



Instructions for Teams

1. You may bring with you any reference materials you wish to assist you in the preparation of your contest entry. This includes laptops/smart phones, books, periodicals, and your library card. The Municipal Complex has free wi-fi.
2. Following a general session in the Municipal Community Room, you will be assigned a Sherlock Assistant who will escort you to a private work area in the building.
3. When you reach your area, your Sherlock Assistant will provide you with a sealed contest packet. The packet will contain between 4 and 12 numbered photographs and 2 sealed clues.
4. You will be given 20 minutes to complete your entry. Your Sherlock Assistant will keep time and provide a 2-minute warning as the clock runs down. At the conclusion of 20 minutes you must stop the preparation of your entry. Points will be deducted from teams working overtime.
5. When you have finished, please return to the Municipal Community Room to discuss the mystery solution and await the judges scores. Your Sherlock Assistant will turn in your entry and any unused clues.
6. You may use the facilities of the library and the Historical Society reference room as time permits. You will need your library card to log on to library computers. Please return any hard copy materials you use to the circulation desk or check them out with your library card; do not re-shelve. Items viewed in the Historical Society reference room may not be removed from the room.
7. All but one of the photos in the packet are related to each other in some way. (One of the photos is a red herring and is not related to the others.) Your challenge is to identify the related photos and describe in a flip chart page narrative how they are related, what they portray. Judges will be looking for detailed, logically-written descriptions of the related pictures. Legible writing will be a plus.
8. Do not submit an entry longer than one side of one flip chart page; longer entrants will be disqualified.
9. Do not write your name or team name on your entry. Entries will be blinded to insure judging objectivity. Any entries identified by team or team members will be disqualified.
10. The pictures are numbered to allow contestants to identify the red herring by number, but the numbers are otherwise immaterial to the pictures. They do not represent chronology or rank or anything else.
11. Identifying the red herring is not required, but a correct selection is worth 3 points. An incorrect selection reduces the team's score by 3. If you choose a red herring, write the number and circle it in red on the same page as your entry. It is not necessary to write anything about the red herring other than the number.
12. Use of the clues is optional. Any unused, sealed clues returned to the Sherlock Assistant with the contest entry at the end of the time period count as one point each in the final score.