by demonstrating how professionals assess clues from crime scenes and other detecting skills that may be used to solve the mystery of the photographs.

The program will begin with a general session to go over rules and logistics. The presentation by the police will follow for both teams and general audience, after which the teams will retire to work sites, while the general audience solves a separate mystery.

**Rules: Team Competition**

The program has space for six teams of 2-to-6 members each. Teams must register in advance by sending an email to [nancymore@hotmail.com](mailto:nancymore@hotmail.com). The email should:

- List team member names
- Designate which team member will serve as team captain and provide his/her phone and email address.

The library will create a waiting list if more than six teams apply. If any of the six first-registered teams is not in attendance at the program, the spot will be given to a team on the waiting list in the order received. It is, therefore, useful for all teams to attend even if they are not among the first six to register.

Each team will be issued the following:

- A flip chart and marker
- A magnifying glass
- 2 Clues (optional)(see SCORING)
- A private area in which to confer
- 20 Minutes in which to prepare a solution
- A packet of 4-to-10 numbered photographs. (The photo packets are the same for each team, so teams are solving the same mystery. The photos in the packet are related to one another in some way, but *one* of the photos is a "red herring." This photo is NOT related to the others and is intended to confuse and mislead.)
- A "Sherlock Assistant" who will be assigned to the team to keep time, collect unused clues (if any), and deliver the entry to the judges.

Teams will also have full access to library resources during the contest. This includes the computers, hard copy references, and free wi-fi. (Please return any hard copy materials to the circulation desk at the conclusion of the program. Thank you.)

On the flip chart the teams will prepare a *one page* narrative describing the history seen in the *related* photographs. It will be advantageous to be as detailed and specific as possible. (Teams submitting more than one page will be disqualified.)

#### SCORING:

- The 3 teams with the most points in rank order will be declared the contest winners.
- The identification of the “red herring” photograph is worth 3 points. If teams feel confident they have correctly identified the photo that does not fit with the others, they should write this number and circle it on their flip chart page. An incorrect selection will result in the forfeiture of 3 points.
- Teams are not required to use the clues provided. Any *unused* clue will count as 1 point.
- A panel of judges consisting of the Library Director, a police officer and the Historical Society President will award points based on its assessment of the quality of the solutions. Each of the 3 judges has 6 points to award to the submissions as they see fit. (Entries will not be identified to the judges by team in order to minimize subjectivity as much as possible.)

At the conclusion of the 20-minute interval, teams will return to the general audience area. Using slides, the program leader will share the team photos with the general audience and, as a combined group, participants will identify and discuss the history conveyed. While this discussion is taking place, judges will award their points. The submissions will be brought into the general audience area and prizes will be awarded. (First prize: 6 each \$50 bills; second prize: 6 each \$20 bills; third prize: 6 each \$10 bills. Thanks to the Friends of the Library for sponsoring the cash prizes.) The team captain is responsible for the distribution of the prize contents among his/her team members.

#### ***General Audience Participation***

While the teams are working separately, the program leader will show a series of slides to the general audience. The slides will *not* have the same photographs as those being studied by the teams at this point, but, like the team photos, the slides will be related to one another and will contain a red herring. The audience will solve the mystery as a group until the teams return.

***To view a sample mystery and solution, please go to our website at [www.lomira.lib.wi.us](http://www.lomira.lib.wi.us).***