

Dear Bellingham Friends.

The Town of Bellingham turns 300 years old in 2019. The anniversary committee has started planning a number of exciting events that will be spread throughout all of next year for a year-long celebration! One of the activities we are planning is a “Story Tale Door Scavenger Hunt”.

Here is how it works:

- Each business will build a door based on a story tale to be displayed either inside or outside of their place of business. The door should be about 8-10” tall by 4-6” wide so it can be seen. You will then need to decorate the door based on the story of your choosing. To avoid duplicate stories, please provide me with the title. The storybook of your choosing will be displayed in the library.
- Once the door is created please submit a good photo of the door only and let me know your business name (shouldn't be shown in the photo). The photo should not show any indication of where the door is located - this is a scavenger hunt after all! This photo will be used on the scavenger map.
- Each participant will be able to download the map from the 300th anniversary Facebook page and start the hunt. The hunt can be done within a day or throughout weeks. We are looking for enough doors to keep this event rolling from January 2019 through December 2019.
- Once a participant finds all the doors, they will email their completed form to me and receive a Scavenger Hunt Completion Certificate!
- Groups and Clubs are also encouraged to participate with creating their own doors. Please remember you will need permission from property owners when considering a location to place your door.

We are planning for this event to start in January 2019. If you are interested in creating a story tale door, please send an email to [Bellinghamstorytaledoors@gmail.com](mailto:Bellinghamstorytaledoors@gmail.com) with your company name in the subject of the email by September 30th. More detailed information will be forthcoming after businesses and groups register to participate.

Christine Cooper  
Executive Board Member

