

DASH Jr Chaperone Instructions

Welcome to DASH Jr! Thank you for volunteering to chaperone a Junior team in this year's DASH. Here are some guidelines for this role to help make this an optimal experience for everyone.

As chaperone you *should*:

1. **Keep your team safe.** All laws should be obeyed, and teams should not be trying anything remotely dangerous.
2. **Ensure your team is well-equipped.** Have pencils, paper, clipboards, clear tape, scissors, and any other supplies available for your team to use.
3. **Feed your team.** Have snacks handy and bring cash to buy food along the route. This will be a full day's adventure, and experienced puzzlers know that solving when hungry is not a great idea.
4. **Provide a smartphone with ClueKeeper.** Be sure it's **fully charged**, and bring a **spare battery or charger** if possible. The event won't work without ClueKeeper.
5. **Remind your team to read the free hints.** Hints are time-released and the DASH Jr experience will be greatly improved if your team reads the free hints.
6. **Document the adventure.** Please take pictures, take notes, and share these with your team after the event (and with Game Control if you're comfortable with that).

As chaperone you *may*:

1. **Navigate between clue sites.** Depending on the team's facility with map-reading and their familiarity with the area, some Junior teams will enjoy the challenge of finding the sites themselves. But for some teams, it's fine for the chaperone to lead the team to different sites.
2. **Carry supplies.** We encourage all Juniors to carry their own supplies, but the chaperone can help too if they want.
3. **Handle the actual ClueKeeper interaction** – inputting solutions, retrieving hints, and reading directions. Your team is likely to enjoy engaging with the ClueKeeper software themselves. But since the device is yours, you are free to maintain control over this.
4. **Encourage your team to take hints when they are stuck.** These puzzles are hard, and hints are available for this reason. *This event is for fun*, and being stuck on a puzzle for a long time is not fun. As chaperone, you can help mitigate your team's competitive drive and may suggest taking a hint in a positive way. You can also suggest your team skip a puzzle entirely.
5. **Communicate with Game Control on your team's behalf.** If there is a question or concern that requires contacting Game Control, it can be empowering to allow your Junior team to handle that communication themselves. But you can do it yourself if that seems more appropriate.

As chaperone, you are *requested to not*:

1. **Help solve puzzles.** These puzzles are fun, and it may be challenging to refrain from assisting. But we have specially tailored the DASH Jr division to be suited to younger solvers, and they are expected to handle the puzzles themselves.
2. **Provide hints.** If your team is stuck, you can encourage them to take hints from ClueKeeper or directly from GC. As noted above, it's fine for you to suggest that they take a hint... just not from you directly.

Thanks for being a chaperone, and good luck to your DASH Jr team!