



WELCOME (LOCATION)

Welcome to the Head of the Pints! Hey thirsty puzzlers, take a **sekond**. We want **two** convert you into the greatest rowers. We have a challenging event that will answer your questions. We offer you a unique opportunity that is a combination of athleticism and intelligence. We were working at hosting a regatta **least year** but weather always seems a deterrent. This year we modified our invite, raising the bar for a mental challenge. We bet with the balancing of a boat, you will pass with flying colors. Of course, you will solve this puzzle to the **liter**. Don't stop! Inspect it a little closer. Think very hard, keep trying, and continually look closer to discover the location of the Head of the Pints. Who knows if **itch** look will uncover new information, don't abandon this intellectual challenge. For even errors could fall in **lion**, pointing puzzlers in more of the right direction. The answer is inside.

The invitation talks about errors. Find misspellings. They, in the order they are in the paragraph, make a sentence. The misspellings when corrected say "second to last letter each line". If you take the second to last letter of each line you get "every tenth word. Start with "Welcome" as the first word and go every tenth word. Every tenth word is "Puzzlers, the answer is at a bar of course stop..."

Solution: AT A BAR OF COURSE

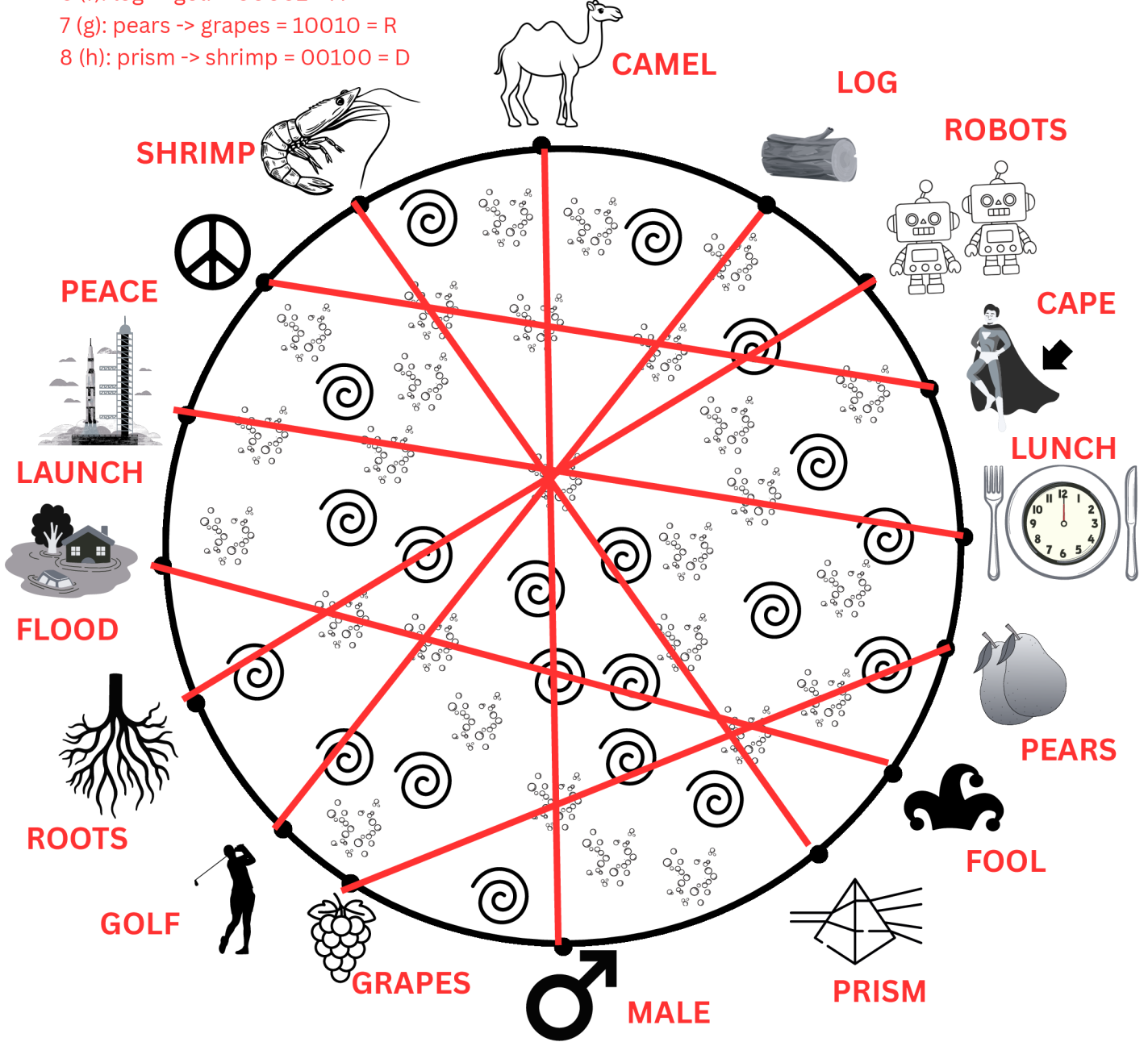
PUDDLES

The icons look like they stand for words. “Jumbled” may hint at an anagram and “added” may hint that the connected words have an extra letter. Example of a connection, connect “lunch” and “launch”. If you make the 8 connections, each line should cross over 5 bubbles or vortex icons. The clues mention “on” and “off”. Is there a puzzle pint code that could work for this.

- 1 (a): lunch -> launch = 10000 = P
- 2 (b) : root -> robot = 10101 = U
- 3 (c): male -> camel = 01100 = L
- 4 (d): fool -> flood = 01100 = L
- 5 (e): cape -> peace = 01000 = H
- 6 (f): log -> golf = 00001 = A
- 7 (g): pears -> grapes = 10010 = R
- 8 (h): prism -> shrimp = 00100 = D

The bubbles and vortexes stand for binary. The binary goes from the smaller word to the bigger word. The letter added is the order of the letters. One adds an “A”, another adds a “B”, etc.

Solution:
PULL HARD





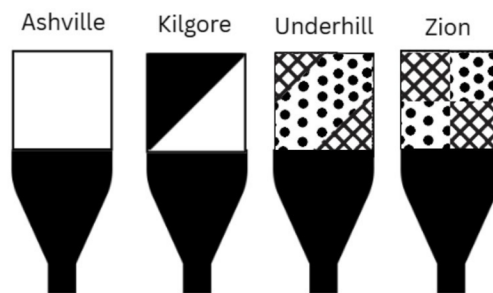
ROWING OAR BLADES

The flavor text mentions “patterns” and “adds up.” Each pattern corresponds with a different number. These numbers can be determined by having their sums add up to the *decimal code* for the first letters of the club names: A (1), K (11), U (21), and Z (26). This gives:

- White = 1, Dotted= 5, Crosshatch = 8, Black = 10

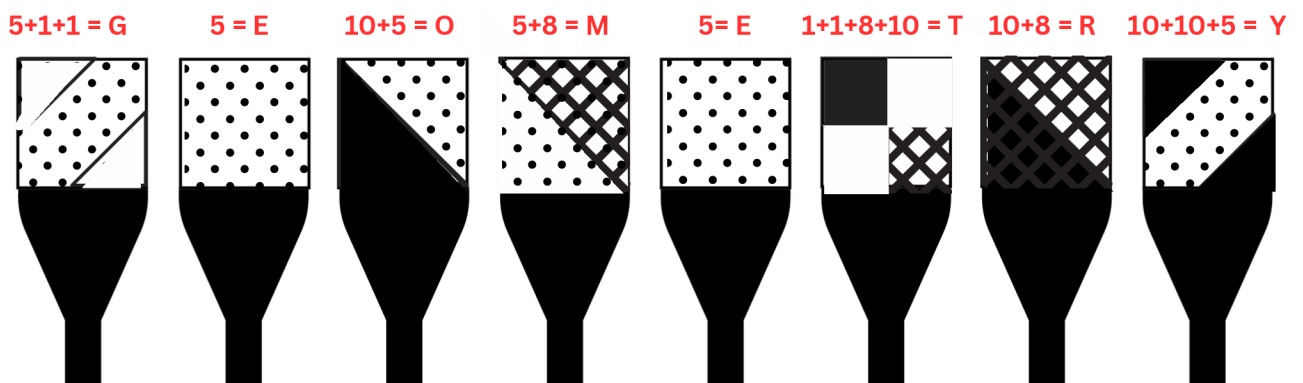
Logic can then be used to determine what patterns must be present on each order. These oar patterns can be then added up in the decimal code to give the solution below.

Solution:
GEOMETRY



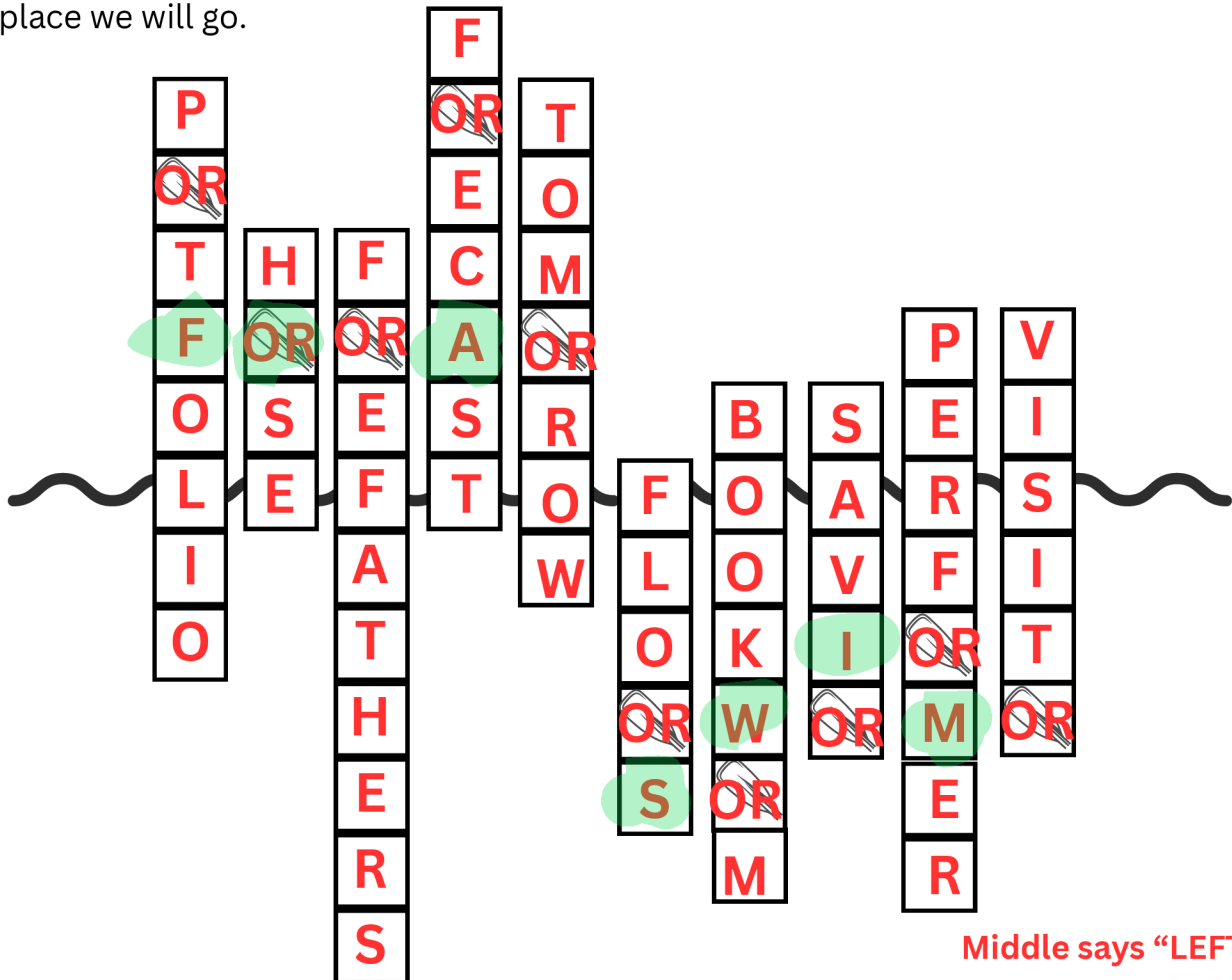
Someone did not paint the new oars with waterproof paint. When we came back from the row, all the paint had washed off. Luckily, I remembered some of the patterns I saw. I jotted them down to help you repaint the oars. Suprisingly, they reveal one of the most important parts of rowing.

- Sections that share a border have different patterns.
- Neither the first nor the last oar has a crosshatch section.
- The single-pattern oars have the same pattern.
- In all the oars there are: 4 white sections, 6 dotted sections, 3 crosshatch sections, and 5 black sections.
- The first oar has at least one dotted section.
- Only two oars have white.
- The last oar has two black sections.
- All three 2-section oars have different pattern pairs.
- Five of the six oars with dotted sections are adjacent.
- The fourth oar has a crosshatch section.



OAR HEIGHTS

Keeping the boat set is important. When a team is rowing together, what an **oar sounds like** when it enters the water is beautiful. To accomplish this, we must all put our oars in at the same time and at the same height in the water. As I **look at the water level**, it is obvious we have a lot of work to get our hands level and our oar heights the same. If we don't fix this and get smooth and in sync, I know one place we will go.



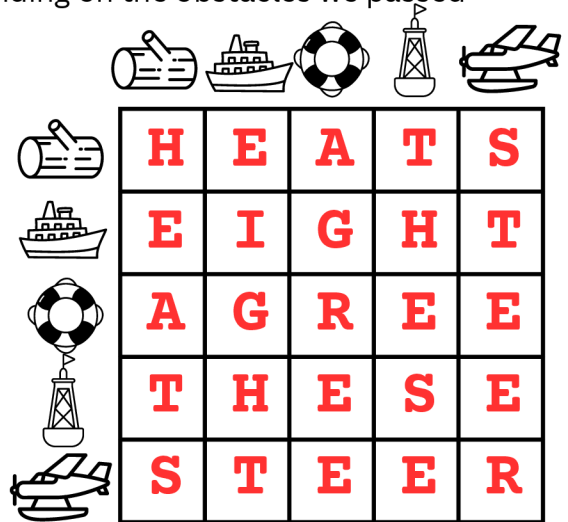
Middle says "LEFT OF OARS". Take left of oars to get final answer: FOR A SWIM

- Person devoted to reading - **BOOKWORM**
- Opposite of ceilings - **FLOORS**
- Calculate or predict a future weather event - **FORECAST**
- One's male ancestors - **FOREFATHERS**
- A Clydesdale is a type of this - **HORSE**
- Entertainer or actor - **PERFORMER**
- An artist's resume or an investor's listing of stocks - **PORTFOLIO**
- Messiah or hero - **SAVIOR**
- The day two days after yesterday - **TOMORROW**
- Someone popping in for a short time, or what you call a team at an away game - **VISITOR**

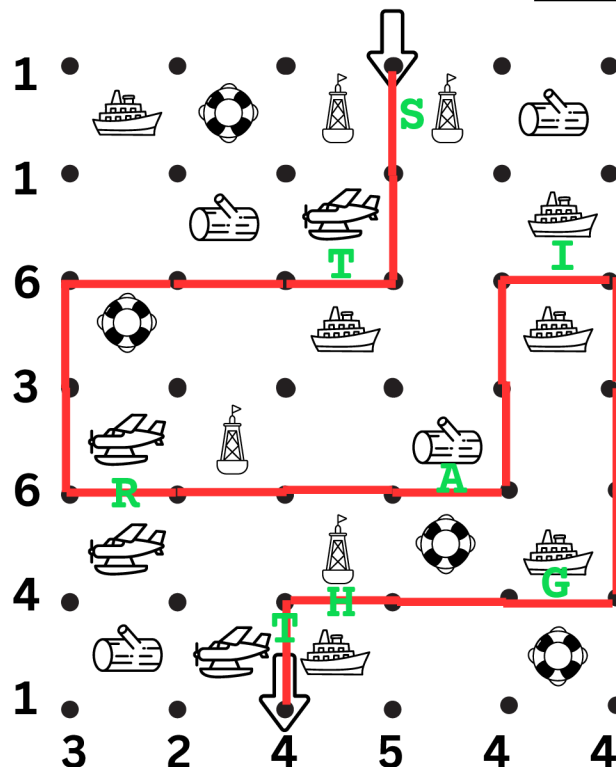
LAKE ROWING PRACTICE

Time to use our rowing skills on the lake. Eight of us went out with a coxswain. The coxswain is the person who helps guide the boat and gives **word** commands to row on the **square** or feather, and motivate us. As we headed out onto the lake, it was chaotic. I could not tell how we weaved through the lake. I just know that we always went straight or took 90 degree turns and never went back to any place we had been before. A few spectators were watching from the shore and commented how many times we were in view. The coxswain yelled letters to indicate what we just saw. It did not make sense at the time, but when we returned to the boat house, I noticed that there was a sign that indicated what commands the coxswain calls depending on the obstacles we passed between.

- Guide a vessel or male bovine - **STEER**
- Not those - **THESE**
- Number of black pawns in chess, or the atomic number of oxygen - **EIGHT**
- Series of races in a track or swimming event - **HEATS**
- To concur - **AGREE**



H	E	A	T	S
E	I	G	H	T
A	G	R	E	E
T	H	E	S	E
S	T	E	E	R



The five clues can be placed in the grid in such a way that they can be read both across and down. Once you establish a valid path, when you pass through a pair of icons, find the letter in the grid where those two icons meet to get the final answer of **STRAIGHT**



RACE DAY META

Find the matching rowers above the Puzzled Pint logo from each puzzle to properly place each answer

Place answers from the 4 puzzles into this puzzle, according to matching oars.








Line 1 - for a swim

Line 2 - pull hard

Line 4 - geometry

Line 5 - straight

A circle represents the right letter in the right place. This looks like a wordle / mastermind like puzzle. Those kinds of puzzles have three types of indicators: 1) Wrong letter, 2) Right letter in the wrong place, 3) Right letter in the right place. Circle is #3. Square is #1 and the half square, half circle is #2.

	5000m	4000m	3000m	2000m	1000m				
Boat A 	F	O	R	A	S	W	I	M	
Boat B 	P	U	L	L	H	A	R	D	
Boat C 	T	E	R	I	Y	A	K	I	
Boat D 	G	E	O	M	E	T	R	Y	
Boat E 	S	T	R	A	I	G	H	T	
Boat F 	U	P	S	T	A	R	T	S	
Winner	G	O	O	D	T	I	M	E	



LINGO **BONUS**

Rowers speak another language. Whether they use an ERGOMETER to row on land or rowing on the water with a COXSWAIN at the STERN to guide the way, they are awake before the sun comes up. To build skill on the water, they row on the SQUARE but come race day, they row on the FEATHER. If they are not careful, they could CATCH A CRAB causing water to rush over the GUNWALE and possibly flip over. When they are doing a POWER TEN, it is important that the BOW BALL stays above water. Whether they SWEEP or are SCULLING, it is important to put even pressure on the FOOT STRETCHERS when they push off. Once they are done with practice, the coxswain calls WAY ENOUGH to stop rowing. After discovering all of the words, whether straight or taking a single turn, rowing lingo has no middle ground as it is.....

L	Z	O	S	V	I	V	V	K	S	F	P	M	C	I	E	M
S	S	Z	R	E	T	E	M	N	N	W	E	Y	B	V	F	Y
U	U	R	G	S	L	V	W	O	E	K	E	A	L	R	X	N
T	X	U	E	U	J	Y	K	R	G	W	M	O	T	S	R	P
N	X	D	X	H	O	E	A	D	X	R	M	H	M	E	C	Q
D	C	K	M	M	C	U	W	E	T	O	E	A	T	B	W	C
J	G	Z	I	P	Q	T	W	P	V	R	R	S	B	A	Q	M
F	O	O	T	S	T	R	E	W	I	E	N	T	Y	Z	S	Z
G	A	W	C	S	S	U	N	U	W	F	L	E	E	O	A	X
C	A	T	C	H	A	I	C	O	V	I	N	L	D	N	O	U
C	J	S	T	G	A	C	P	Y	N	X	O	V	U	E	D	J
T	J	N	B	W	X	A	R	G	T	G	U	N	W	C	I	Q
X	O	W	S	A	L	F	X	A	J	N	G	S	Y	A	S	T
N	O	H	X	M	L	I	X	U	B	E	H	O	C	E	L	O
B	D	F	O	M												E
O	V	J	C	U												V

TAKE EACH WORD'S SEMAPHORE BY ORDER OF THE CENTER MARK IN THE GRID

S T I L L N O N S E N S E