



VAMPIRE – O Rules and Information



The Object of the Game:

1. Use the map to find as many of the 16 controls as you can in the 60-minute time limit.
2. When you find each control, use the pin punch at that control to punch your card in the appropriate location on the card.
3. The first team back with the most correct controls punched on their card wins.
4. Be sure to arrive back at the finish within the 60 minute time limit. A punch will be deducted for every 2 minutes that your team is late.

Sample punch card



2022 VAMPIRE-O Team Name: _____ Return Time: _____

Vampires:

1. Two teams will be randomly selected as vampires at the start of the game. This is denoted as VAMPIRE on the punch card.
2. After 5 minutes, the vampire teams will be let out on the course.
3. When a vampire team finds another team, they can tag a member of that team to take control of the tagged teams punch card and swap with their VAMPIRE punch card. The tagged team is now the VAMPIRE and can look for other teams to tag. The previous vampire team then has to continue with the punch card that they got and try to find the remaining controls on that card.
4. Teams CAN NOT be tagged within 5 feet of the control, so if a team is at a control they are safe until they leave to go to their next control.
5. Vampires do not have to tell another team they are a vampire team. They can keep that a secret until they tag a team – be careful – you never know who is a VAMPIRE!
6. Vampires don't like the sun, so there is a safety zone on the baseball field outlined in black on the map where no tagging is allowed. All teams outside of the safety zone can be tagged.
7. A VAMPIRE team can not re-tag the team that tagged them. They have to find a different team to tag.
8. If a team has a garlic necklace, they CAN NOT be tagged by a vampire. If your team finds a garlic necklace, use that to get safely to the next control.
9. Vampires are not allowed to tag any additional teams within 3 minutes of the end of the game. If your team is a vampire and only 3 minutes remain, head back to the finish.

The Rules:

1. There are 16 total controls to find. Teams can find controls in any order. Use the map and descriptions to help you find each of the controls.
2. Once you've found a control, use the pin punch at that control to punch the appropriate box on the punch card. Pictures and letters will help you know which is the correct box to punch at each control.
3. If your team finds a garlic necklace, use that to get safely to the next control. If a vampire finds you with a garlic necklace, they can not tag you. Once you get to your next control, leave the garlic necklace there for another team to find and use. You can only keep the garlic necklace for 1 control, but if you find it again later in the game you can use it again.
4. Teams must stay together or they will be disqualified. Your entire team needs to be together to punch your card at a control and your team needs to be together to tag another team if you are a vampire.
5. Teams will have 60 minutes to get as many punches as they can. After finding all of the controls, or before the 60 minutes is up, return to the finish and have your time recorded on your punch card. Teams returning later than 60 minutes will have punches deducted from their score (1 punch for every 2 minutes late) so be sure to keep track of time and how far away you are from the finish area so you can return on time.
6. The team with the most correct controls punched after 60 minutes, or the team with all correct controls punched in the fastest time if under 60 minutes, will be the winner.
7. This is meant to be a fun game. Teams that cheat or refuse to turn over their card when tagged by a vampire will be disqualified.

Safety Notes:

1. Family Friendly Vampire-O teams must include at least 1 adult. Strollers and wagons are welcome for the Family Friendly Vampire-O.
2. The regular Vampire-O is for ages 11 and older and is meant as a more competitive game. One member of the team should have a cell phone.
3. If you get disoriented or lost, stop and take a breath. Look around and look at your map. Is there something you recognize that will get you back on track? If you are having trouble or get injured, head back to the start.
4. Be safe and be aware. Trails may have rocks, roots or uneven terrain. You don't have to go into any rivers or water to find the objects. You also don't have to fight through thick brush. If it looks like you shouldn't go somewhere, don't.
5. Be respectful of other park users by being courteous, giving people personal space and keeping your voices at an appropriate level. If you're not sure if someone is playing in the game, ask them. Teams must answer yes if they are playing in the game, but do not have to disclose if they are a vampire or not.