I'm so sorry to cancel May 9th's The Amazing Race in Alexandria.

Friends, shocking and so disappointing to me, my computer has been compromised while on travels. My dependency on computing for my volunteer work is considerable, and I am daunted by what efforts and time it is going to take to recover my productivity and restore my communications when I return to the US. Under these circumstances, I simply cannot see a way forward to meet my responsibilities to Cornell Club's Amazing Racers and particularly to my committee-- not without intolerable stress on very good people.

It is a heartbreaking decision but the right call to take remaining race preparation tasks off of the committee now, and also to provide time for our registrants to make other plans for May 9, Mothers Day Weekend.

Our undertaking across the months had considerable good community service and community-building effects, even if we didn't get TAR across the finish line. Our committee of volunteers has been phenomenal; its members are now treasured friends to me. It has been such a privilege to work ambitiously with Cornellians Julie, JJ, Kaku, Alan and Sneha, as well as our bold and supportive race registrants.

I invite anyone interested to meet me in Waterfront Park at 12 noon on May 9 to help me distribute Stroke Smart materials in the Alexandria community, weather permitting. It won't be an Amazing Race, but we will do some simple good.

Thank you for your kind understanding.

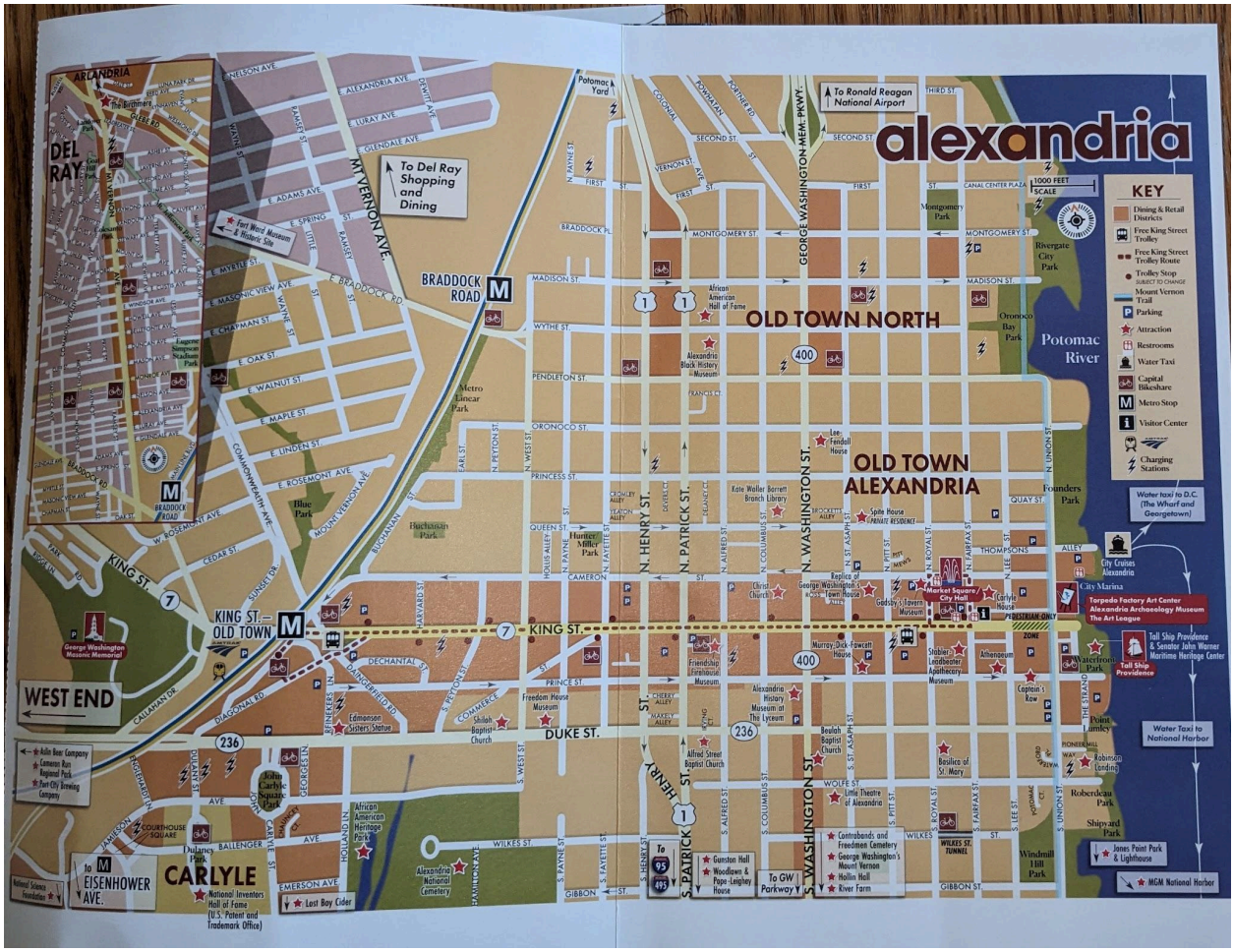
Sincerely,
Maggie

Amazing Race Legs defined
but SECRET till race day.

Last updated and shortened by Maggie, 4/22/2026

Blue text for each leg indicates what we'll print out as CLUES prompting squads through the race.

Pacing to finalize this document. See calendaring at our usual page.



Legs 1 and 2: displayed at [The Amazing Race Web Site]() . - participants finish those legs by April 30

Leg 3 is now also publicly displayed at [The Amazing Race Web Site]() . Maggie will finalize/ simplify last days of April.

10- 10:20:

—----------

PARTICIPANTS SIGN IN materials Maggie is collecting for Liz and JJ to help run the registration table:

- Card table
- Cornell flag CORNELL!
- Clip board with sign-in sheet, a quadrant for each squad
- Lanyards with biz card, A, B, C or D

- Lanyards with JOINER on them
- Lanyards with STAFF on them
- Name tags (to be placed inside lanyards during ice-breaker)

Procedures: When all squad members are present, the captain gets each participant to sign their part of the sign-in clipboard. JJ scores each squad for WhatsApp participation to reward with a better corral placement.

Maggie collects receipts for coffee in order they are presented, labeling them

—----------

Ice Breaker immediately follows Leg 3 Sign-ins: Julie

10:30

Estimated time to complete: 15 minutes

Starting Location: Near the registration table in Founders' Park

Ending Location: Same

Staffed by? Julie and Larry Mendosa (leave someone at nearby registration table for late arrivals)

Materials Required to set up: name tags or lanyards, filled out on-site with names of checked-in participants, Clues to hand out at end for next leg.

Brief instructions to the squad for their START shared during registration: Please gather at the Cornell Flag in Founders' Park at 10:30 to begin the first activity. It will be completed at that location. Leg 4 of our race will begin immediately thereafter.

At the start of the ice-breaker activity, we will hand out a name tag to each registered and checked-in participant. The name tag will be for someone else who is a registered and checked-in participant, who is on another team.

Julie will give these instructions to participants: Find the person named on the name tag. Once you do, find out one fun fact about them and their connection to Cornell. You have 5 minutes to complete this task. Be ready to share your person's name and fun fact with the group.

At the end of the 5 minutes: Icebreaker lead Julie will announce the end of the 5 minutes and ask several participants to name their person and fun fact.

Leg 4: Sing it! Maggie runs it

Time to complete: 7 minutes
Starting location: Founder's Park
Ending location (the leg's finish line): Founder's Park
Staffing Maggie and ___
Materials: Maybe put a link on the whatsapp thread to the audio clip
Brief instructions to the squad for their START. Maggie performs the Alma Mater saying, pay attention because you'll be singing this in a moment.
Ending announcement: Maggie distributes one "fast forward" card to the most impressive team and says, **"Listen to Sneha's instructions and watch the demonstration for Leg 5. Would anyone like to exercise their "fast forward" to move to the front of the pack?**

Clue for Leg 4: Cornellians sing the Alma Mater to express their undying love for our college. You will participate in a crash course on how to sing our Alma Mater. Except for the first and last lines, we'll be whispering it all the way. The most impressive and passionately singing squads singing during Leg 4 will advance forward. Others might be placed in the rear.

Far Above Cayuga's Waters
With its waves of blue
Stands our noble *alma mater*
Glorious to view!
Lift the chorus, speed it onward
Loud her praises tell!
Hail to thee, our alma mater
Hail all hail, Cornell!

Leg 5: Pass the Potato: where? Sneha will run this one.

Estimated time to complete: 15 min to include instructions, demonstration by staff and a fast race. Some of the squads might NEVER get the potato passed.
Starting location: Founder's Park
Ending location (the finish line): Founder's Park
Staffing: Julie to photograph, many to make sure people don't cheat (lol!) JJ awards 1 and 2, and Larry awards 3, Kaku gives 4 and 5 at finish line to award 1, 2, 3, 4, 5, Maggie will be the bigmouth organizer. Sneha, Kaku, others can assist with demonstration, maintaining order, and help judging at the finish line and handing out Green, Yellow, Red corral colors for the next leg.

Materials required for set up: A LARGE potato or sweet potato for each team. Cards at the end of colors green, yellow, red to apply to start of next leg. DUMP signage.

Leg 5 Clue: Grab a potato and sit your squad tightly together in alphabetical order at Sneha's starting line. It is about 60 yards from a finish line labeled DUMP. Quietly listen for further instructions and watch how this leg is modeled.

Brief instructions from Sneha to the squad: The object of Leg 5 is to transport the potato to the DUMP. Each squad member carries it 15 yards, holding it between their knees while they are walking. You may only touch the potato with your hands when you are passing it to your squadmate in their passing zone.

At any point that the potato is dropped, the potato goes BACK TO THE STARTING LINE for Person A to START OVER at the starting line! *Person A* begins at starting line to pass potato alphabetically again.

(Organizers Julie, JJ, Kaku and Maggie demonstrate with A, B, C, D signage around necks. Larry demonstrates forcing people to start over if they dropped the potato.)

Now, array yourselves approximately 15 yards apart

Before we begin, if we have joiners hanging about, we can stick joiners onto other Squads' teams randomly.

Instructions at end of this leg: These teams achieved fast start times for the next leg and are organized into the following corrals:

Green:

Yellow:

Red:

"Does anyone want to exercise a "yield" to an opposing team to make them go backwards to the Red Corral?"

Leg 6: (Distribution of the StrokeSmart materials)

Alan organizes and launches this leg

Estimated time to complete after they've been presented instructions by Alan: 90 min

Leg 6: Stroke Smart Distribution

- **Start Location and End Location:** Waterfront Park (just south of King St.)
- **Quick Orientation:** ~10 minutes by Alan before squads begin for their 80 minutes of distribution.

Materials (per team):

- Posters
- Magnets
- Wallet cards
- Tip sheet with simple guidance
- Log sheet to record activity

Squad Assignments:

- Each squad gets **2 blocks of King Street** (exclusive territory)
- Squad 1: 0–200 block
- Squad 2: 300–400 block
- Additional teams: assigned sequential blocks

Objective:

- Visit stores and ask them to display posters and/or take wallet cards and/or magnets
- Focus on **number of stores that say yes**

Winning:

- Squad with the **most points wins (see Appendix for details)**
- No prizes—just bragging rights

Finish:

- Report to the **Visitor Center** (not Waterside Park) after completing your blocks but no later than _____ (time) when our next race leg begins.

Leg 7: ("TRIVIAL Matters") Kaku coordinates the write-up, printing and distribution… and then scoring it.

Estimated time to complete: 80 min (to include Squads eating lunch where they choose.)

Starting Location: Visitors' Center (King Street, just south of Market Square)

Ending Location: Founders' Park

Staffed by? Kaku at start and finish. *Do you need anyone to help you score and rank the results? If so, please assign to JJ*

Materials Required to set up: the trivia questions printed on paper for each participant and labeled on top with squad names, pencils, pens

Brief instructions verbally from Kaku to the squads for their START: This is your lunch break to eat where you choose and use public toilets at basement of Visitors' Center or Ground Floor of Torpedo Factory or your eatery. There are picnicking spots along the waterfront to either side of King Street, and our web site suggested a location where tables are set up between Volas and Black Watch. Squads that complete the trivia contest most impressively according to speed, accuracy and completeness MAY win a "fast forward" to be applied to the next leg. Good luck!

Leg 7 Clue: Complete our mental challenge over your lunch break. You may work with other Squads if you want! The Squad with the most correct answers will advance to the front of the pack. It is possible that the lowest scoring squad MAY BE ELIMINATED.

(Appendix has potential quiz or trivia questions to be finalized by April 25 for Maggie's review, please, and once Ok'd, printed out 4 for each squad, labeled with squad names and brought by Kaku.)

Leg : 8 (“Bear with Me– two parts”) Maggie’s Leg

Estimated Time: 30 min flowing immediately into Leg 9 without stopping

Start Location: Founders’ Park

Staffing: ___ at start. Sneha inside Torpedo Factory. JJ must be placed at the yielding station to monitor and implement the yielding signage and egg timer. Maggie approves sculptures. Julie photos. Kaku monitors props and gives which “place” the squad came in completed human sculpture. Tells which team came last and is eliminated.

Materials Needed: For part A: Maggie has 5 stuffed bears, each with a map marked with human pyramid building location, each bear with TAR biz card label. For Part B: Computer paper for banners (Maggie has.) Markers. Cornell Pom Poms. Cornell Flag or pennant. For Yield: Yield signage that includes all teams names on cards. Cash in envelopes to give as special prize money for drinks or appetizer at Happy Hour.

Prep: Get agreement from studios to house a bear in their window. Otherwise, emergency fall-back: place a staff someplace in Torpedo Factory, can move around, to give out remaining bears.

Instructions to Squads:

Staff Reads aloud and it’s on the clue, too: At SOME SPOT on your route for this 2-part leg, you might see a **YIELD** sign and the names of all of our squads. EVERY SQUAD MUST STOP AT THAT SIGN to interact with instructions which give frontrunners the power to SLOW ONE OTHER SQUAD by the use of an egg timer set at 5 minutes before they are permitted to start running again. Once a squad has exercised the YIELD against a squad that they are trying to slow down, it will be the ONLY squad that can do so (put the yield on a competing squad, that is. So it’s pretty important to get there fast.)

1) **Part A - Torpedo Factory** - there’s a bear for each squad hiding in the Torpedo Factory. Find yours somewhere within the Torpedo Factory. When you find it, the BEAR will give you your next clue. Keep the bear as a new teammate who must make it to Maggie for happy hour or your squad will be eliminated.

[EACH BEAR tells the squad: Keeping your whole squad tightly together, run to the far northern end of Founder’s Park where you’ll find JJ for your next clue. JJ will provide the opportunity to yield a team that is behind yours. For unyielded squads, he will give their next Leg 8 Clue B immediately.

All squads stop in order at Yield station Instructions *there* state that they must say one of 4 things:

- “Our squad chooses to put a yield on ____ (opposing squad name is given to staff and placed on the sign held by staff.)”

- “Our squad chooses NOT to exercise the yield.” (Take Clue B and Race onward.)

- “An earlier squad put a yield on our squad. We must wait here 5 minutes before proceeding.”
- “An earlier squad put a yield on our squad. However, we have a fast forward card which we will apply now to ignore the yield.”

2) **Leg 8 Clue Part B** at Founder’s Park. Your squad must immediately build a human sculpture in which the entire squad is CONNECTED through one another to the bear. You must engage JULIE to photograph it only after you are all set. Each participant may or may *not* have both feet on the ground of your human sculpture which might be something like a human pyramid.

3) **Requirements:** Humans and bear as a group must (overall) have at least 6 feet removed from the ground. You must also utilize the banners that fully spell out “Cornell Cares” vertically on unfolding computer paper

   In addition to your bear, your human pyramid must contain **3 of the following props that follows:**
   a) A Cornell Pom Pom
   b) A Stroke Smart poster
   c) At least 2 humans making a “C” with their hand
   d) At least 1 human making a HEART with their two hands
   e) 1 peace sign made with fingers
   f) One of the race organizers doing a fist pump into the air
   g) Sneha or Maggie (or a helpful “Joiner”) to the side holding the Cornell Flag
   h) JJ holding the Cornell flag
   i) Larry (or a helpful “Joiner”) holding the Cornell pennant

   After your sculpture has been photographed and approved by Julie (and she can only visit one sculpture at a time), you must return the props to their station and you will be given your next clue by JJ.

Leg 9: “Eat or Neat?” Maggie leads this one.

Detour-- **Estimated time to complete: less than 1 hour**

Starting Location: Founder's Park where they build the human sculptures

Ending Location:

- **Squads that chose option 1:** "Jeni's Ice Cream Shop" for Option 1 where they get clue to report directly to JJ at Waterfront Park
- **Squads that chose option 2:** "Dumpster" behind BlackWatch on waterfront where they get clue from Larry telling them to report directly to JJ at Waterfront Park

Staffing Needed: Who is at start? Maggie. Who is counting trash and approving at end? Larry. Sorry Larry! Thanks, Larry! You don't have to count it; just use honor system.

Materials etc Needed for ice cream stint (called Option 1 "EAT"): $$$ for ice cream cone. Laminated ice cream cone messages delivered to the cooperating ice cream shop (Kayla.Vance@Jenis.com). **Way ahead with Manager:** put business card on register and provide the 5 copies of the clue and instructions written for servers. Reinforce agreement with manager Kayla.Vance@Jeni.com . Same shop for all squads.

Materials Needed for trash stint (called OPTION 2 "NEAT"): x4 for each squad: Plastic gloves, Maggie's yellow plastic bags.

Brief instructions to the squad for their START:

choose 1: You are permitted to use your smartphone to accomplish only one of the options for this leg and to take a couple of photos to upload to the WhatsAp thread.

Option 1: Your squad must find the ice cream shop in town that has TAR signage **clearly** taped up at the cash register. You should **not** need to interrupt the server to know if you have found

the correct ice cream shop! Once you find that place, get on line and be polite! Don't be nasty to competing Squads– LOL! Use the $$ provided to purchase a scoop of ice cream. Present your server the instructions on your clue. Order a scoop of ice cream. EAT YOUR CONE till you find the clue. Don't leave the shop till you have found it. DON'T LEAVE THE SHOP until you have successfully loaded onto the our race's what's app thread a photo of the ice-cream-eating squadmember standing by the shop's cash register.

The manager's name is Kayla, so ask her if you need help. You may use your GPS on your phone to find ice cream shops to try.

- (Wrapped into the ice cream cones teams find a laminated card to be given the address to start the next leg.)

Option 2: Locate Maggie along the Waterfront where you ask for your "supplies" for picking up trash (bags and gloves.) Put your squad name on each plastic bag label (the TAR business card.) Putting only 25 pieces of trash into each bag (and delivering it to Larry as soon as each is filled), collect 200 pieces of litter (can include plastic bottles or cans, discarded wrappers, straws…) WITHOUT dipping into the trash/recycling bins.

IMPORTANT! Bring each bag of 25 to Larry **as soon as it is filled** because your squad's presentation of your 150th piece (bag 6) has to include this step at that moment: Take a selfie as you give it to Larry and **upload that selfie to the WhatsAp thread**. Count CAREFULLY. Your squad will complete collection with the 200th piece (8th bag) to LARRY at **Founder's Park** in order to receive your next clue. The last team to complete Leg 9 may be eliminated.

Do not leave Larry until a photo has been uploaded by your squad captain or Larry to the WhatsApp thread.

First ones to finish get drink cards/cash for Happy Hour!

Staffed by: ***Maggie at start… and Larry.*** *Sneha and JJ need to go to Shipyard Park to set up the next leg and Julie needs to be ready to photo at the finish line in Waterfront Park.)*

Leg 9 ending Clue FROM Larry OR ICE CREAM SHOP says: You have almost completed leg 9, but one team is being eliminated. Find Kaku and he will tell you if your squad has been eliminated. He will immediately send forward the squads that are not eliminated to race through our thrilling final leg. Find Kaku at the Thai Food restaurant on King Street closest to Waterfront Park!

Leg 10: JJ: Run to Shipyard Park JJ's Leg!

Estimated time to complete: 15 min but at this point of The Amazing Race, it's possible the remaining teams are not tightly grouped. JJ will be able to monitor the participants' WhatsApp thread to note progress and can receive updates by text from Larry, too. See last leg and imagine us waiting a while with uneven finishes.

Starting Location: South of King Street at "Waterfront Park"

Ending Location: Finish line in Waterfront Park near Happy Hour

Staffed by? Kaku is at the Thai Food Restaurant. JJ (watching WhatsApp thread if he can), Sneha holding finish line ribbon, Julie for photo at finish line. Maggie (but not Larry who might be stuck in Founder's Park counting trash collection bags at the prior leg)

Materials Required to set up:

- bear ornaments on red ribbons hung in foliage around docks railing Maggie's has these dumb things. Maggie will attach Clue B to each ornament
- Sneha's pal ready to be pulled from the Joiner Pool to sub as an elderly team's "runner"? Confirm?
- Camera: Photographer Julie in place for the finish line?
- Medals for 1st, second, third place squads (maggie is making).
- One Meeeeelion dollars (Maggie has fake money.)
- Maggie will have cash for spending at happy hour for winning team.
- A ribbon to "break through" across the finish line– Maggie will make

Brief instructions to the squad for their START:

Our last leg of the race has Part A and and Part B. Only **one person** from the Squad performs Part A, but the rest of the squad must be ready to reunite to perform Part B. The Squad will assign Part A to their strongest runner while the rest of the squad cheers for them until Part B.)

Report to JJ at the starting line of Leg 10 at Waterfront Park just south of King Street.

- JJ, you can monitor the WhatsApp thread to anticipate arrivals. You can start the squads immediately after each squad finishes their previous leg if the race is super tight… OR tighten the race by holding the first 2 squads in a green and yellow corral, respectively..

Clue for Leg 10 Part A: Leg 10 has 2 parts. Select your squad's fastest runner for Part A. (We will call him/her "Dasher.") **Other squad members should remain in this area for when Dasher returns for Part B .** Dasher must run SOUTH along the waterfront to high five Maggie (hmmmm, where IS she??? Hint– you might see her beyond Barca's. She might just be a moving target that your DASHER has to FIND and…)

Dasher must **pause for a selfie with Maggie (using her camera)** and then RUN to Shipyard Park. Dasher must find the dangling **bear ornament no farther south than Shipyard Park**. Dasher must read the **clue** attached and immediately keep running. Except for DASHER, the rest of the squad should not wander more than about 200 meters from JJ. Squad should keep an eye out for the eventual return of their Dasher.

Clue for Leg 10 Part B: *Reverse direction and go back to where you saw JJ! Head toward King Street! Grasp hands with your entire squad. Cross the Amazing Race finish line where JJ is and see if you beat everyone else to win ONE MEEEEEEELLLION DOLLARS!.*

Staffing: Julie will Photograph and JJ will announce the WINNING TEAM OF THE AMAZING RACE and distribute the ONE MEEEEEEEELION DOLLARS. Winning teams are encouraged to stay and cheer the remaining teams across the finish line, get a group photo maybe. Prize packages handed out: Swag? Cash for bar and/or appetizers? Maggie will probably have riDICulous home made race medals for first 3 teams to come in.)

Closing activities are on the publicly accessible Race Course Page.

Appendix:

Alan's Advice to Distributors

Stroke Smart – Volunteer Guidance Sheet

1. Where to Go First (High-Impact Locations)

- Start with **independent (non-chain) businesses**
- Look for places that already have:
    - Posters in windows
    - Bulletin boards / community info areas
- Prioritize:
    - Hair salons / barbershops
    - Cafes / small restaurants
    - Dry cleaners, nail salons, local shops
- Goal: **high visibility, repeat exposure**

---

2. Timing & Approach

- Avoid busy times → **come back if crowded**
- Be brief, friendly, respectful (**<20 seconds**)
- **Show the poster early**

---

3. Opening + Credibility

- "Hi — I'm a volunteer with the Virginia Department of Health working on a Stroke Smart education program."
- "We're not selling anything — we're donating free materials."
- "This is part of a statewide public health initiative / proclamation."
- (If needed) "Supported by the CDC."

---

4. The Stroke Smart Case (Keep It Simple)

- Stroke is:
  - **Very common (≈1 in 6 people)**
  - **#1 cause of long-term disability**
- There **is treatment**
  - But only if people act fast
- **Most people (80–90%) don't get treatment**
  - Because they don't recognize it or call 911

👉 Optional (if time):

- "Have you known anyone who's had a stroke?"

---

5. Find the Right Person

- Ask:
  - "Who would be best to speak with about putting up a community health poster?"
- Could be:
  - Owner
  - Manager
  - Shift supervisor

---

6. The Ask (Simple + Flexible)

- "Would you be open to putting this in your window or break room?"
- Emphasize:
  - **Easy to put up and remove**
  - Using **removable glue dots (no damage)**
  - Even **a few weeks helps**

---

7. Placement Guidance (Max Visibility)

- Ideal:
  - **Front window**
  - **Eye level**
  - "Hard to miss"

- If not window:
    - Counter
    - Waiting area
    - Bathroom
    - Bulletin board
- If not public:
    - **Staff-only placement (back room, fridge, board)**

---

8. Backup Option (Always Offer)

- If no poster:
    - Offer **cards or magnets for staff**
    - Emphasize:
        - "Your employees could save a life"

---

9. Position It as a Community Effort

- "This is a community program — we're all in this together"
- Keep tone:
    - Light
    - Appreciative
    - Non-pushy

---

10. Track What You Do (Critical)

- Fill out log sheet:
    - Location
    - What they took
    - What they agreed to do
- Scoring:
    - **5 pts** = window placement
    - **3 pts** = public indoor placement
    - **1 pt** = staff only

---

11. Best Case = Capture It

- If installed:
    - **Take a photo**
- Note for follow-up:
    - Refill materials later

---

12. Volunteer Readiness

- Wear **volunteer badge**
- Bring:
    - Posters
    - Cards / magnets
    - Glue dots
    - Log sheet

🔑 One-Line Reminder

Lead with purpose → show poster → make it easy → track the impact

Happy Hour will be at Virtue Feed and Grain optional for participants and tired organizers.

Maggie has reached out to a couple of CCW stalwarts to take this event forward.

Notice the option to reserve tables of 7 on the patio at **Virtue Feed and Grain** see their details. They limit time to 2 hours and state that *8+ incurs a 20% gratuity and one settling with 1 check. Perhaps CCW reserves up a few tables for 7 under different names for 4:30 and asks for the patio if weather is good and “by the bar” if it’s rainy.

> There’s an upstairs bar that feels a little quieter and more spacious to receive Cornellians if we need to be inside.

Trivia questions (related to Cornell OR Alexandria or both?)

Squad Name: _____

Squad Captain must deliver ONE consolidated set of answers to Kaku at Founders' Park no later than _____ *(because Kaku needs time to score it before our next leg.)*

Kaku's time stamp: Received back at _____. 1st 2nd 3rd 4th 5th

---

Squads are not expected to answer all questions but DO turn in on time!

The "corral" you earn for next round is based on 3 criteria: completeness, accuracy, and speed.

Use any resources you want to answer as many questions as you can

1. ___ Multiple choice: when was Alexandria founded?
2. _____ Alexandria's Farmer's Market was the ___ farmer's market in the US (first, second, 100th)
3. _____In what eating establishment just west of Market Square did George Washington dine? Name the closest one.
4. ____ True or False: did Robert E. Lee ever live in Alexandria?
5. _____ Which major street is directly north and parallel to King Street?
6. _____Which major street is directly south and parallel to King Street?
7. _____ What purpose never existed for the Lyceum? a) School Air Force Recruitment Center b) Hospital c) First Bicentennial Center Office d) Private Home e) Museum

8. _____ How many torpedoes are on the ground floor of the Torpedo Factory?

9. _____ _____What's special about this address: 523 Queen Street?

10. _____What color dominates the outside walls of the Athenaeum?

11. _____What style of column is employed dominantly at the Athenaeum: Doric, Ionic or Corinthian?

12. _____ Is parking free at the George Washington Masonic National Memorial?

13. _____Who's buried at the tallest Masonic temple in Alexandria?

14. _____Did Frank Lloyd Wright design a house on King Street? If so, what is the name of that house?

15. _____ At 1001 S. Washington Street is a remarkable sculpture and memorial in which a circle makes its way around a figure. Whose lives are memorialized there?

16. _____Which location in Alexandria is furthest south: Oronoco Bay Jones Point Prince Street

17. _____ Can one get to Georgetown by Water Taxi? How much does it cost, if so?

18. _____Can one get to Libe Slope by Water Taxi? If so, how much does it cost?

19. _____Can one get to the steps of the tidal basin next to paddle boats by the Jefferson Memorial by Water Taxi? If so, how much does it cost?

20. _____Christ Church was built by founders including George Washington. What was his pew # there?

21. _____What is the name of the tall ship that is often parked in Alexandria?

22. _____ A very dark BOXY building of several stories is waterfront property at 0 Prince Street… a yacht club south of Virtue Feed and Grain (the location of tonight's happy hour). How many colors make up the logo

of that yacht club? What two letters exist on the triangular flag of that club?

23. _____The Georgian Manor built in the “Palladian” style which was a 1700’s social hub is called the C_____ House.

24. _____ The White Library in Uris on Cornell’s campus is known for which of the following? a) the author of Stuart Little and Trumpet of the Swan? b) the first president of Cornell? c) the unfortunate and misguided color choice of the table tops of desks there

OPTIONAL: could add or just SUBSTITUTE FOR THE ABOVE a crossword puzzle that draws on this word bank:

- Ezra
- Library
- Gorge
- The Straight
- U-hall
- Go Big Red
- Sage Hall
- Temple of Zeus
- Chimes
- Clock tower
- Ag Quad
- Engineering
- ROTC