

BLUNN 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"/>
Fossil of an ammonite <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"/>
Stormdrain <input type="checkbox"/>	Something prickly (identify) <hr/> <input type="checkbox"/>	<i>FREE</i> <input type="checkbox"/>	Erosion <input type="checkbox"/>	Wildflower (identify) <hr/> <input type="checkbox"/>
Something Edible <input type="checkbox"/>	Watershed <input type="checkbox"/>	Sounds of the Highway <input type="checkbox"/>	Animal Scat <input type="checkbox"/>	Majestic Oak <input type="checkbox"/>
Spring <input type="checkbox"/>	Algae <input type="checkbox"/>	Poison Ivy <input type="checkbox"/>	Blunn Creek <input type="checkbox"/>	Fox trail through woods <input type="checkbox"/>

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Sounds of the Highway <input type="checkbox"/>	Algae <input type="checkbox"/>	Fossil of a seashell <input type="checkbox"/>	Pollution (collect) <input type="checkbox"/>	Something Edible <input type="checkbox"/>
Fox trail through woods <input type="checkbox"/>	Volcanic ash <input type="checkbox"/>	Stormdrain <input type="checkbox"/>	Spring <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"/>	Fossil of an ammonite <input type="checkbox"/>
Poison Ivy <input type="checkbox"/>	Erosion <input type="checkbox"/>	Majestic Oak <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"/>	Blunn Creek <input type="checkbox"/>

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Algae <input type="checkbox"/>	Poison Ivy <input type="checkbox"/>	Bird Song <input type="checkbox"/>	Majestic Oak <input type="checkbox"/>	Sounds of the Highway <input type="checkbox"/>
Stormdrain <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"/>	Fossil of an ammonite <input type="checkbox"/>	Erosion <input type="checkbox"/>
Spring <input type="checkbox"/>	Something Edible <input type="checkbox"/>	Watershed <input type="checkbox"/>	Blunn Creek <input type="checkbox"/>	Fox trail through woods <input type="checkbox"/>

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Stormdrain <input type="checkbox"/>	Animal track <input type="checkbox"/>	Something Edible <input type="checkbox"/>	Volcanic ash <input type="checkbox"/>	Blunn Creek <input type="checkbox"/>
Sounds of the Highway <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"/>
Fox trail through woods <input type="checkbox"/>	Something prickly (identify) _____	<i>FREE</i>	Wildflower (identify) _____	Seed (collect & identify) _____
Bird Song <input type="checkbox"/>	Majestic Oak <input type="checkbox"/>	Algae <input type="checkbox"/>	Fossil of an ammonite <input type="checkbox"/>	Erosion <input type="checkbox"/>
Spring <input type="checkbox"/>	Poison Ivy <input type="checkbox"/>	Pollution (collect) <input type="checkbox"/>	Signs of humans <input type="checkbox"/>	Limestone (collect) <input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<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"/>	Blunn Creek <input type="checkbox"/>	Sounds of the Highway <input type="checkbox"/>	Fox trail through woods <input type="checkbox"/>
Signs of a flood <input type="checkbox"/>	Majestic Oak <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"/>	Spring <input type="checkbox"/>	Something Edible <input type="checkbox"/>
Erosion <input type="checkbox"/>	Fossil of an ammonite <input type="checkbox"/>	Wildflower (identify) <hr/> <input type="checkbox"/>	Volcanic ash <input type="checkbox"/>	Stormdrain <input type="checkbox"/>

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Majestic Oak <input type="checkbox"/>	Fossil of a seashell <input type="checkbox"/>	Bird Song <input type="checkbox"/>	Poison Ivy <input type="checkbox"/>	Blunn 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"/>	Stormdrain <input type="checkbox"/>
Animal track <input type="checkbox"/>	Something prickly (identify) <hr/> <input type="checkbox"/>	<i>FREE</i> <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 Highway <input type="checkbox"/>	Fossil of an ammonite <input type="checkbox"/>	Volcanic ash <input type="checkbox"/>
Animal Scat <input type="checkbox"/>	Spring <input type="checkbox"/>	Something Edible <input type="checkbox"/>	Fox trail through woods <input type="checkbox"/>	Erosion <input type="checkbox"/>

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Animal Scat <input type="checkbox"/>	Blunn Creek <input type="checkbox"/>	Fossil of a seashell <input type="checkbox"/>	Fossil of an ammonite <input type="checkbox"/>	Erosion <input type="checkbox"/>
Bird Song <input type="checkbox"/>	Watershed <input type="checkbox"/>	Signs of a flood <input type="checkbox"/>	Majestic Oak <input type="checkbox"/>	Spring <input type="checkbox"/>
Stormdrain <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 Highway <input type="checkbox"/>	Pollution (collect) <input type="checkbox"/>
Volcanic ash <input type="checkbox"/>	Limestone (collect) <input type="checkbox"/>	Fox trail through woods <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"/>	Blunn Creek <input type="checkbox"/>	Fossil of a seashell <input type="checkbox"/>	Something Edible <input type="checkbox"/>
Erosion <input type="checkbox"/>	Bird Song <input type="checkbox"/>	Watershed <input type="checkbox"/>	Signs of a flood <input type="checkbox"/>	Majestic Oak <input type="checkbox"/>
Spring <input type="checkbox"/>	Stormdrain <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 Highway <input type="checkbox"/>
Fossil of an ammonite <input type="checkbox"/>	Volcanic ash <input type="checkbox"/>	Limestone (collect) <input type="checkbox"/>	Fox trail through woods <input type="checkbox"/>	Pollution (collect) <input type="checkbox"/>

