

WALNUT CREEK SCAVENGER HUNT & BINGO

Rules: Stay with your group. Everyone in group must see the object found. Collect only the items noted, and only one small example.

Fossil of a Seashell <input type="checkbox"/>	Pollution (collect) <input type="checkbox"/>	Bird Song <input type="checkbox"/>	Volcanic Ash <input type="checkbox"/>	Limestone (collect) <input type="checkbox"/>
Riffle <input type="checkbox"/>	Seed (collect & identify) <hr/> <input type="checkbox"/>	Signs of Humans <input type="checkbox"/>	Animal Track <input type="checkbox"/>	Signs of a Flood <input type="checkbox"/>
Fish <input type="checkbox"/>	Something Prickly (identify) <hr/> <input type="checkbox"/>	FREE <input type="checkbox"/>	Streambank Erosion <input type="checkbox"/>	Wildflower (identify) <hr/> <input type="checkbox"/>
Something Edible <input type="checkbox"/>	Watershed <input type="checkbox"/>	Sounds of the City <input type="checkbox"/>	Animal Scat <input type="checkbox"/>	Damselfly or Dragonfly <input type="checkbox"/>
Tributary <input type="checkbox"/>	Algae <input type="checkbox"/>	Poison Ivy <input type="checkbox"/>	Walnut Creek <input type="checkbox"/>	Animal Trail or Home <input type="checkbox"/>

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Sounds of the City <input type="checkbox"/>	Algae <input type="checkbox"/>	Fossil of a Seashell <input type="checkbox"/>	Pollution (collect) <input type="checkbox"/>	Something Edible <input type="checkbox"/>
Animal Trail or Home <input type="checkbox"/>	Volcanic Ash <input type="checkbox"/>	Fish <input type="checkbox"/>	Tributary <input type="checkbox"/>	Signs of a Flood <input type="checkbox"/>
Signs of Humans <input type="checkbox"/>	Something Prickly (identify) <hr/> <input type="checkbox"/>	FREE <input type="checkbox"/>	Limestone (collect) <input type="checkbox"/>	Riffle <input type="checkbox"/>
Poison Ivy <input type="checkbox"/>	Streambank Erosion <input type="checkbox"/>	Damselfly or Dragonfly <input type="checkbox"/>	Wildflower (identify) <hr/> <input type="checkbox"/>	Bird Song <input type="checkbox"/>
Watershed <input type="checkbox"/>	Animal Scat <input type="checkbox"/>	Seed (collect & identify) <hr/> <input type="checkbox"/>	Animal Track <input type="checkbox"/>	Walnut Creek <input type="checkbox"/>

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Algae <input type="checkbox"/>	Poison Ivy <input type="checkbox"/>	Bird Song <input type="checkbox"/>	Damselfly or Dragonfly <input type="checkbox"/>	Sounds of the City <input type="checkbox"/>
Fish <input type="checkbox"/>	Wildflower (identify) <hr/> <input type="checkbox"/>	Pollution (collect) <input type="checkbox"/>	Animal Scat <input type="checkbox"/>	Signs of a Flood <input type="checkbox"/>
Limestone (collect) <input type="checkbox"/>	Something Prickly (identify) <hr/> <input type="checkbox"/>	FREE <input type="checkbox"/>	Signs of Humans <input type="checkbox"/>	Seed (collect & identify) <hr/> <input type="checkbox"/>
Volcanic Ash <input type="checkbox"/>	Fossil of a Seashell <input type="checkbox"/>	Animal Track <input type="checkbox"/>	Riffle <input type="checkbox"/>	Streambank Erosion <input type="checkbox"/>
Tributary <input type="checkbox"/>	Something Edible <input type="checkbox"/>	Watershed <input type="checkbox"/>	Walnut Creek <input type="checkbox"/>	Animal Trail or Home <input type="checkbox"/>

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Fish <input type="checkbox"/>	Animal Track <input type="checkbox"/>	Something Edible <input type="checkbox"/>	Volcanic Ash <input type="checkbox"/>	Walnut Creek <input type="checkbox"/>
Sounds of the City <input type="checkbox"/>	Fossil of a Seashell <input type="checkbox"/>	Watershed <input type="checkbox"/>	Animal Scat <input type="checkbox"/>	Signs of a Flood <input type="checkbox"/>
Animal Trail Or Home <input type="checkbox"/>	Something Prickly (identify) <hr/> <input type="checkbox"/>	<i>FREE</i> <input type="checkbox"/>	Wildflower (identify) <hr/> <input type="checkbox"/>	Seed (collect & identify) <hr/> <input type="checkbox"/>
Bird Song <input type="checkbox"/>	Damselfly or Dragonfly <input type="checkbox"/>	Algae <input type="checkbox"/>	Riffle <input type="checkbox"/>	Streambank Erosion <input type="checkbox"/>
Tributary <input type="checkbox"/>	Poison Ivy <input type="checkbox"/>	Pollution (collect) <input type="checkbox"/>	Signs of Humans <input type="checkbox"/>	Limestone (collect) <input type="checkbox"/>

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Limestone (collect) <input type="checkbox"/>	Bird Song <input type="checkbox"/>	Poison Ivy <input type="checkbox"/>	Seed (collect & identify) <hr/> <input type="checkbox"/>	Watershed <input type="checkbox"/>
Animal Track <input type="checkbox"/>	Pollution (collect) <input type="checkbox"/>	Walnut Creek <input type="checkbox"/>	Sounds of the City <input type="checkbox"/>	Animal Trail Or Home <input type="checkbox"/>
Signs of a Flood <input type="checkbox"/>	Damselfly or Dragonfly <input type="checkbox"/>	FREE <input type="checkbox"/>	Fossil of a Seashell <input type="checkbox"/>	Signs of Humans <input type="checkbox"/>
Animal Scat <input type="checkbox"/>	Something Prickly (identify) <hr/> <input type="checkbox"/>	Algae <input type="checkbox"/>	Tributary <input type="checkbox"/>	Something Edible <input type="checkbox"/>
Streambank Erosion <input type="checkbox"/>	Riffle <input type="checkbox"/>	Wildflower (identify) <hr/> <input type="checkbox"/>	Volcanic Ash <input type="checkbox"/>	Fish <input type="checkbox"/>

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Damselfly or Dragonfly <input type="checkbox"/>	Fossil of a Seashell <input type="checkbox"/>	Bird Song <input type="checkbox"/>	Poison Ivy <input type="checkbox"/>	Walnut Creek <input type="checkbox"/>
Algae <input type="checkbox"/>	Seed (collect & identify) <hr/> <input type="checkbox"/>	Pollution (collect) <input type="checkbox"/>	Limestone (collect) <input type="checkbox"/>	Fish <input type="checkbox"/>
Animal Track <input type="checkbox"/>	Something Prickly (identify) <hr/> <input type="checkbox"/>	FREE <input type="checkbox"/>	Signs of Humans <input type="checkbox"/>	Wildflower (identify) <hr/> <input type="checkbox"/>
Watershed <input type="checkbox"/>	Signs of a Flood <input type="checkbox"/>	Sounds of the City <input type="checkbox"/>	Riffle <input type="checkbox"/>	Volcanic Ash <input type="checkbox"/>
Animal Scat <input type="checkbox"/>	Tributary <input type="checkbox"/>	Something Edible <input type="checkbox"/>	Animal Trail Or Home <input type="checkbox"/>	Streambank Erosion <input type="checkbox"/>

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Animal Scat <input type="checkbox"/>	Walnut Creek <input type="checkbox"/>	Fossil of a Seashell <input type="checkbox"/>	Riffle <input type="checkbox"/>	Streambank Erosion <input type="checkbox"/>
Bird Song <input type="checkbox"/>	Watershed <input type="checkbox"/>	Signs of a Flood <input type="checkbox"/>	Damselfly or Dragonfly <input type="checkbox"/>	Tributary <input type="checkbox"/>
Fish <input type="checkbox"/>	Wildflower (identify) <hr/> <input type="checkbox"/>	FREE <input type="checkbox"/>	Animal Track <input type="checkbox"/>	Something Prickly (identify) <hr/> <input type="checkbox"/>
Seed (collect & identify) <hr/> <input type="checkbox"/>	Signs of Humans <input type="checkbox"/>	Algae <input type="checkbox"/>	Sounds of the City <input type="checkbox"/>	Pollution (collect) <input type="checkbox"/>
Volcanic Ash <input type="checkbox"/>	Limestone (collect) <input type="checkbox"/>	Animal Trail Or Home <input type="checkbox"/>	Something Edible <input type="checkbox"/>	Poison Ivy <input type="checkbox"/>

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Poison Ivy <input type="checkbox"/>	Animal Scat <input type="checkbox"/>	Walnut Creek <input type="checkbox"/>	Fossil of a Seashell <input type="checkbox"/>	Something Edible <input type="checkbox"/>
Streambank Erosion <input type="checkbox"/>	Bird Song <input type="checkbox"/>	Watershed <input type="checkbox"/>	Signs of a Flood <input type="checkbox"/>	Damselfly or Dragonfly <input type="checkbox"/>
Tributary <input type="checkbox"/>	Fish <input type="checkbox"/>	FREE <input type="checkbox"/>	Wildflower (identify) <hr/> <input type="checkbox"/>	Animal Track <input type="checkbox"/>
Seed (collect & identify) <hr/> <input type="checkbox"/>	Something Prickly (identify) <hr/> <input type="checkbox"/>	Signs of Humans <input type="checkbox"/>	Algae <input type="checkbox"/>	Sounds of the City <input type="checkbox"/>
Riffle <input type="checkbox"/>	Volcanic Ash <input type="checkbox"/>	Limestone (collect) <input type="checkbox"/>	Animal Trail or Home <input type="checkbox"/>	Pollution (collect) <input type="checkbox"/>

