

0-15

(B)

(12) F B I S O E E
(17) 1-26 (24) 3/3



PRESENTED BY VOLVO

10.

Photo Hunt

You'll work with another team, not alone. Armed with the latest Bell Camera Phone. Find more details at The Bell World Store, Located at busy Yonge and Bloor.

29

11.

Price Check!

You can start East at Spaghetti or West at La Palette, Then local prices you must go and get.

Little Italy?

near 250 Augusta

Kensington Market

30

12.

Kids Help Phone!

In the midst of the race, you need to pause - Time to support a worthy cause. Be persuasive, flirtatious or funny; Whatever it takes to raise some money. Locate this task near the 3C Clue, Or at Fez they also know what to do.

56
17
73

13.

Alpha-Beta

At Henry Pellatt's Secret Garden your team should do well, Especially if you know how to run, count and spell.

Sir Henry Pellatt - Myrt

near Casa Loma - grounds

85

14.

Grab your Balls!

You simply have one item to find, Do it quickly or you'll fall behind. Find your item with it's special mark, At the west end of Ramsden Park.

tennis - Dufferin - Grox Park - Cockey Park - Cockey Punks? rink

103

15.

Ready, Aim, Fire!

We should all be careful when holding a gun, It's a dangerous weapon not intended for fun. Hitting the targets, you'll soon be done, Or else the target becomes your partner's bum! With paintballs not bullets this is a lark, Waiting for you at Winnie Churchill Park.

tennis club - south-east Spadina - near St. Clair - north of Bloor - south of Yonge - Bellmont Ave - York

NEED HELP? Visit the Bell 10-4 "SOS Station"!

Located at Gate 5 of the ACC, Bell's 10-4 "SOS Station" will be open from 10:30 - 1:00. Using Bell's 10-4 communication device, teams will be allowed to ask event staff one question relating to either the specific location of a ChasePoint, the specific activity at a ChasePoint, or any one of the fifteen questions from the "Smarty Pants" ChasePoint.

Rules, Regulations and Expectations

Teams must locate and successfully accomplish 10 ChasePoints, receiving a passport stamp at each. Some ChasePoints are mandatory, some offer different options, and some are open only for certain times. Some are nearby, and some require travel time. Some might have line-ups, some might be quick. Strategize accordingly!

- Teams must participate in the event together, and must remain within 50 feet of each other at all times, unless explicitly told otherwise by Event Staff.
- Participants are not allowed to use private modes of transportation, including bicycles, any motorized vehicles, in-line skates, helicopter, magic carpet, etc. However, the free Ontario Place shuttle travelling to/from Union Station is permitted.
- Participants are allowed, and encouraged, to utilize technology such as cellular phones, the Internet, EKG machines, GPS, etc.
- Teams are also encouraged to seek support from strangers, and to call friends and family. However, teams must physically complete each selected ChasePoint themselves.
- Participants of The Bell City Chase are asked to conduct themselves and their respect for the event rules by way of the honour system. However, on-site judges will also be present throughout the course, with the authority to disqualify any participant for any rules infraction. In the case of any rules or conduct dispute, the judges' decision is final.

The spirit of The Bell City Chase is one of participation versus competition. It's about the journey not the destination.

HAVE FUN AND BE SAFE!

F-17
12-12
I-26
S-24
B-18
C-6
E-6

