

Appendix C

Rules for Dewey Dare

Dewey Dare

A Game of Connecting Collections and Communities

The object of this game is to form pairs of items in our collection and businesses in our community, matching street addresses to Dewey numbers.

Exactly how that match is made is up to you and your team, but points will be awarded for each match based on quality and creativity as determined by our judges.

Each team can submit up to 10 matches. Each match will be submitted as a blog post featuring the cover and a link to the item in our catalog, plus a photo, taken by the team, of the matching business. Include the name of the business and the item, and the justification for your match if it's not obvious.

Because of the constraints of downtown ann arbor, your match can be for the street address itself, or for 1000 - the street address. Also, if you can find a business with a 1/2 in its address, you can match it to any item of fiction.

You can steal another team's best match by taking a picture of them on the street and blogging it. You can save your match with a picture of a member of the stealing team on the street. Pictures of people on the library's home block don't count as steals or saves.

All posts must be submitted by 4:00 pm to be counted! The team with the most points wins!

Have fun and please don't forget to look both ways!

The Game Play Area is bounded by Kingsley on the North, State Street on the East, William on the South, and 1st St. on the west. Remember that the block of the downtown library is off limits for sniping!

Helpful Resources:

aadl.org/catalog/advanced
(aadl catalog call number search)

tinyurl.com/2KFLX7
(a nice quick dewey browser)

downtownannarbor.org/dirlisting.asp
(just click search for a long list of businesses)

wiki.aadl.org/index.php/DeweyDare
(help with posting pictures and blogging)

(Call Eli for)
Referee & Technical Help



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