



Continue on your journey west – between DOC and stacked rocks.

A most famous Eleazar is the next “resting place” on this walk.

Down the street westerly; pass through the gate at the end; Searching slowly and carefully you will find this old friend.

To your right, a tall obelisk: here’s the wife of Ebenezer  
Nearby, 3 identical stones face the way towards Eleazar.



**The 6th letter of Eli’s last name & what he founded are the same.  
Can you determine this letter without hurting your brain?**

**His last name:** \_\_\_\_ \_\_\_\_ \_\_\_\_ \_\_\_\_ \_\_\_\_ (\_\_\_\_) \_\_\_\_ \_\_\_\_  
5

**What he founded:** \_\_\_\_ \_\_\_\_ \_\_\_\_ \_\_\_\_ \_\_\_\_ (\_\_\_\_) \_\_\_\_ \_\_\_\_ \_\_\_\_  
11

Now leave this place the same way you came

Then turn left at the (\_\_\_\_) \_\_\_\_ \_\_\_\_ \_\_\_\_ \_\_\_\_ **Foundation’s name.**  
1

Next? Right UP the ramp; OVER the small ‘bridge;’

BETWEEN two poles; then between two benches ... a bit hid.

Head NORTH up the sidewalk. Upon a brick base find THREE bushes:

Behind them enter into SANBORN where the librarian shushes.

**Quietly up the stairs. Sanborn’s 1st name is there:**

\_\_\_\_ \_\_\_\_ \_\_\_\_ \_\_\_\_ (\_\_\_\_)  
9

Next, right and through the reading room you must go

At the far end, on the left, find red letters – pass below.

Go out the door on Sanborn’s northeast side,

Across the connecting patio you’ll need to stride

Into the next reading room – quietly pass on through –

Until Baker Library’s stairwell comes into your view.

**Up and ‘round you’ll continue to go**

**Until a shiny bronze (\_\_\_\_) \_\_\_\_ \_\_\_\_ \_\_\_\_ will show.**  
10

Travel west to east, passing beneath Baker Tower...

Which hold the clock that displays the hour.

**This long room is divided into 3**

**In the middle, above the rider, a**  
\_\_\_\_ \_\_\_\_ \_\_\_\_ \_\_\_\_ (\_\_\_\_) \_\_\_\_ \_\_\_\_ \_\_\_\_ **shall be**  
3

At the far side, take the stair well down.

Soon ‘The Good Doctor’s Room’ will be found.

His room is there. It is so lovely and quiet.

You’ll want to explore it ... but only if you can find it!

**Our Doctor’s first name?** \_\_\_\_ \_\_\_\_ \_\_\_\_ \_\_\_\_ (\_\_\_\_) \_\_\_\_ \_\_\_\_  
7

**On the wall, many childhood characters float on a bronze land.  
On top of the hat, these red and \_\_\_\_ (\_\_\_\_) \_\_\_\_ stripes are not  
bland.**

2

*Out you go! Downstairs again, then depart from Baker's east door  
The safe red pedestrian cross walk will lead you to more.  
To a sculpture topped with grass you shall be led.  
Climb around, have fun, just don't bang your head!  
When you're finished, climb stone steps; pass a bronze  
statue:*

*Into that tall glass tower is where we now wish to send  
you.*

**Into the lobby of this edifice you'll need to travel,  
Where mysteries of Earth rotation a**

**\_\_\_\_ (\_\_\_\_) \_\_\_\_ will unravel.**

13



*Climb up the stairs of Fairchild Tower...*

*Up to floor four – it won't take an hour!*

**Carefully peer over every single railing**

**You'll find this planet...unless you are failing: (\_\_\_\_) \_\_\_\_**

8

*Two flights down, on the 2nd floor, find the "flying bridge" with ease.  
Straight across it you go! Then continue straight across – a path  
through trees.*

**Keep on – straight as an arrow – to find a poet you may now.**

**And the 1st word of Robert's poem that shows?**

**\_\_\_\_ (\_\_\_\_)**

4

*Touch Robert's nose; admire the tower; find ye old stump of pine.*

*Take time to read about this tree, one line at a time.*

**"\_\_\_\_ (\_\_\_\_) \_\_\_\_ the old tradition fail" – the next word on**

12

**our trail!**

*Back to Frost, look down at the amphitheater here.*

*The BEMA – graduation used to be held there.*

*Follow the ropes guiding you to the observatory,*

*Walk straight through the parking lot, and by the first  
dormitory.*

*In front find a secret society without windows – a peculiar  
story!*

*Heading east back to the Green the Hopkins Center is found.*

*Pass through the glass doors; on the red couches sit down.*



Fill in all the letters. Down the hallway to your right,

1 2 3 4 5 6 7 8 9 10 11 12 13  
is shining bright!

We hope you had good fun  
As this Quest is now DONE!

### **Valley Quest**

Valley Quest is a series of more than 150 treasure hunts that teach and share the natural and cultural history of the Upper Valley region with children, families, adults and visitors. Valley Quest is a program of Vital Communities.

### **How can I participate in the Valley Quest program?**

1. Go on a Quest!
2. Complete 20 Quests and earn a Valley Quest patch. Go on 50 Quests and earn a Valley Quest hat!
3. Utilize an existing Quest as an "Outdoor Classroom" with a group.
4. Adopt an existing Quest as a "box monitor." Help foster community as you steward one of the Upper Valley's Special Places.
5. Create a NEW Quest by yourself or with friends. Help preserve a special place in your community.

### **Valley Quest Resources**

*Best of Valley Quest: Treasure Hunts to Special Places* \$24.95

A collection of new and old favorites from the history of the Valley Quest Program, available at all bookstores and public libraries.

For more information visit our website: [www.vitalcommunities.org](http://www.vitalcommunities.org).  
Email us at [Laura@vitalcommunities.org](mailto:Laura@vitalcommunities.org) or call 802-291-9100.