



# The Chamber's Scavenger Hunt Game Card

- ★ 14 items from 14 businesses - hidden in the other businesses. In the space below, name the item and the business it came from next to the business in which it was found. Only the businesses named here are participating; they have given an item and are housing an item. Each item named correctly is worth 5 points. The most points wins! Only one prize; the winner will receive the items from the scavenger hunt!
- ★ Game piece must be dropped at the Chamber (904 S. Main in Creede) by 3pm February 12th. Winner announced February 14th during the live music concert and dance at the Elks Lodge! .....Ready? Set? GO!

## The Hunt

**Hidden in...**      **item found**      **from which business?**

(sample)-Chamber      gift certificate      Community Banks

Arp's \_\_\_\_\_

Downstream Gas & Mercantile \_\_\_\_\_

Kentucky Belle Market \_\_\_\_\_

Kip's Grill \_\_\_\_\_

MJ's Cafe \_\_\_\_\_

Off Broadway \_\_\_\_\_

Ooh La Spa & Boutique \_\_\_\_\_

Ramble House \_\_\_\_\_

Rare Things Gallery \_\_\_\_\_

San Juan Sports \_\_\_\_\_

The Blue Yak Salon \_\_\_\_\_

The Holy Moses Gift Shop \_\_\_\_\_

Tomkins Hardware \_\_\_\_\_

Tommyknocker Tavern \_\_\_\_\_

**Total** \_\_\_\_\_

## Extra Points!

Between February 1st-February 12th...

...Did you stay a night or two?  
Have your lodging host initial below for 10 extra points. (Max of 10 points)

Lodge name \_\_\_\_\_

Host initial \_\_\_\_\_

...Did you dine in one of our restaurants? Have your server initial for 3 extra points. (Max of 18 points extra)

Restaurant name \_\_\_\_\_

Server initial \_\_\_\_\_

Restaurant name \_\_\_\_\_

Server initial \_\_\_\_\_

Restaurant name \_\_\_\_\_

Server initial \_\_\_\_\_

Restaurant name \_\_\_\_\_

Server initial \_\_\_\_\_

Restaurant name \_\_\_\_\_

Server initial \_\_\_\_\_

Restaurant name \_\_\_\_\_

Server initial \_\_\_\_\_

**Extra point total** \_\_\_\_\_

**All points total** \_\_\_\_\_

Name \_\_\_\_\_

Mailing Address \_\_\_\_\_

City, State, Zip \_\_\_\_\_