



The Haverhill Corner Quest

Haverhill, New Hampshire

Special Features: Historical, Architectural

Physical Difficulty: Easy

Duration: 1:00

Please bring: compass, and a pencil

To get there: Travel on NH Route 10 to the village of Haverhill Corner. Turn east on Court Street (between the two greens) and travel a block and a half, until you see Alumni Hall, with its cupola, on your left. The Quest begins in front of Alumni Hall.

Overview:

Alumni Hall, the 19th century Grafton County Courthouse and 20th century Haverhill Academy auditorium and gymnasium has been preserved and revitalized through the efforts of Haverhill Heritage, Inc. Haverhill Corner is a place where history, culture, art, the land and community come together. For more information:
<http://www.town.haverhill.nh.us/alumihallmainpag.html>.

Clues:

Along this treasure hunt, you'll learn some of Haverhill Corner's "hidden secrets" as you collect numbers. The number will help you solve a mathematical puzzle and find the hidden treasure box.

Where four tall columns face the street
 Begin our Quest with a counting feat:
 Two tall windows point up to the sky.
 Count the window panes, it's worth a try.

Number of window panes in the two windows = A

While this brick building is now called "Alumni Hall"
 If its walls could talk, why the stories it would tell.
 The Grafton County congregated here
 Until 1891 when to the north it disappeared.

West of this is another brick building, now the library.
 It tells another hidden story you soon shall read.
 This once was the Grafton County Office Building
 Housing court records, lawyers and the tax billing.

Note two more chimneys and a seam of brick –
 This building was added onto . . .can you see the trick?
 Count the windows that look shuttered closed.
 Secret is they're not real—wonder what you chose.

Number of "shuttered" window on the library = B

Turn right and walk east on Court Street to see
 Some other historic things that used to be.
 Pass a line of stone posts (one marked low with a "B")
 And follow along to our next mystery.

A stump . . . a pole . . . and then two stone posts.
 Stop by the lamp-post to meet your next "ghost."
 Behind a wooden house can you spy a brick addition?
 Here was a building with a steep price of admission!

This was once the Grafton County "Gaol"
 Where one could be held without bail.
 New Hampshire's last hanging took place right here
 That was long ago – 1868 was the year.

Please take the TOP number off the nearest telephone pole = C

Turn back and start pacing toward Route 10
 We'll observe more history on the way again.
 Pass 4 stories – three of brick, one of wood.
 Next ahead, there's more on both sides of this road.

A stone marker hides down near a garden fence
 And tells a part of our story in the past tense.
 Judges first owned these twin houses left and right.
 Later, guests here were fed well and kept warm at night.

This right one is called Bliss Tavern as we've learned.
 Here travelers rested while the fireplaces burned.
 The building dates back to Seventeen Ninety
 Now a private house with its added property.

Nearby to you is a storm drain –
Count its holes . . . yet another number to gain!

The number of holes = D

Pass 70 south to the end of the common, go right, then
At a spot where there is a green sign cross over Route 10.
Turn direction north, look west and to the ground
Where only a cellar hole of a house may still be found.

That house burned long ago . . . with a bank and a block of stores.
From here, go a little further, to see the N.H. seal and see more
Of the name "Coos Turnpike" and "Court Street," this had the former.
Where the two met, Charles Johnston called "the corner."

Ahead on your left some chunky stones are all left to see
Of buildings lost in another fiery catastrophe.

This treasure hunt is almost as long as it will be
Now turn right toward the towers and see
The white house – once the home of Charles Johnston –
His later home still stands further north, of the north common.

In the figure of Colonel Johnston we can see
An important person in Haverhill's History.
Due to his power, influence and name
A bustling Haverhill rose up here on this plain.

Now see a clock and a sign between two double doors
If you want, you can count numbers, and perhaps floors.
And now onward to the old academy, Pearson Hall,
With its stone steps and columned belfry standing tall.

Now take the four numbers that you have collected,
And then, divide by three, and be a detective.

$A + B + C + D = E$

$E \text{ divided by } 3 = \text{the secret number!}$

Look for an opening between two standing stones.
Then clockwise around a white fence you should roam.
Count all the posts that you pass, each in turn,

Until you have counted up the secret number you've earned!

There you are. Now take a seat. Isn't this place sweet?

Look high and low and high again

Treasure sits where a dove may rest upon its feet

Hiding out the rain

Please be a good steward of the land: leave it better than you found it and pack out any trash you find.



Valley Quest is a collection of 100+ treasure hunts that share and teach the natural gems and cultural heritage of the Upper Valley with children, families, adults, and visitors. It is a program of Vital Communities, a regional nonprofit working to engage citizens, organizations, and communities in creating solutions to our region's challenges. Learn more at vitalcommunities.org.

Have a suggestion, question, comment, or idea for us? We'd love to hear from you. Reach us at valleyquest@vitalcommunities.org or 802-291-9100.