

## Alaska Treasure Seekers Hunt Rules

- Small, normal, palm or garden size, solid body scoops, trowels or spoons are allowed in all hunts. No shovels, grain scoops or sifters of any kind.
- Mesh leg bags are allowed
- Headphones are required in all hunts
- No Pinpointers
- No Sifting Scoops
- No magnets except in the bottom of your pouches or bags. Magnets in leg bags cannot touch the ground
- If you have an equipment failure you may leave the ring, fix the problem and return to the ring, if the hunt is still in progress.
- If you require assistance you may have a helper to dig for you, but they must stay with you and not wander the arenas.
- If you cannot bend or kneel you may be allowed to use a long handled scoop. Please see the hunt masters if you have any questions.
- Items are not buried any deeper than the loose sand; please do not dig holes in the hard layer of the arena.
- Only standard coils allowed no hot shot or big foot coils.
- Only Hunt Officials are allowed in any hunt field when a hunt is not in progress or in the evening between Saturday and Sunday's events. Anyone in the field who does not belong there may be removed from the rest of the hunt & forfeit all hunt fees.
- Do not leave the equestrian center/barn area with metal detectors. They are not allowed on the rest of the fairgrounds. If you detect in other arena areas you MUST refill all holes and do no damage to grass areas.
- If you move in to an area already being hunted and realize your machine interferes with the one already there, be polite and move out of range. There's plenty of room for everyone!
- The Hunt Masters reserve the right to alter the rules for any hunt depending on circumstances.

## Examples of allowed and not allowed digging tools.

Digging tools are not really necessary for the hunt, but if you want to use something please refer to the rules above.

