



During BAPHL 5, you will receive a number of puzzles to solve, each one of them concerning a particular racer. Each puzzle will yield both a password - a single word which is the answer to the puzzle - and a hazard, a phrase describing something that caused that racer to be eliminated from the race.

When you solve a puzzle, bring both the password and the hazard to one of the BAPHL race officials, either at the Start/Finish line or at any of the three checkpoints. They will check and confirm these answers. This is different from hunts where you "call in" the answer.

If a given puzzle specifies that its solution will unlock additional puzzles, be sure to turn in both the hazard and the password at the checkpoint indicated in the puzzle.

If you believe you know the password but not the hazard, or vice versa, you may ask a race official to check just one of them. However, you will need both in order to unlock future puzzles.



When you think you can finish the race, check in at the Finish Line to verify. (The Finish Line is, conveniently, located in the same spot as the starting line.)

