

Each team needs to make a team flag to represent their team and should prepare an introduction for their team.

Team Introduction

When arriving at each project site, teams need to introduce themselves by name, team name and team number. Teams may choose to have a cheer, rap, poem, rant or short song to introduce themselves. *Your introduction and how well you listen to directions are a portion of your score.*

Please feel free to dress for the theme! Team spirit helps you do better at Quest.

Team Flag Specifications

Your flag represents your team and speaks to your team's spirit! It is also used to let us know when you have completed your Quest. Your team should work together to design your flag.

Your flag must include:

- Quest Theme – Game Night.
- Team Name – Teams choose their own name, to match the Quest theme.
- Team Number – Teams will be assigned a team number after registration.
- Size – **No larger than** 80 cm X 40 cm.
- Materials - Should be waterproof or water repellent (fabric, parachute cloth, canvas, or vinyl work well) with no add-ons that would deteriorate in inclement weather.
- Design – Should be hand crafted (hand painted and/or hand drawn).
- Stand-Alone - Flag must be able to stand on its own for the entire day. If your flag falls over, it is disqualified from the judging.

Flags that worked best in past years had poles on both sides. Many teams use “driveway markers” available at discount stores as flagpoles.

At the start of the Quest, flags are planted in the grassy area adjacent to Quest HQ. Flags must be picked up by each team after the team has completed its Quest.

At the Closing Ceremony on Sunday morning, teams return with their flag to the area adjacent to Quest HQ. Awards will be presented for Best Flag.