



## Education Department ZooQuest - Rules

These rules apply to all teams participating in ZooQuest. Violations of these rules could result in point penalties or disqualification from the event. Zoo staff will be monitoring teams for violations and, although their decisions may be subjective or susceptible to misunderstanding, they are final. There are no appeals! **Please ensure that all team members are aware of these rules!** Failure to read the rules is not an excuse for not following them.

The following is not permitted:

- **Splitting up** – Unless otherwise directed, teams must stay together at all times throughout the event. All teammates should be within a few feet of one another. You are only as fast as your slowest member.  
Exceptions:
  - Restroom breaks (the rest of the team must remain nearby)
  - If you must ride a ride, team members who are unwilling or unable to ride that ride may wait at the exit. If a team member opts to wait at the exit, no game materials may be left with him or her.
  - If a quest instructs you to split up, you may do so while you are working on that quest only, and only in the area specified.
- **Running** – Just don't do it. Do you really want to lose points for running?
- **Pushing through crowds** – Forcing your way through crowds will result in penalties. Do not move faster than conditions allow.
- **Line-cutting, pushing, shoving, or general all around rudeness** – While you may be in a fun competition, please remember that other guests are here to enjoy a day at the Saint Louis Zoo. Be respectful.
- **Collaborating with other teams, friends, or family** – Teams may not work with other teams, unless the quest instructs you to do otherwise. Non-registered friends, companions, children, etc. may not accompany your team during the game.
- **Asking a staff member for assistance** – Teams found receiving help from staff members will receive no credit for that quest, even if the staff

member initiates the assistance. Be polite in telling them you need to do it yourself. Plus, you never know if someone may purposely give you false information to throw you off track!

- **Using reference materials other than the Zoo Map** – Unless a quest indicates otherwise, any use of reference materials is prohibited, including any material you bring with you, as well as books available in the library and/or gift shops.
- **Use of electronic equipment** – This includes: FRS radios, ham radios, GPS, cell phones, digital cameras, audio recorders, camcorders, pager, laptops, PDAs, etc. We do understand that “real life” may intrude on ZooQuest, but it is difficult for staff to tell the difference between “just checking my messages” and “just using my iPhone to look up an answer.” Play it safe – if you need to use a cell phone or any other electronic device, we recommend you return to a ZooQuest station to prevent any misunderstanding.
- **Cheating** – This includes looking at another team’s materials (unless the quest specifies you need to do so) or asking people who are not on your team for assistance.