Official Rules: History's Mysteries
Lomira Municipal Complex
Thursday, April 2, 2020, 7:00p

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 Lomira 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 "student 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 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 individual work sites, while the general audience solves a separate mystery.

Rules: Student Team Competition

The program has space for six teams. Each team must:

- Have a minimum of 3 members and a maximum of 6 members, 18 years of age or younger.
- **Register in advance by sending an email to nancymore@hotmail.com**. The email should list team member names and designate which team member will serve as team captain.

The night of the contest, each team will be issued the following:

- A flip chart, markers, and a magnifying glass
- 2 Sealed clues (optional) (see SCORING)
- A private area in which to confer and 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 keep time and turn in the entry to the judges.

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 legible as possible.

SCORING:
- A panel of 3 judges consisting of members of the 2019 winning teams will award points based on its assessment of the quality of the solutions. Each of the 3 judges has 10 points to award to the submissions as the judge sees fit. (Entries will not be identified to the judges by team in order to minimize subjectivity.)
- 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 the number of this photograph on their flip chart page and circle it. 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.

PRIZES:
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. Thanks to the Friends of the Library for sponsoring the cash prizes. The team captain (*not* the library or The Friends organization) is responsible for the distribution of the prize contents among the team members.
- First prize: 6 each $50 bills
- Second prize: 6 each $20 bills
- Third prize: 6 each $10 bills.

NOTES:
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, and periodicals. Both the library and the Municipal Complex have free wi-fi. No password is needed for the library, but for "Lomira Guest" the password is: 425water.
2. Points will be deducted if you continue working on your entry after the Sherlock Assistant calls time.
3. Entries will be disqualified if:
   o They are longer than one flip chart page long.
   o They are identified by team in any way.
4. The library setting will be open, but library operations will have closed at 7:00p. This means the library computers and staff will not be available to contestants. Hard copy library materials are available, however. Please return any hard copy materials you use to the circulation desk when you finish with them; do not re-shelve.
5. The Historical Society reference room will be open for your use as time permits. Historical Society materials may not be removed from the Historical Society reference room.
6. 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.
7. The library and Friends organization may wish to publish in the newspaper, on social media and/or on their website photographs and names of contest participants. Accordingly, permission from parents and legal guardians will be obtained in writing beforehand.

General Audience Participation
While the teams are working separately, the program leader will show a series of slides to a general audience of all ages. The slides will *not* have the same photographs as those being studied by the teams, 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.