

## GLOSSARY

Clue site: the location scouted and used for the planting of a clue.

Corrupted clue: the disappearance, deterioration, or damaging of a clue through no fault of a playing team due to an act of God, the absence of an outside helper (bartender), or the actions of a curious child or other interloper.

DFL: “Dead fucking last.” An honorarium in each rally that celebrates a team’s unrelenting efforts to succeed, usually into the late night, in spite of placing last in time.

Hashtag: an identifying Instagram app address to send Instagram photos taken of clue sites so the host can instantly verify a team’s progress and success

Hell week: the week directly preceding a road rally when planners are hiding clues, usually according to a precise planting schedule, picking up contestants at the airport, shopping for food and alcohol, and readying the party house while subsisting on a small modicum of sleep and large pots of coffee.

Hosts: suicidal individuals with a masochistic personality who decide to plan a road rally, often countless times.

Hotline: the phone number used by teams to call for help from the hosts, which if not due to host error or clue corruption, results in substantial demerits against the calling team.

Linear rally: a rally that involves teams going from clue to clue on generally separate and distinct clue paths that ultimately leads them to the party destination

Middle muddler: teams that place in the middle of the pack

Non-linear rally: a rally that involves all teams attempting to collect the same clues in a given period of time before being given the address of the party destination

Party animal: small objects, usually miniature plastic animals placed in the vicinity of a clue site to both help confirm the location of the clue and provide teams additional points for the recovery of the animal as well.

Road rally: a day long wild goose chase involving cars of competing stressed out motorists following a labyrinthine path or collection of clues that lead them to a weekend party in an exotic locale, with points being awarded for time and deduction.

Trifecta; a participant who has garnered first second and third place in the rally's history

Triple crown: a participant who has earned three first places in the rally's history

Two-part clue: a clue with two different challenges, usually numbered (a.) and (b.), completion of each which is necessary to move on to the next clue.

Vesuvio – when a team misses the key to a clue by a hair.