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**135 LIVE!**



It's Hartnell  
Holiday Time!

**HAPPY HALLOWEEN**

**DR. HARTNELL PRESENTS...**

**TRICK OR TREAT?!**

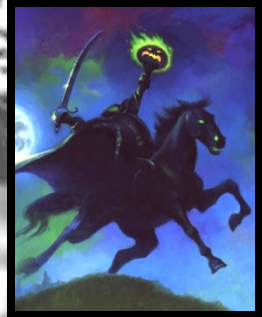
**Q&A** Guide to Halloween

**BOO!**

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# HAPPY HALLOWEEN!

*Attention all you Halloween enthusiasts, candy corn connoisseurs, and horror film aficionados!*



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## HAPPY HALLOWEEN!

For as long as you've known Dr. Hartnell, he's had the most sincere pumpkin patch in the world. Seriously. Every year he's here for you with Halloween stories, the intel to combat the things that go "bump-in-the-night", and tips on how to candy-up. You know what that means, don't you?



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**HAPPY HALLOWEEN!**

**That's right.**

**Dr. Hartnell *is* the  
Great Pumpkin.**

**You ready to dive in?**



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A decorative border at the top and bottom of the central orange box, consisting of a row of seven stylized, carved jack-o'-lantern faces with various expressions.

And now...

# The History of Halloween



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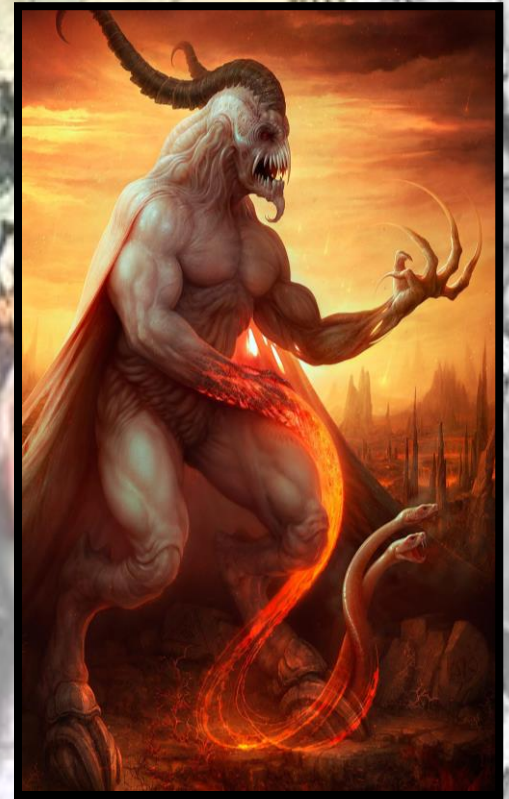




## HISTORY OF HALLOWEEN:

**Halloween** is a **holiday** observed on the evening of **October 31<sup>st</sup>** in most areas of North America and in some areas of Western Europe.

The holiday is **associated with death and the supernatural.**





## HISTORY OF HALLOWEEN:

Halloween falls on the eve of **“All Saints’ Day”**, also known as **“All Hallows’ Eve”** or **“Hallowmas”**, a holy day in the Catholic and Anglican Churches.



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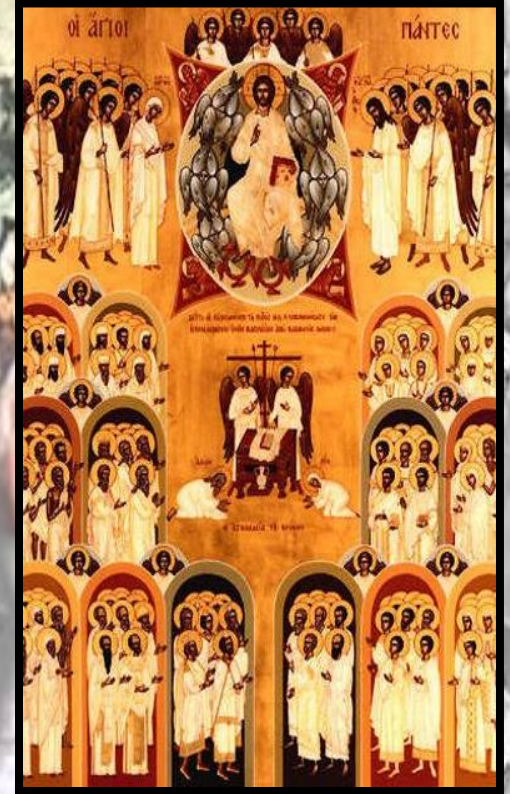






## HISTORY OF HALLOWEEN:

Originally a pagan festival of the dead, **All Saints' Day** (on **November 1<sup>st</sup>**) was **established** by the **Catholic Church** in the **9<sup>th</sup> Century** to honor **Christian saints**. "**All Souls' Day**" (on **November 2<sup>nd</sup>**) is **observed** by the **Catholic Church** to help **purify** the **spirits of the dead**.



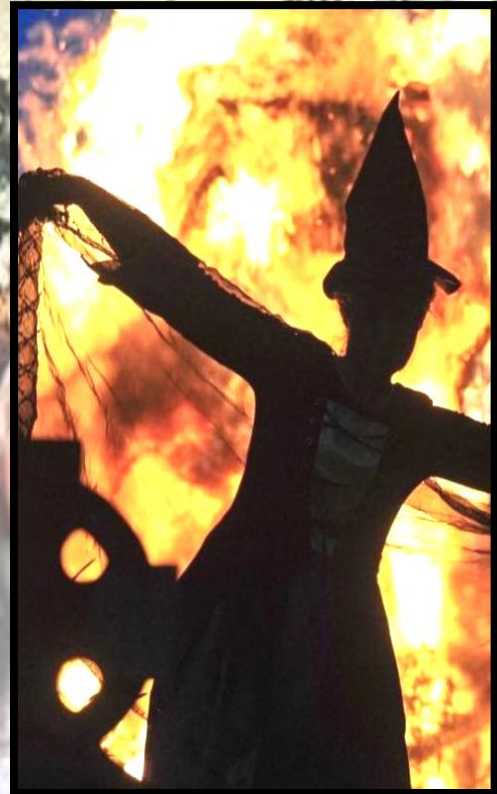
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## HISTORY OF HALLOWEEN:

Many **ancient people of Europe** marked the **end of the harvest season** and the beginning of winter by **celebrating a holiday** in late autumn. The **most important** was “**Samhain**”, a holiday **observed by the Ancient Celts**. **Samhain was their “New Year”** and marked the end of the year.



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## HISTORY OF HALLOWEEN:

Samhain began at sundown on **October 31<sup>st</sup>** and extended into the following day. **According to the Celtic pagan religion of Druidism, the spirits of the dead roamed the earth on Samhain in search of living bodies to possess.**



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## HISTORY OF HALLOWEEN:

To avoid this, villagers dressed up in ghoulish costumes and noisily paraded around in order to frighten away the spirits. Offerings of food and drink were often left outside.





# HISTORY OF HALLOWEEN:

**Druids** also **burned giant sacrificial wooden effigies** (called **wicker men**). The wicker men were filled with animals, prisoners of war, criminals, and other sacrifices to the Druid deities.





## HISTORY OF HALLOWEEN:

By the end of the **1<sup>st</sup> Century AD**, the **Roman Empire** had **conquered the Celtic lands**. The Romans made some Celtic traditions part of their own pagan and Catholic observances. **Samhain was abandoned when the Celts converted to Christianity** during the Middle Ages.





# HISTORY OF HALLOWEEN:



By the late **19<sup>th</sup> Century**,  
**Halloween became** regarded as  
a **children's holiday**.



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## HALLOWEEN FUN FACT!

Americans spend over \$7 billion each year on Halloween candy, scary movie rentals, and costumes. This makes Halloween the third largest "party-day" behind New Year's and the Super Bowl.



*Halloween*  
trick or treat

**DID YOU  
KNOW?**



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## HALLOWEEN FUN FACT!

On average, 998 million pounds of pumpkins are sold every year for Halloween. Year-in and year-out, Illinois grows the most pumpkins in the U.S. with around 460 million pounds.



*Halloween*  
trick or treat

**DID YOU KNOW?**



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## HALLOWEEN FUN FACT!

Candy corn was invented by George Renninger in the 1880s. More than 35 million pounds are produced each year. That's roughly 9 billion pieces... enough to circle the moon 4 times if laid end-to-end!



*Halloween*  
trick or treat

**DID YOU  
KNOW?**



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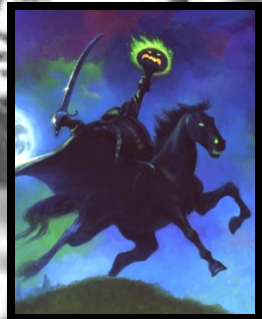
And now...

# Why Do We Carve Pumpkins?



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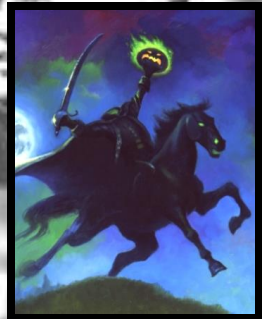




## CARVING PUMPKINS:

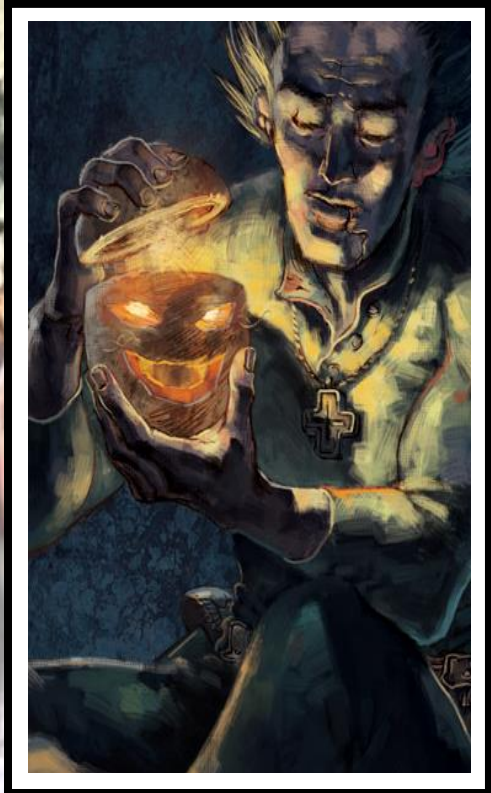
The **most celebrated Halloween decoration** is, without a doubt, the carved pumpkin... also called the **“jack-o’-lantern”**.





## CARVING PUMPKINS:

The jack-o'-lantern **derives its name from** a character in **Irish folktales**. As the story goes, an **Irish blacksmith named "Stingy Jack"** ran into the **Devil** in a **pub on Halloween night**.



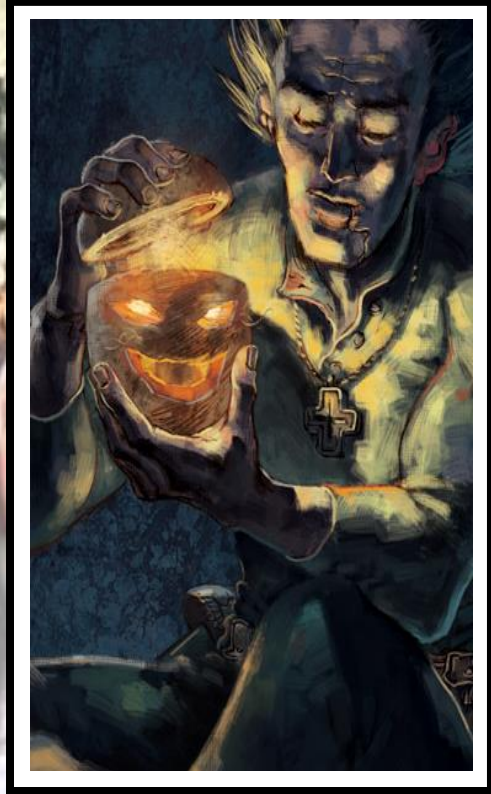
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## CARVING PUMPKINS:

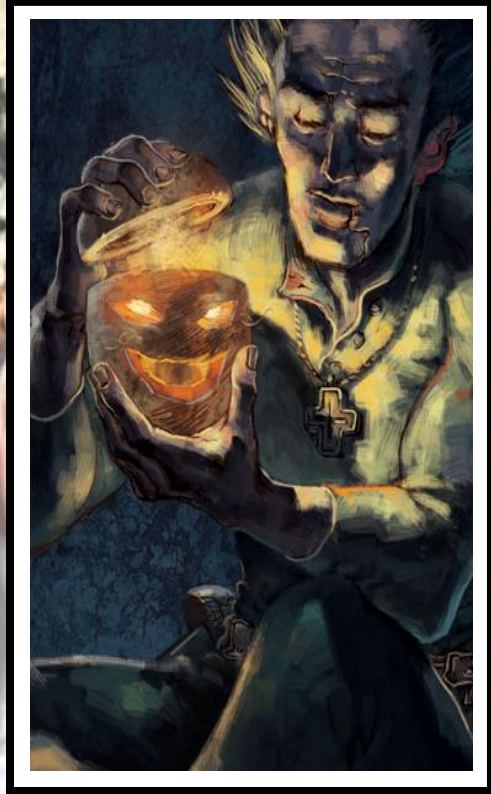
**Jack** had too much to drink and was about to fall into the Devil's hands, but he managed to **trick** the **Devil** by offering his soul in exchange for one last drink.





## CARVING PUMPKINS:

The **Devil** turned himself into a **sixpence** to pay the bartender, but **Jack** quickly **put him in his pocket**. Because Jack had a **silver cross in his pocket**, the Devil could not change himself back. **Jack freed the Devil** under the condition that he **promise not to claim his soul for 10 more years.**



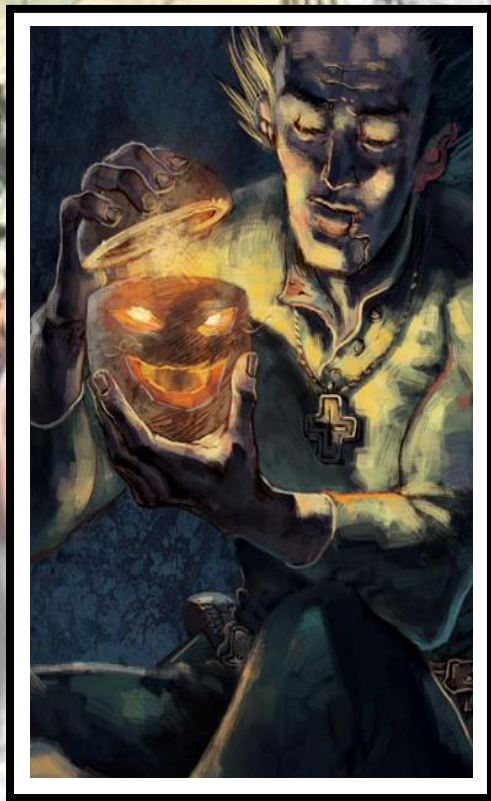
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## CARVING PUMPKINS:

**Ten years later**, Jack came across the Devil while walking down a country road. The Devil wanted to collect Jack's soul, but **Jack**, thinking quickly, **asked the Devil to get him an apple from a nearby tree.**



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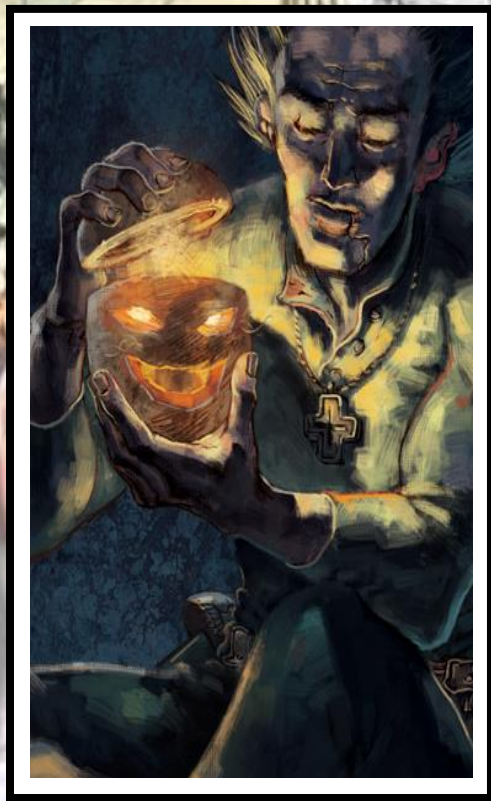






## CARVING PUMPKINS:

When the **Devil jumped into the tree** to get an apple, **Jack** pulled out a knife and **carved a cross in the tree's trunk**. This left the Devil in the tree, unable to get Jack's soul. **Jack made the Devil promise to never ask for his soul again**. The Devil agreed.



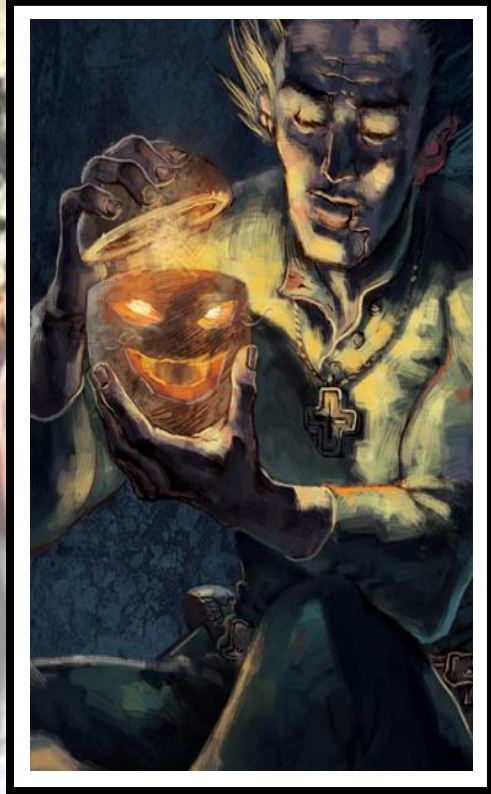
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## CARVING PUMPKINS:

Years later, **when Jack died**, he was **not admitted into Heaven** because of his life of **drinking and deceitful ways**. When he went to Hell, the **Devil turned Jack away** because he had agreed never to take Jack's **soul**. Thus, **Jack was condemned to wander the earth forever**.



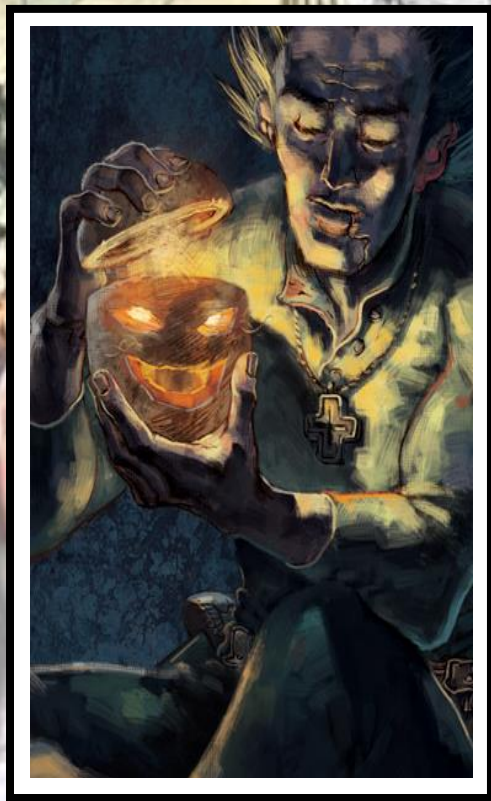
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## CARVING PUMPKINS:

Before Jack left, the **Devil gave him a burning coal to provide him light** during his eternal journey. To keep the flame from going out, **Jack put it in a turnip** he was eating. **Jack's ghost became known as "Jack of the Lantern", or "Jack-o'-Lantern".**

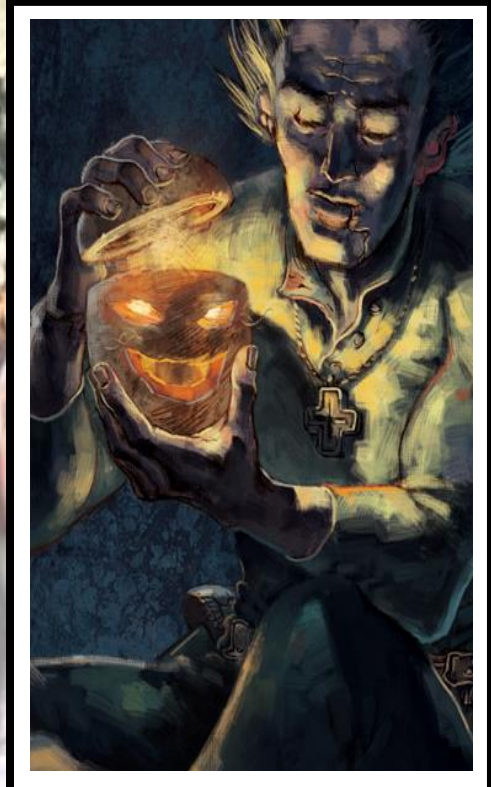
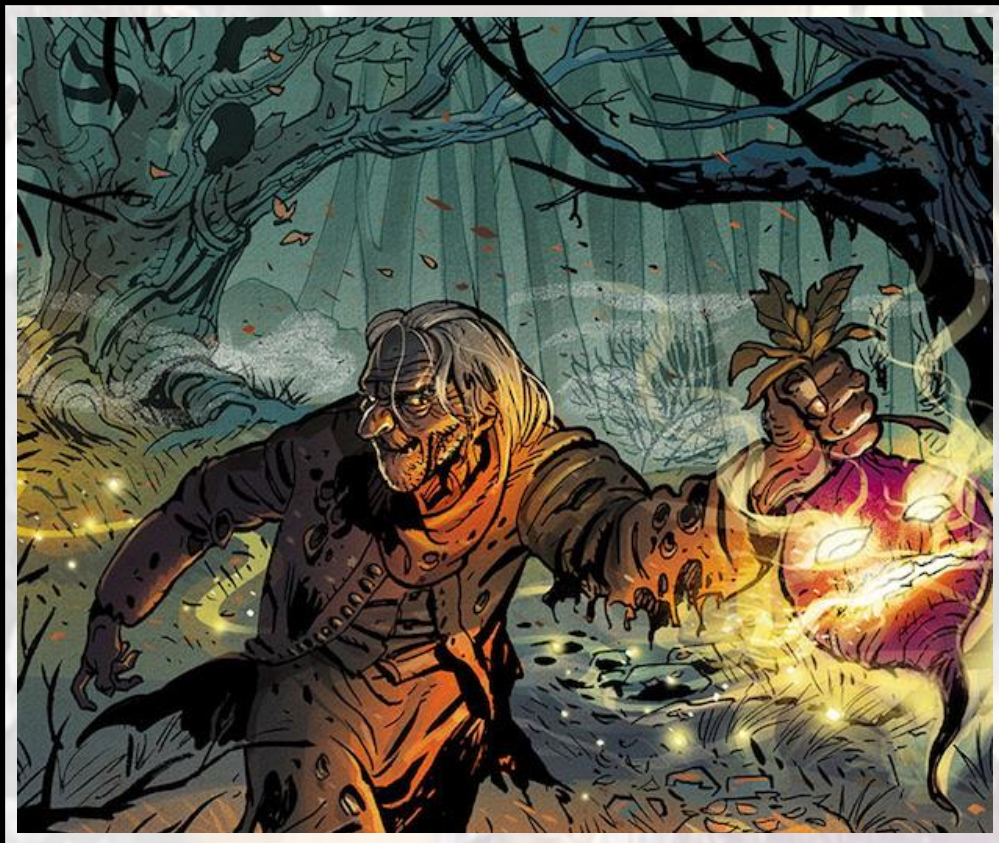


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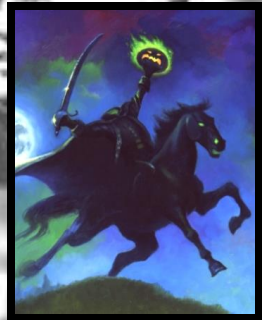


# CARVING PUMPKINS:



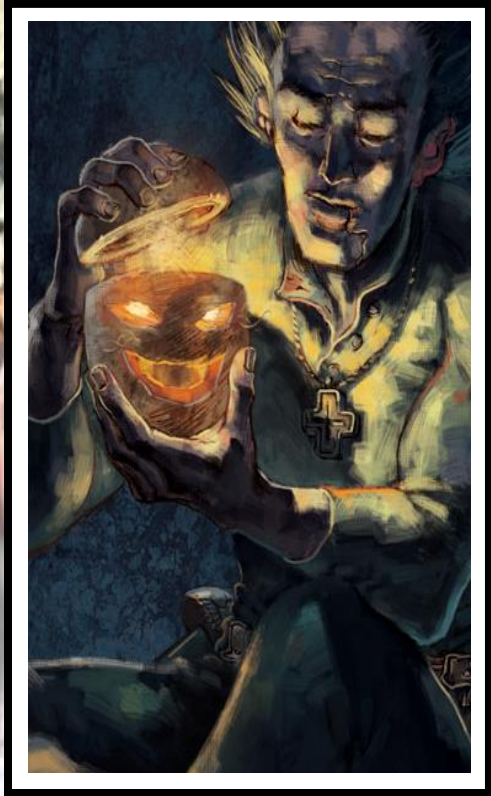
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## CARVING PUMPKINS:

Originally, **people in Ireland and Scotland made their own jack-o'-lanterns by carving scary faces in turnips and potatoes.** They placed them on their porches and windowsills because they provided protection over the house and **scared away Jack and other ghosts.**

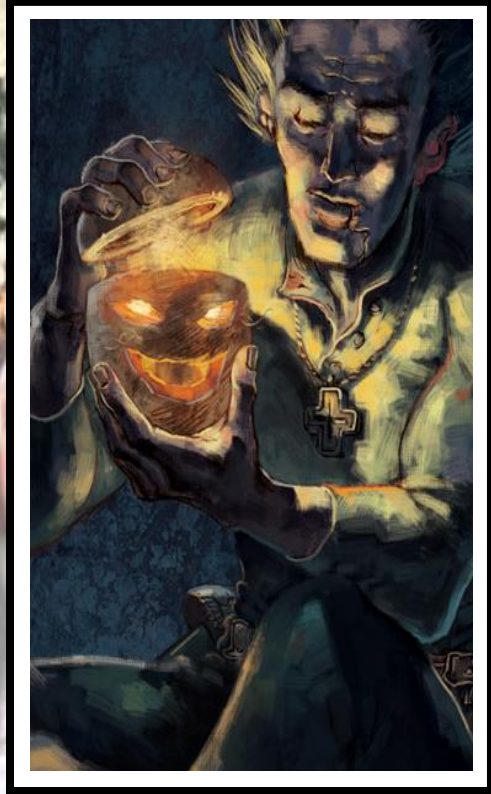




## CARVING PUMPKINS:

When the colonists came to America, the Indians gave them pumpkins to use instead of turnips and potatoes.

When the term “*jack-o’-lantern*” was first used in print in 1750, it referred to a night watchman carrying a lantern.





## HALLOWEEN FUN FACT!

Halloween is the #1 day for pizza consumption, beating out the day before Thanksgiving (#2) and the Super Bowl (#3).



*Halloween*  
trick or treat

**DID YOU KNOW?**



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## HALLOWEEN FUN FACT!

\$2 billion is spent every year on Halloween candy, making it the #1 holiday for sweets.

*Take that, Valentine's Day!*



Halloween  
trick or treat

**DID YOU  
KNOW?**



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## **HALLOWEEN FUN FACT!**

**The average American eats 25lbs of candy every year, the most of any country in the world.**

*U.S.A.!*  
*U.S.A.!*  
*U.S.A.!*



A central orange panel with a white border. At the top and bottom of the panel are decorative borders consisting of a row of seven carved jack-o'-lantern faces. The faces have various expressions, including grins and menacing looks.

And now...

# Trick-or-Treating



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## TRICK-OR-TREATING:

“Trick-or-treating” originated with a 9<sup>th</sup> Century European custom called “souling”. On November 2<sup>nd</sup> (All Souls’ Day), Christians walked from village to village begging for “soul cakes” made out of square pieces of bread with dried grapes.





## TRICK-OR-TREATING:

The **more cakes** the **beggars** received, the **more prayers** they would say on behalf of the **dead relatives** of the donors. Back then, it was **believed that** the **dead stayed in Purgatory** for a time after death, and that **prayers could speed up** a soul's passage to Heaven.





## TRICK-OR-TREATING:

Starting in the **mid-19th Century**, young people observed Halloween by committing minor acts of **vandalism** (tipping over outhouses, breaking windows, and unhinging fence gates).





## TRICK-OR-TREATING:

Beginning **in the 1930s**,  
**Halloween mischief**  
**transformed into the modern**  
**ritual of “trick-or-treating”** or  
**“Beggar’s Night”.**





## TRICK-OR-TREATING:

In Detroit, **October 30<sup>th</sup>** is often called "Devil's Night". During the **1970s** and **1980s**, that night would see mass arson. In fact, on any given night, Detroit averages 50 fires. However, on Devil's Night in **1985**, there were 297 fires.





## TRICK-OR-TREATING:

Still, on average, **36.4 million trick-or-treaters** (between the ages of 5-13) **turn out on Beggar's Night every year.**

*(After all, there's nothing wrong with taking candy from strangers, right?)*







# TRICK-OR-TREATING:



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# TRICK-OR-TREATING:



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# TRICK-OR-TREATING:



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# TRICK-OR-TREATING:



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# TRICK-OR-TREATING:



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# TRICK-OR-TREATING:



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# TRICK-OR-TREATING:



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# TRICK-OR-TREATING:



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# TRICK-OR-TREATING:



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# TRICK-OR-TREATING:



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# TRICK-OR-TREATING:



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# TRICK-OR-TREATING:



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# TRICK-OR-TREATING:



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# TRICK-OR-TREATING:

1979



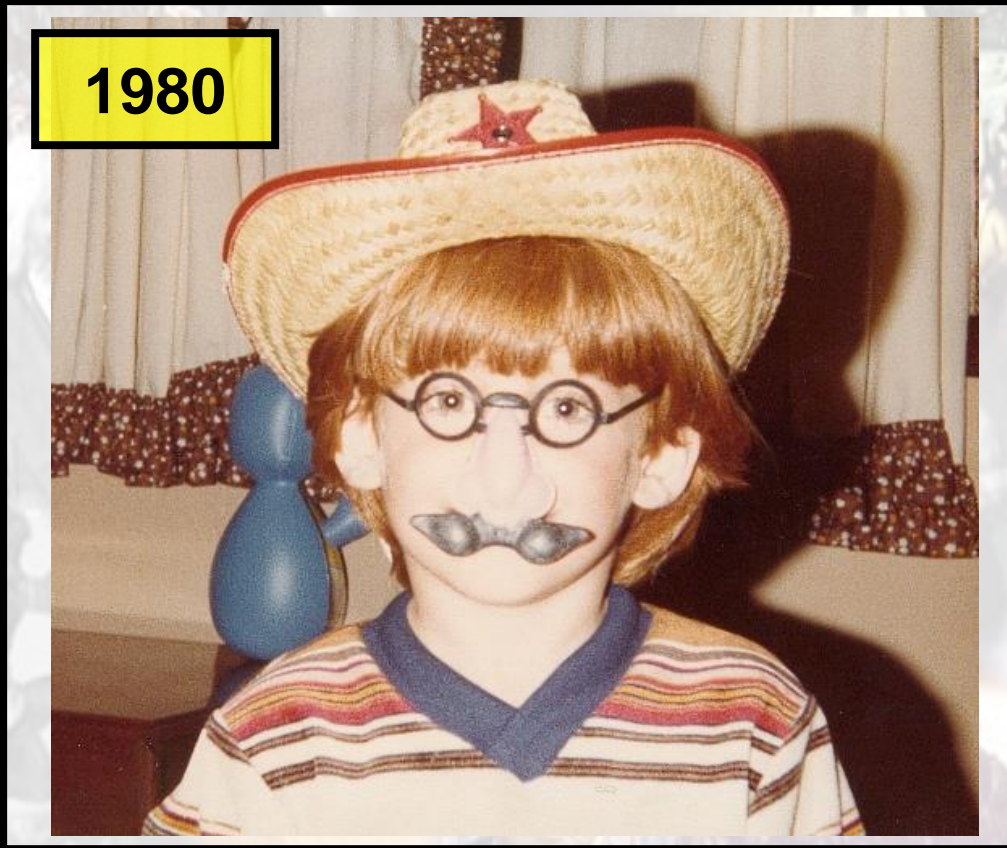
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# TRICK-OR-TREATING:

1980



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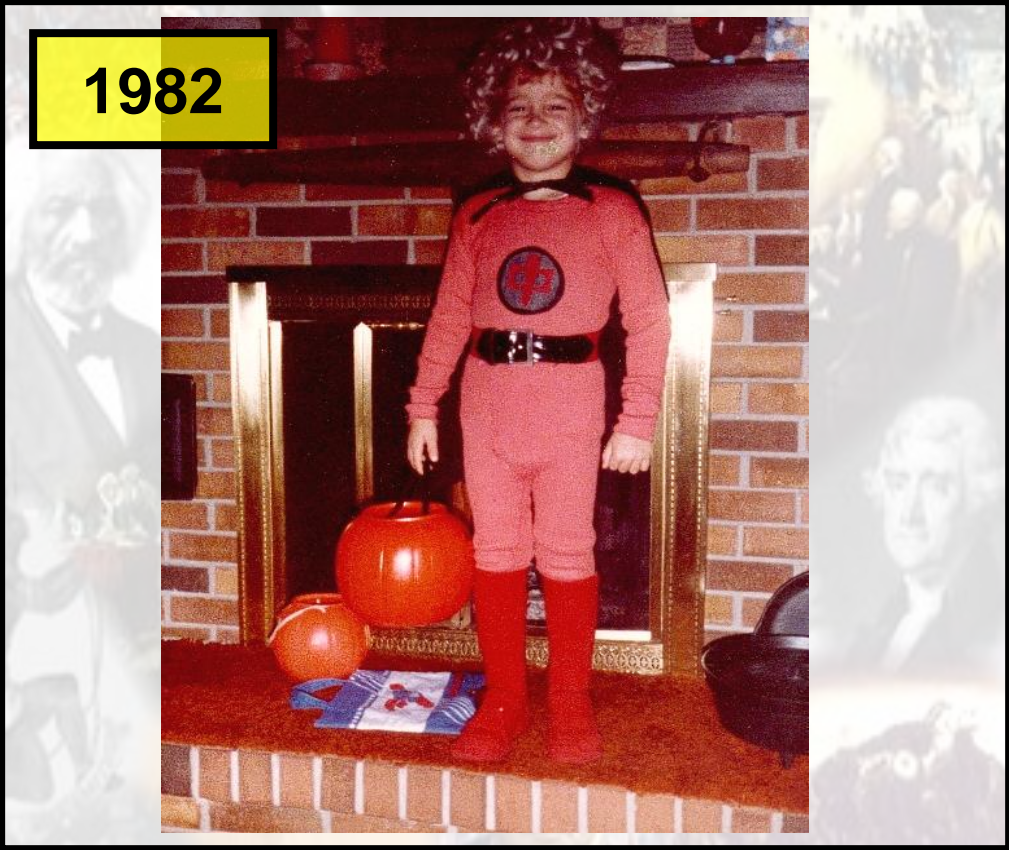






# TRICK-OR-TREATING:

1982



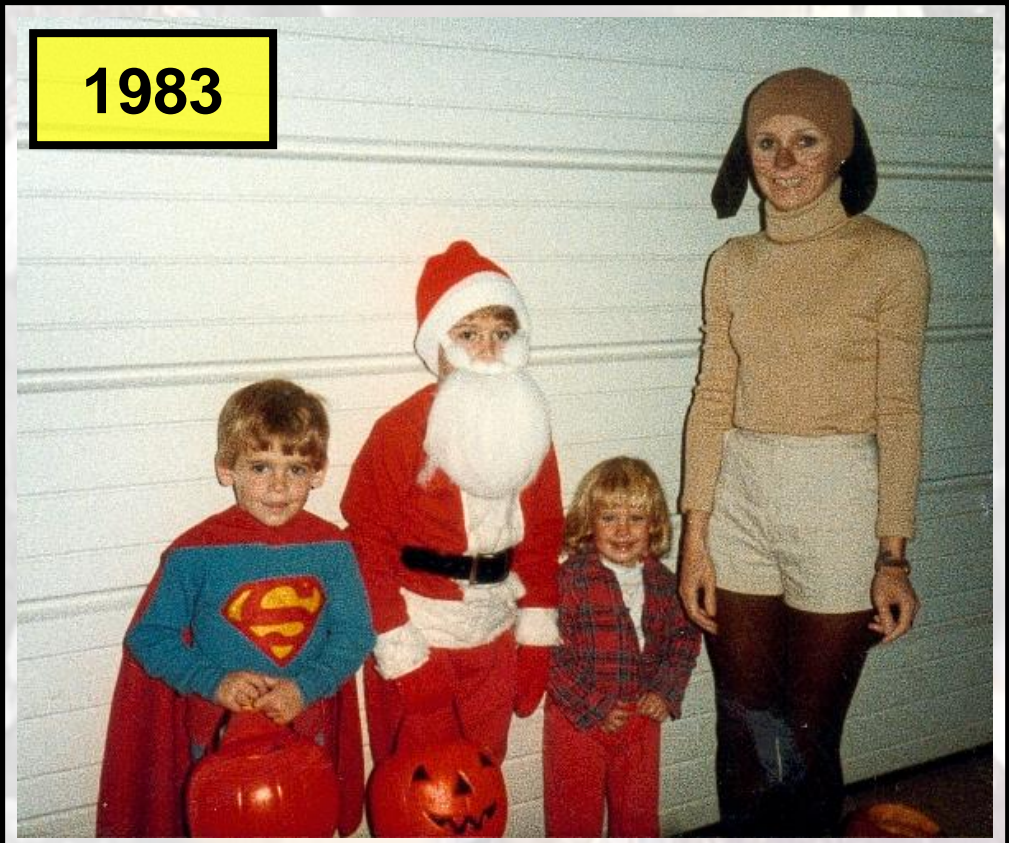
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# TRICK-OR-TREATING:

1983



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# TRICK-OR-TREATING:

1984



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# TRICK-OR-TREATING:

1985



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# TRICK-OR-TREATING:

1987



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# TRICK-OR-TREATING:

1988



Dr. Hartnell set the World Record by gathering 2,194 pieces of candy in one Beggar's Night.



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# TRICK-OR-TREATING:

1989



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# TRICK-OR-TREATING:

1991



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# TRICK-OR-TREATING:

Today



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A central orange rectangular box with a white border. At the top and bottom of the box are decorative borders consisting of a row of seven carved jack-o'-lantern faces. The faces have various expressions, including grins and menacing looks.

And now...

**How to Get As  
Much Candy As  
Possible**



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## CANDY! CANDY! CANDY!

Dr. Hartnell put up impressive candy totals in his Beggar's Night career (1979-1992, 1996). After suffering a devastating knee injury shortly after the close of the 1992 season, he was forced into "early retirement".



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## CANDY! CANDY! CANDY!

He made a brief comeback in time for Halloween **1996**, only to re-aggravate the former injury. With a heavy heart, and amid sugar withdrawal, Dr. Hartnell hung up his pillow case... for good.



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## CANDY! CANDY! CANDY!

In **2005**, he considered a second comeback, but it had become apparent that the game he loved so much... had passed him by. Therefore, it is up to you... the next generation... to carry on his legacy.

Let's look at the numbers...



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# DR. HARTNELL CANDY STATS

Year	Costume	Candy Total
1979	Cowboy	18
1980	Cowboy	22
1981	Underdog	64
1982	Greatest American Hero	94
1983	Santa Claus	113
1984	Mario	281
1985	Count Dracula	876
1986	Tyrannosaurus Rex	1,009
1987	Tyrannosaurus Rex	1,527
1988	Revolutionary soldier	2,194
1989	Hans (SNL character)	1,142
1990	Sparty	775
1991	Sparty	912
1992	Sparty	1,888
1996	Sparty	999
<b>TOTALS</b>	<b>15 years</b>	<b>11,914</b> (794.27/yr)





# CANDY! CANDY! CANDY!

Here are 30 rules from his personal experiences that are essential to know.

*Learn them.*  
*Love them.*  
*Use them.*

God's speed.



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## CANDY! CANDY! CANDY!

Hartnell Rule #1: One or two hours before "go time", start stretching. Focus on hamstrings, calf muscles, ankles, knees, etc. The last thing you want is to pull something because of the implications that can come about as a result (see Rule #16).



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# CANDY! CANDY! CANDY!



Hartnell Rule #2: Eat lightly. Pizza or pasta. Focus on carbs. You will need this to keep up your strength toward the end of the night. Avoid "heavy" foods like burgers.



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## CANDY! CANDY! CANDY!

Hartnell Rule #3: Choose an ideal candy bag. Pillow cases work the best. Shopping bags (from the GAP, Hollister, etc.) have weak handles. Plastic grocery bags are a joke. So are the cute little pumpkins. In fact, if you are over 10 years of age, you should NOT be carrying one of those around. Let the Cinderella-wannabe carry that. Remember: aerodynamics. Pillow sacks work the best. They are sturdy and can hold a LOT of candy. Besides, if confronted, a full pillow sack of candy can become a good self-defense weapon.



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## CANDY! CANDY! CANDY!

Hartnell Rule #4: Bring multiple bags. Isn't that why you have two hands? At some places you may be able to pull the "My little brother is sick and couldn't come out, so could I have a piece of candy for him?" (Try to hide the smile as you do so, but realize you will burn in Hell for that. In fact, there is a special place reserved in one of the rings of Dante's *Inferno* for sinners like you.) PLAN AHEAD! Establish a "drop off site" in case one bag becomes too full. Remember... bags found on the ground unguarded are fair game.



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## CANDY! CANDY! CANDY!

Hartnell Rule #5: Start early. Dr. Hartnell cannot emphasize this enough. Just because Beggar's Night "starts" at 6:00pm doesn't mean you can't start at 5:45pm. EVERY MINUTE COUNTS ... and it can mean the difference between a full-sized *Snickers* bar or those puffy, orange circus peanuts. (Please refer to *Rule #21* for additional "time strategies".) These extra 15 minutes can be used to hit up next-door neighbors before *really* beginning.



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## CANDY! CANDY! CANDY!

Hartnell Rule #6: Dress up. If you take the time to get a costume, then you should be allowed to Trick-or-Treat until the day you die. However, don't be a punk and show up at someone's door wearing jeans, a t-shirt, and a backwards baseball cap and claim you're dressed "as a teenager". Not clever. It's been done before. And Dr. Hartnell will chase you off his doorstep with a hatchet.



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## CANDY! CANDY! CANDY!



Hartnell Rule #7: In terms of a costume, make sure it's something you can move quickly in. Wear running shoes. Avoid high heels. Your costume doesn't have to be 100% authentic to get candy. Speed is of the essence!



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## CANDY! CANDY! CANDY!



Hartnell Rule #8: While fun to look at, glow sticks are pointless. They don't provide that much light and take up a hand that could otherwise be carrying another bag of candy. Unless you are a human moth, let 'em go man... let 'em go.



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## CANDY! CANDY! CANDY!

Hartnell Rule #9: Plot out the neighborhoods ahead of time and come up with a plan of attack. Analyze previous Halloween routes and learn from past mistakes. Remember what houses gave out good candy. When a new family moves into the neighborhood, greet them—and find out what kind of candy they'll be handing out. (So what if it's February when you meet them?) If they say something healthy, let 'em know you're watching them and that they just made a powerful enemy.



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# CANDY! CANDY! CANDY!

Hartnell Rule #10: If you spot a neighbor at a grocery store, glance into their cart and see what kind of candy they will be passing out. If there isn't any candy in the cart, quickly toss in a bag of your favorite brand when they look away.



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## CANDY! CANDY! CANDY!



Hartnell Rule #11: Bring multiple masks. This way, should you come across a house that's giving out full-sized candy bars, you can "visit" them several times. Make sure you are out of sight when you change the mask, and make sure the bottom half of your costume isn't overly recognizable so they don't catch on. Ever notice the distinct difference between the "King Size" Snickers bar and the "Fun Size" Snickers bar? (FYI... "Fun Size" should be the size of a sleeping bag!)



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## CANDY! CANDY! CANDY!

Hartnell Rule #12: Before you leave, there is nothing wrong with "padding" the bottom of your pillowcase with some of the candy that your parents will be passing out. Don't get greedy and take it all. (Your parents may be slow, but they're not stupid.) This will put you in the right mindset and prepare your wrists and forearms for the daunting task ahead.



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## CANDY! CANDY! CANDY!

Hartnell Rule #13: Do NOT agree to take along a younger sibling. If asked, pretend you didn't hear your parents and slip out of the door. The last thing you want during "crunch time" is to have your little brother dressed as Winnie the Pooh crying that his feet are tired. In this situation, it is time to test your brother's navigational skills. Point him in the direction of "home"... and say, "Walk!" Consider it "survival of the fittest". Besides, cops are always on the lookout for lost kids. He'll be home by Thanksgiving—or at least on the back of a milk carton.



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## CANDY! CANDY! CANDY!

Hartnell Rule #14: Travel in groups. (Dr. Hartnell refers to groups as "feeding packs" - it worked for the dinosaurs known as raptors.) This way, when you're all standing at the door, you might get an extra piece as the homeowner forgets who has received candy and who has not. Traveling in packs makes you virtually invincible when crossing the street since the average car can't hit everyone. (For this reason, stay in the middle.)



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## CANDY! CANDY! CANDY!

Hartnell Rule #15: DON'T WALK! Why do all the stretching and consume the proper diet if you are going to walk? In fact, if you prefer walking, perhaps it's time to consider retiring and hanging up the ol' mask... grandma.



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**135 LIVE!**





# CANDY! CANDY! CANDY!

Hartnell Rule #16: If someone in your group falls down, keep going. Do NOT wait for them. This is NOT the U.S. Marines... people *will* get left behind. Remember them, honor them.. but leave them sprawled out in somebody else's driveway.



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## CANDY! CANDY! CANDY!

Hartnell Rule #17: Some people "recommend" that you stay on the sidewalks and stay off people's lawns. This doesn't make sense to me. Last I checked, the shortest distance between two points is a straight line. So, when the owners aren't looking, treat their shrubs as hurdles and get over them as soon as you can. After receiving candy, wait for the door to close and then cut through their yard. Remember soldier, anything goes in these situations! (Feel free to hum the James Bond's theme song as you move.)



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## CANDY! CANDY! CANDY!



Hartnell Rule #18: Houses with NO porch lights on give off two very clear messages: (1) "Hi! I'm too cheap to spend \$15 on candy once a year!" and (2) "I sure hope someone eggs my house!" Don't bother with these homes. Don't bang on their door... what you yell reads very differently when read back to you in court by a judge...



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## CANDY! CANDY! CANDY!

Hartnell Rule #19: If your costume allows for your identity to be revealed, avoid the houses of parents that you know. These little stops can turn into discussions of next year's baseball team, what you did over the summer, what grade you're in, who you're dating, etc. This will cost you time and will have serious implications.



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## CANDY! CANDY! CANDY!



Hartnell Rule #20: Avoid wannabe-haunted houses in people's garages. They are fun, but it's too much work for one piece of candy. Besides, you'll end up being chased down the driveway by some loser in a blue jump suit screaming and brandishing a chain saw. Or you may die. And death will absolutely slow down your candy collecting abilities.



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## CANDY! CANDY! CANDY!

Hartnell Rule #21: Just because you are "supposed" to stop Trick-or-Treating at 8:00pm doesn't mean you can't show up 15 minutes after it ends. The worst that can happen is being told, "I'm sorry, I'm out of candy." In some cases, you might get a treat from their pantry ("pantry prize"!) or their own kid's stash. When combined with *Rule #5*, this strategy is known as Dr. Hartnell's "Rule of Fifteens". (CAUTION! Showing up at some random's house three hours "late" carrying a sack and wearing a *Scream* mask could get you shot.)



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# CANDY! CANDY! CANDY!

Hartnell Rule #22: Time = candy.  
MISSION OBJECTIVE: 1,000 or more pieces of candy. KEY TIP: Know your surrounding neighborhoods! By this, Dr. Hartnell doesn't mean safety (that's overrated). Instead, he means know when each city's Beggar's Night begins and ends. The clock can be your friend.

*Continued...*



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## CANDY! CANDY! CANDY!

For example, let's say you live in "Town A". Your Beggar's Night runs from 6-8:00pm. If you did your homework, you should notice that one neighboring town ("Town B") has set their Beggar's Night from 5-7:00pm. The other neighboring town ("Town C") has set their Beggar's Night from 7-9:00pm. Well, how about that?! Put "Town A" with "Town B" and "Town C" and it looks like *your* Beggar's Night now runs from 5:00pm until 9:00pm. You've just gained TWO whole hours! (And if you have the good fortune to go to trick-or-treating on several *different* nights... jack pot!)



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# CANDY! CANDY! CANDY!

There are two various plans of attack here. Please follow along carefully and select the one most up to your "ability level".



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## CANDY! CANDY! CANDY!

PLAN A ("Rookie"): This is for those who wish to remain local and hit up just their hometown. No more than 20 seconds per house. That's roughly three houses per minute. That's 180 houses per hour. With 2.5 hours (remember... start 15 minutes early and end 15 minutes late) in an average Beggar's Night, that's 450 houses. With an average of 1.382 and 2.135 pieces of candy per house (depending upon size), you should be able to score between 621.9 and 960.75 pieces of candy - in which case your "Candy Per Minute" (or "CPM") average is between 10.365 and 16.0125 CPM). That's respectable, but not to the ranks of a true champion.



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## CANDY! CANDY! CANDY!



**PLAN B** ("*Professional*"): This is for the able-bodied and most determined Trick-or-Treaters only. Understand, traveling to additional towns is a lot of extra work... but trust Dr. Hartnell, the pay-off is beautiful. Most of the same "time" rules from above apply. No more than 20 seconds per house. That's roughly three houses per minute. That's 180 houses per hour. You might lose some time in between towns if they are spaced out a bit, so factor in a half hour of "travel time". (However, done properly, this shouldn't be a factor if you follow Dr. Hartnell's "*Rule of Fifteens*", as mentioned in Plan A and Rule #21.) Travel time subtracted, you are staring at a good four hours of collecting. That's approximately 720 houses in an average Beggar's Night. With an average of 1.382 and 2.135 pieces of candy per house (depending upon size), you should be able to score between 995.04 and 1,537.2 pieces of candy (or between 16.584 and 25.62 CPM). Congrats! You have reached the Mission Objective! Your riches are plentiful!



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## CANDY! CANDY! CANDY!

Hartnell Rule #23: People who resort to leaving a bowl of candy on their porch with a sign that says, "Please Take One" are just asking for it. Dr. Hartnell's definition of "Please Take One" is... "Please Take One Bowl". In so doing, you have also upped your "CPM" average. However, be aware that sometimes "Please Take One" is a trap. Check your surroundings! If the bowl is sitting on the lap of a scarecrow, rest assured it's a real person. If the bowl is next to a large shrub, be ready for someone to jump out. Should this happen, take it all... the candy and the bowl.



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## CANDY! CANDY! CANDY!

Hartnell Rule #24: Train your ears to pick up on the sound of candy hitting the ground. *Now&Later*s, *Mr. Goodbars*, and packs of *Skittles* all sound differently hitting pavement vs. hitting front yards. In addition, listen for the sounds of kids face-planting when they step on their oversized costumes and bite it like *Bambi* on ice. Again, train your ears to know the sound of taller vs. shorter kids hitting the ground. Some of these kids are fighters - they'll latch on to your leg like a rottweiler (but lose their grip by the sixth house you drag them to).



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# CANDY! CANDY! CANDY!

Hartnell Rule #25: With this newly honed skill, a spilled bag of candy or a downed child will be "music to your ears". Contrary to popular belief, it is NOT "legal" (or "proper") to voluntarily or forcefully knock down a fellow Trick-or-Treater and steal their bag. This violates *Section IV, Paragraph 19, Line 8* of the Geneva Convention outlawing the use of such pre-emptive strikes. Now, should the owner drop or spill their bag through an act of "self-carelessness or unforeseen misstep" (*Section IV, Paragraph 20, Line 1*), then that bag is fair game.



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## CANDY! CANDY! CANDY!

Hartnell Rule #26: The following items are worthless and can ruin Beggar's Night:

- (a) Pennies or nickels.
- (b) Giant popcorn balls.
- (c) Apples.
- (d) Tooth Brushes.
- (e) Those orange and black wrapped peanut butter things.
- (f) Box of raisins.
- (g) Single stick of gum.
- (h) Granola bars.
- (i) Bit-o-Honey.



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# CANDY! CANDY! CANDY!

Hartnell Rule #27: Don't be tempted to eat the candy as you collect it (eat your friend's candy)! Rookie mistake! You don't need to power up, you're running on pure adrenaline by this time of the night (well, that or the Red Bull with a 5-Hour Energy chaser you did before leaving the house). When you get home, empty your contents on the kitchen table and begin sorting, putting chocolates with chocolates, suckers with suckers, etc. CAUTION! Parents target the big candy bars and often work in PAIRS!



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## CANDY! CANDY! CANDY!

Hartnell Rule #28: Buy your parents off by giving them a "peace offering" of some candy of YOUR choosing (or something they're allergic to). Choose wisely! All it takes is for one *Atomic Sour Warhead* to melt off their face and they'll lose interest in "today's candy". Also, the whole "I'm checking for razor blades in your candy" routine is a crock. Trust me, if you find a razor blade sticking out the front of a Snicker's bar, guess what? The kid with the razor blade candy bar gets all the other kids' candy. "Back up, Ponyboy!"



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## CANDY! CANDY! CANDY!



Hartnell Rule #29: Barter candy with siblings. The younger ones often base decisions upon *numbers* and not *quality*. Therefore, offer three pieces of *Laffy Taffy* for two *Snickers Bars*, informing them that, "*Three is more than two.*" (Yes, your overall count will go down, but you will have better stuff.) Just don't let your parents catch you!



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## CANDY! CANDY! CANDY!

Hartnell Rule #30: Finally, hide your hard-earned candy! Every parent is going to look under your bed, so DON'T put it there! Divide the candy into several stashes and store in various locations throughout the house (or at school). Parents go on the prowl when you're at school! Another option is to use a decoy bag full of the candy you don't like. Leave this bag out so your parents think they've won. Savor your victory! Besides, who doesn't like a bat-shaped sucker in February?

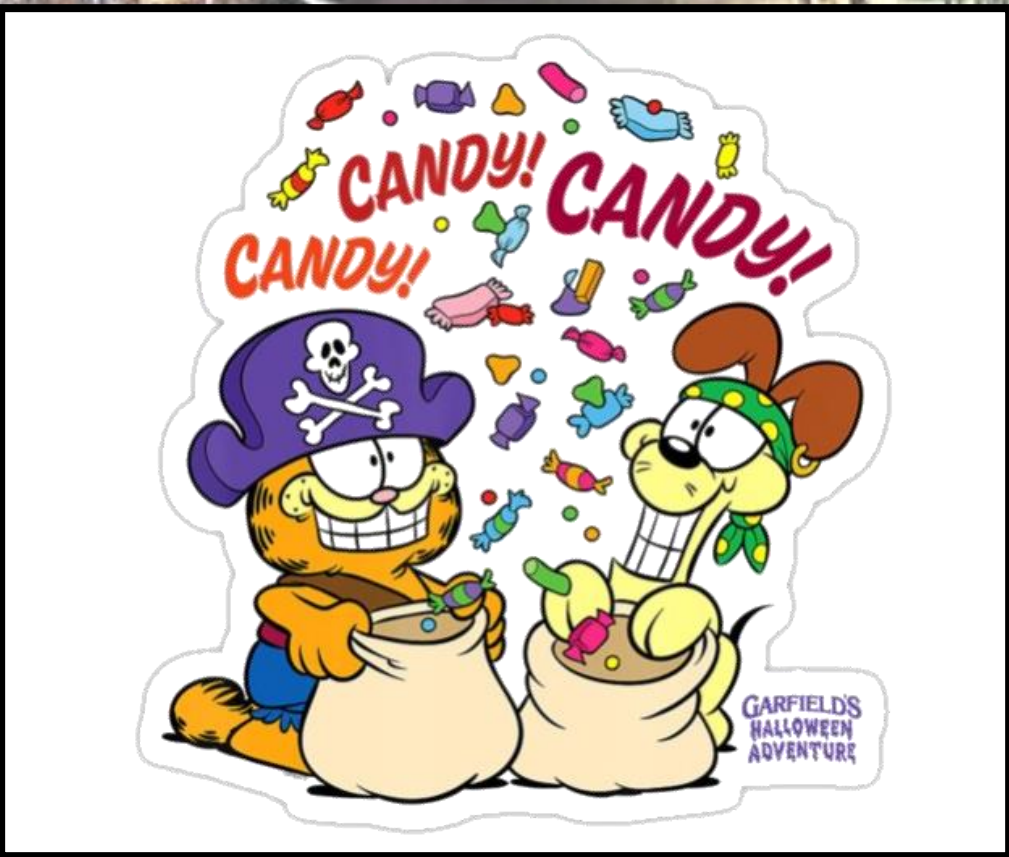


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**CANDY! CANDY! CANDY!**



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A large orange rectangular panel with a white border. At the top and bottom of the panel are decorative borders consisting of a row of seven carved jack-o'-lantern faces. The faces have various expressions, including grins and menacing looks.

And now...

# How to Survive a Horror Movie





## SURVIVING HORROR MOVIES:

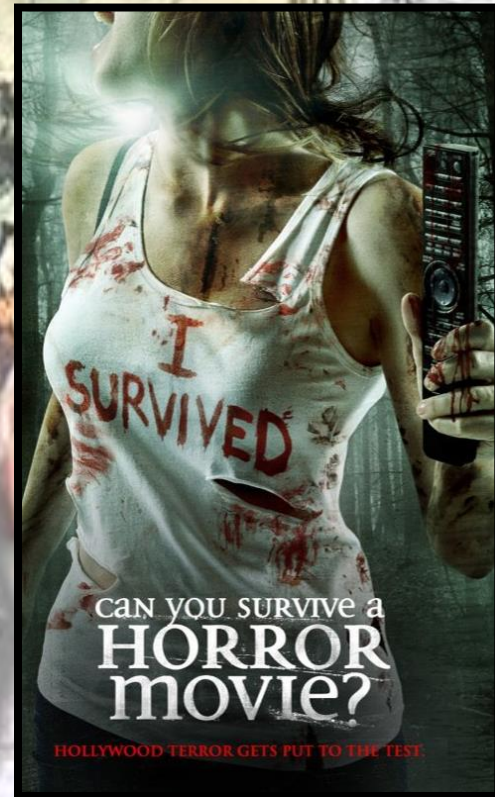
In the movie *Scream*, a character named Randy Meeks is the local “expert” on horror movies. Toward the end of the film, he offers his friends “rules” on how to survive. While Randy provides only three survival rules, Dr. Hartnell has compiled a much more comprehensive list...





## SURVIVING HORROR MOVIES:

Hartnell Rule #1: When you think you've killed the monster, NEVER check to see if it's "really" dead. And no, you don't really need to pull off its mask. So find whatever it is you killed the monster with, and FINISH IT OFF. Don't shoot it once, drop the gun, and walk away! NEVER sit down next to the thing and cry sobs of relief. When you are convinced it's finally dead is when you are in the most danger.



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## SURVIVING HORROR MOVIES:



Hartnell Rule #2: If someone in your group is too scared to shoot when the monster is bearing down on you, grab the gun, and shoot the monster yourself. Then shoot your friend. They were dead weight AND will keep you from making it to the sequel.

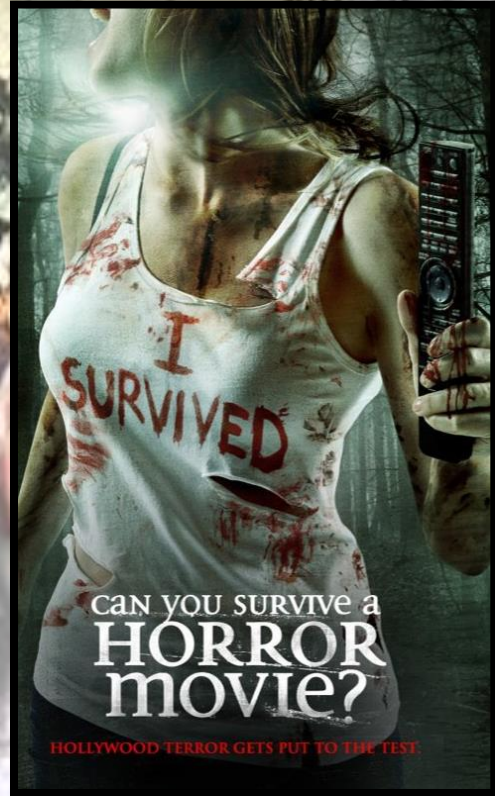




## SURVIVING HORROR MOVIES:



Hartnell Rule #3: NEVER read aloud a book of "demon summoning"... even as a joke. And, as a general rule of thumb, don't solve puzzles that open portals to Hell.

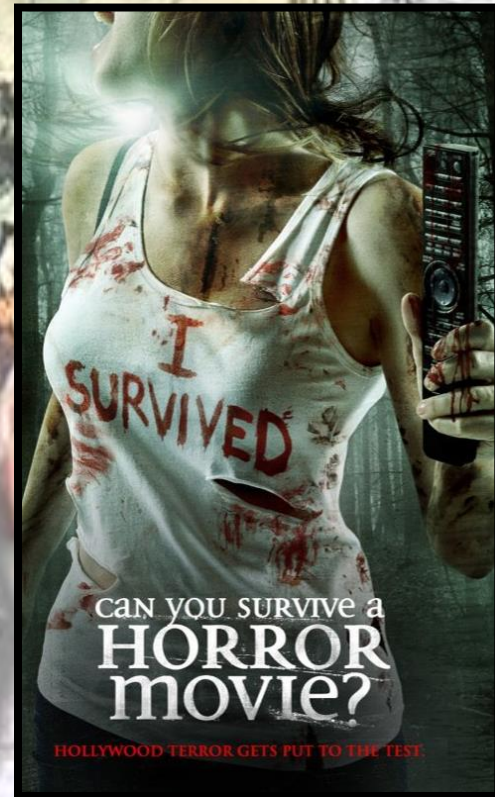


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## SURVIVING HORROR MOVIES:

Hartnell Rule #4: When you're searching a house because you think there's something there... turn the lights on! Never search a dark basement when you hear a loud noise. If it appears as though your power's out, stop your search. Don't go get a flashlight. Leave. Leave now.



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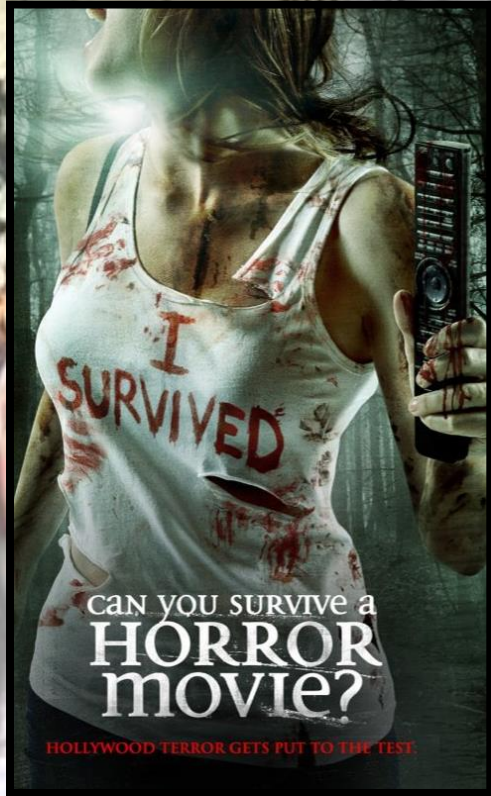




## SURVIVING HORROR MOVIES:



Hartnell Rule #5: When you have the benefit of numbers, NEVER "pair off" or "go it alone". In fact, shoot whomever suggests doing this – they will get all of you killed.

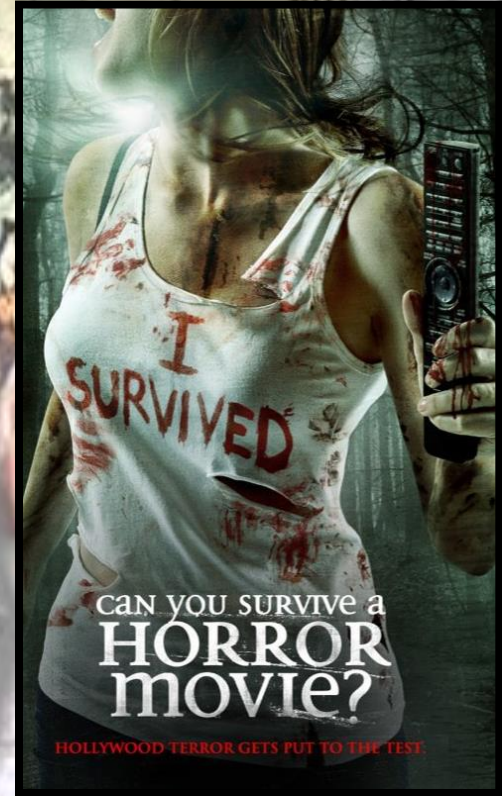


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## SURVIVING HORROR MOVIES:

Hartnell Rule #6: When you greet your child in the morning, if they speak to you in Latin or a language they should not know - or if they speak to you using a voice which is other than their own - drown them in their cereal. It will save you a lot of grief in the long run.

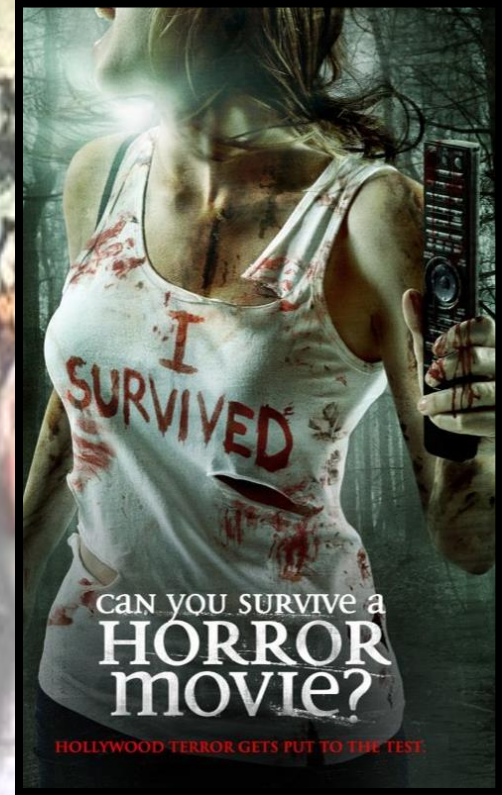




## SURVIVING HORROR MOVIES:



Hartnell Rule #7: If you're searching for something that caused a noise and find out it's "just the cat", leave the room immediately.. it's NEVER "just the cat".





## SURVIVING HORROR MOVIES:



Hartnell Rule #8: If your appliances start operating by themselves, it's time for new appliances.



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## SURVIVING HORROR MOVIES:

Hartnell Rule #9: If you open a door and the room you see is not the room that SHOULD be there, do NOT explore it. In fact, even if you close the door and see the correct room after re-opening it, vacate the house. Even Property Brothers would advise against staying.



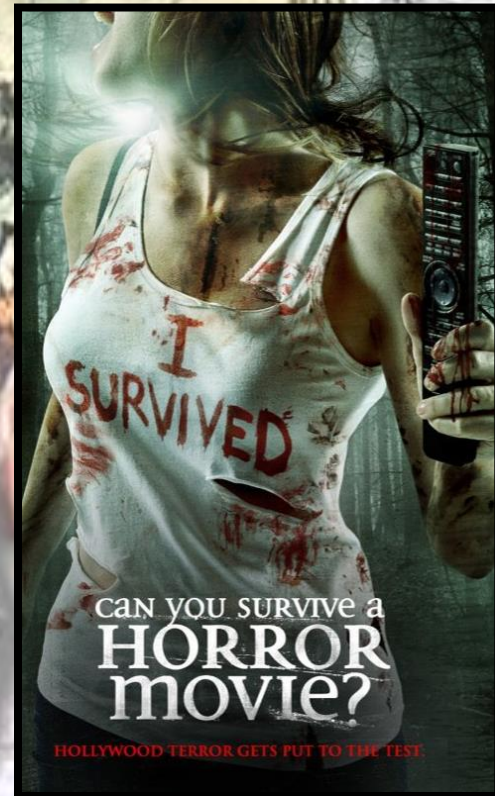
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## SURVIVING HORROR MOVIES:

Hartnell Rule #10: If you're running from a monster, you will fall twice, more so if you're a female. Also remember that despite the fact you are **SPRINTING** and the monster is merely **STUMBLING** along, it's still moving fast enough to catch up with you, usually when you stop near a big tree. But, remember Dr. Hartnell's philosophy... "I don't have to outrun the monster. I only have to outrun you."



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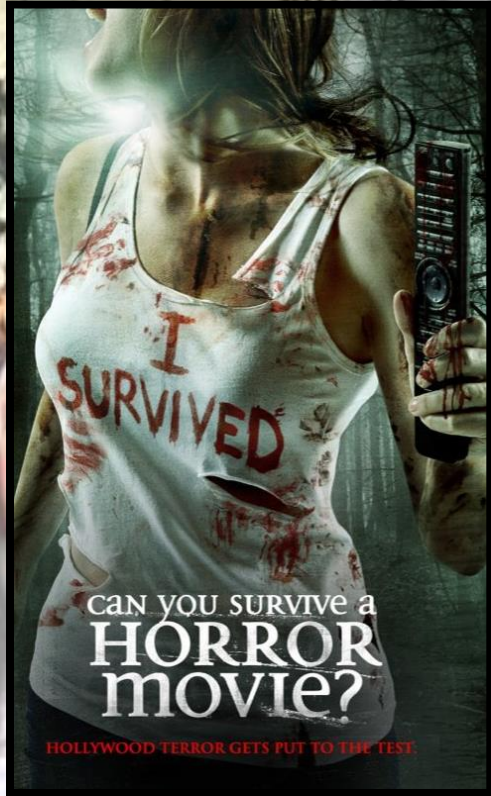




# SURVIVING HORROR MOVIES:



*Hartnell Rule #11:* Never say, "I think we lost him!". Guess what? He's standing behind you...

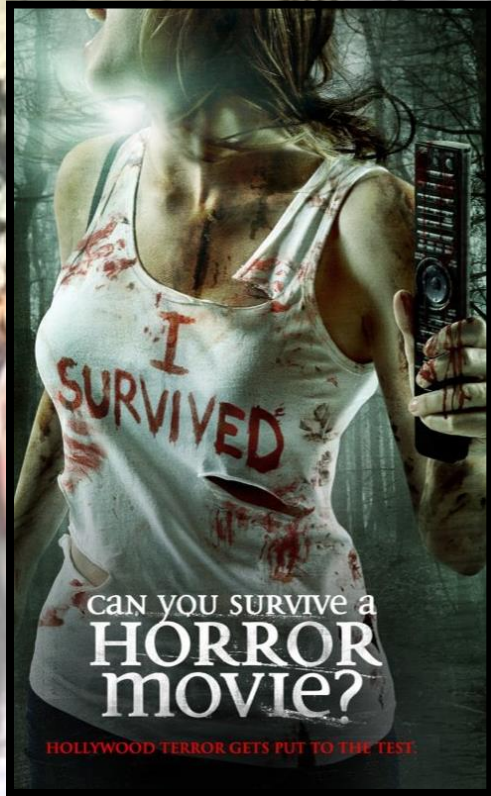


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## SURVIVING HORROR MOVIES:

Hartnell Rule #12: Don't waste your time asking, "Who's there?". You don't really want to know. In fact, if you EVER sense something or someone is standing behind you, don't bother turning around to check. Just run.



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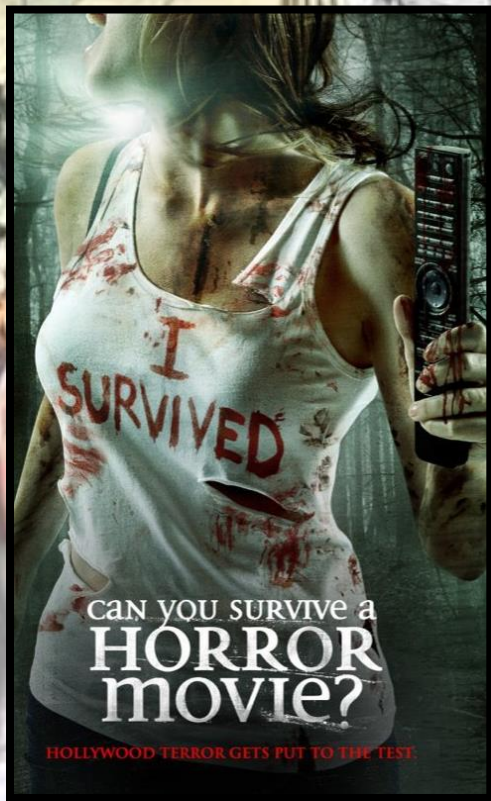




## SURVIVING HORROR MOVIES:



Hartnell Rule #13: If the macho guy in your group (you know, the one in the varsity coat) says, "I'll get him!" and charges off to fight the monster... let him! Consider yourself lucky. While the beast is tossing his body around like a wet rag, you'll have extra time to flee.



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## SURVIVING HORROR MOVIES:



Hartnell Rule #14: Never keep all of your knives in those wooden block thingies.

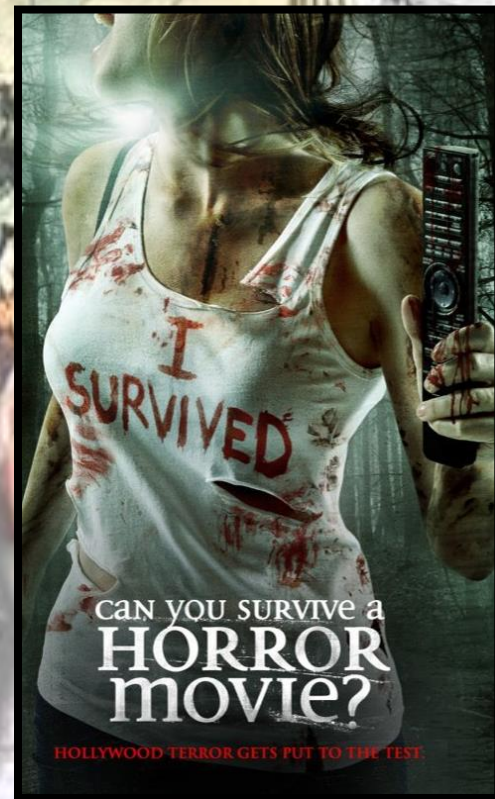


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## SURVIVING HORROR MOVIES:

Hartnell Rule #15: If you're searching for Dracula because you want to kill him, DON'T go at night. A half hour until sundown? Nope. No need to "rush it". Go get a bite to eat, get a good night's sleep, and then go after him around noon. He sleeps during the DAY.



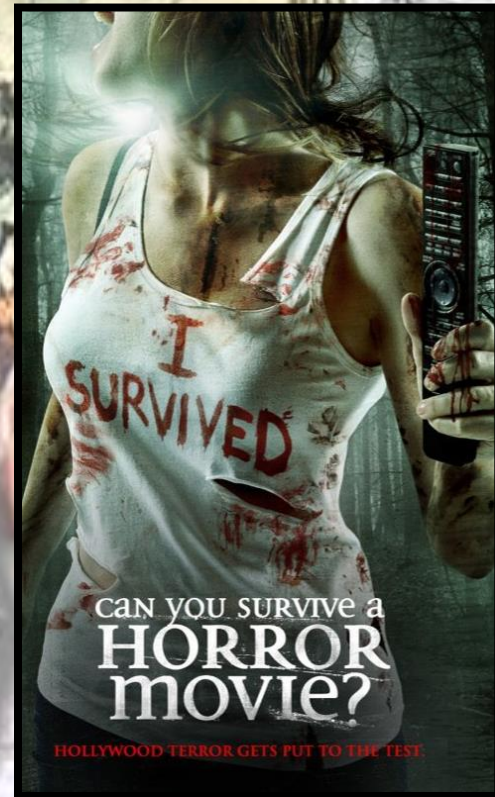
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## SURVIVING HORROR MOVIES:

Hartnell Rule #16: Never back out of one room into another without first looking. It's ALWAYS behind you. If you're looking in a bathroom mirror and bend down to wash your face, the minute you look back up, you're going to see it in the mirror.



Dr. Hartnell's  
**135 LIVE!**

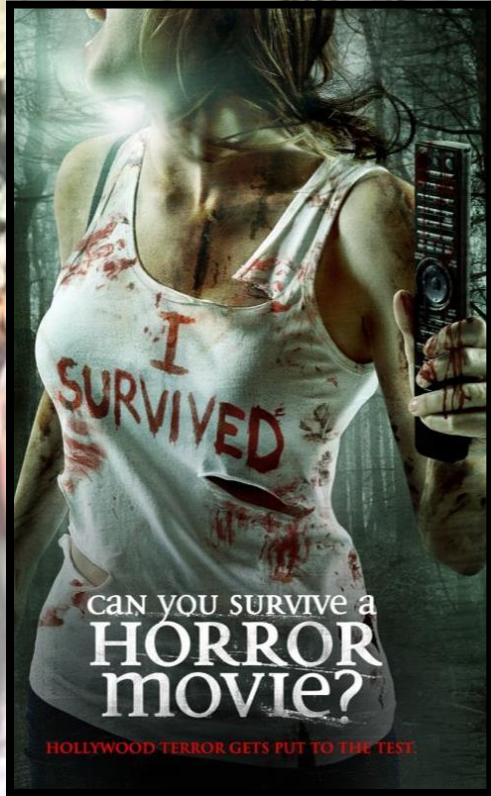




## SURVIVING HORROR MOVIES:



*Hartnell Rule #17:* Never babysit... ever. But, if you choose to do so, NEVER answer the phone. Just get out of there and leave the kids for dead. After all, they're not your kids.

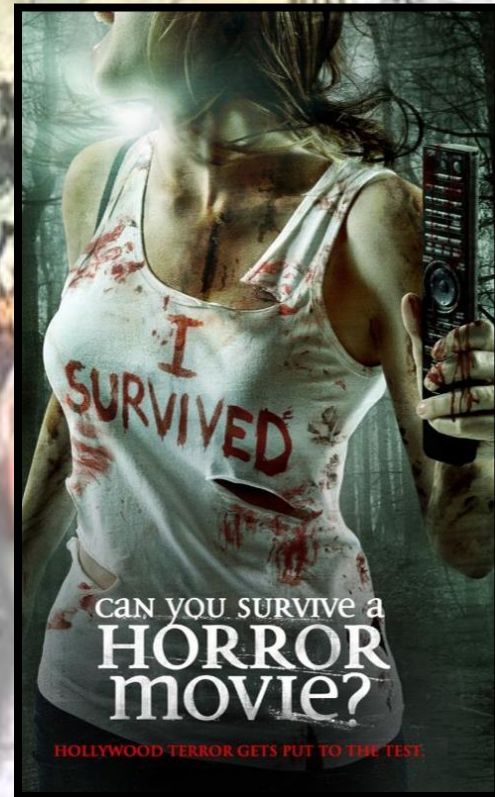


**Dr. Hartnell's**  
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## SURVIVING HORROR MOVIES:

Hartnell Rule #18: If you see your boyfriend/girlfriend and they're wearing a mask, not talking, conspicuously hiding their face, draped in a bed sheet with a set of glasses askew on their face, and not responding to your pleas of "Cut it out!"... it's NOT them. (Your boyfriend left the room at 5'8" and 135 lbs; he came back at 6'4" and 245 lbs. Quick math should tell you, that ain't him..)



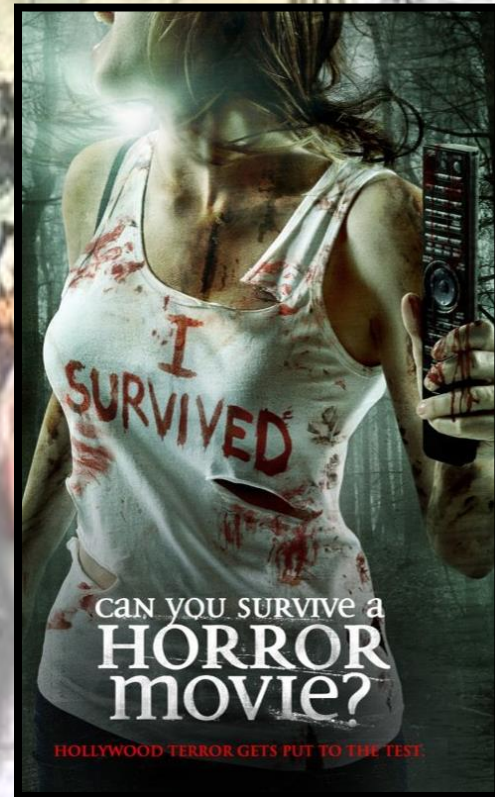
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## SURVIVING HORROR MOVIES:

Hartnell Rule #19: If someone tells you to NOT do something (such as DON'T fall asleep, DON'T watch this video, DON'T look for the homicidal-chainsaw-wielding-psychopath by yourself)... listen to them, especially if they're old, missing an arm/leg/hand/eye, and have scars on their face.



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## SURVIVING HORROR MOVIES:



Hartnell Rule #20: NEVER go back for anything (or anyone) you lost, anywhere. Ever. Lost your wallet? Lost your wife? Bummer.



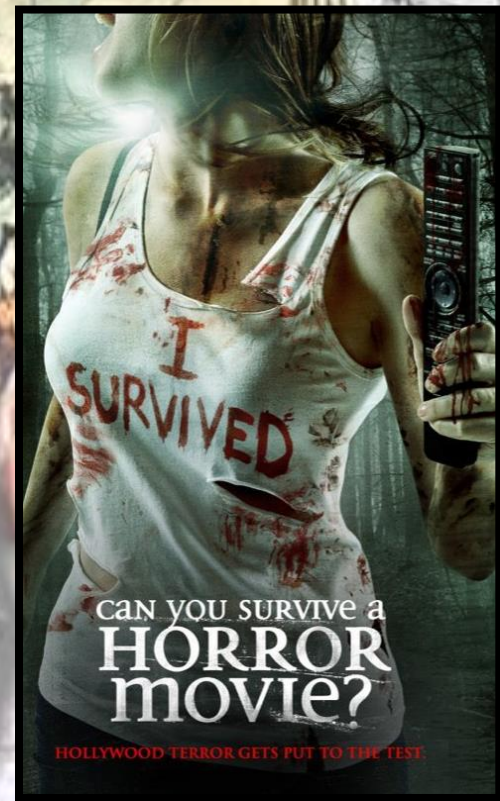
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# SURVIVING HORROR MOVIES:

Hartnell Rule #21: If young girls in your neighborhood sing songs about boogeyman while jumping rope, either (a) take their rope or (b) move.



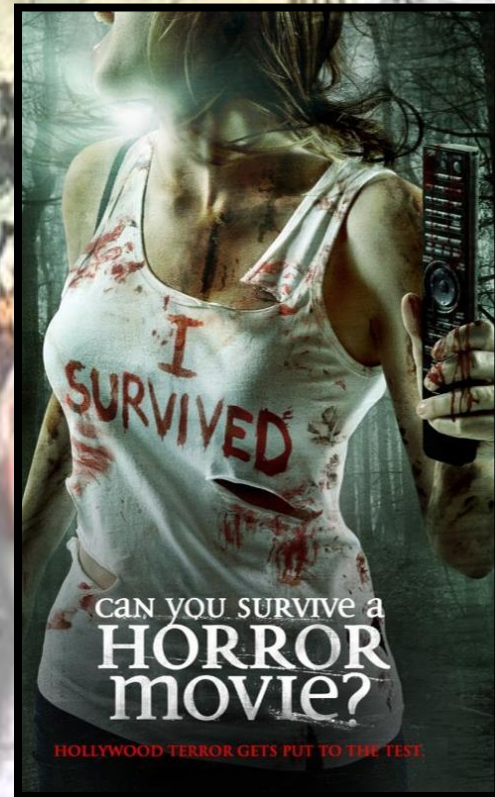
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## SURVIVING HORROR MOVIES:

Hartnell Rule #22: If the life-size toy you bought your kid (a) walks on its own, (b) talks without you turning it on or pulling the string, or (c) kills a member of your family... set fire to it. Then buy your kid some dominos.



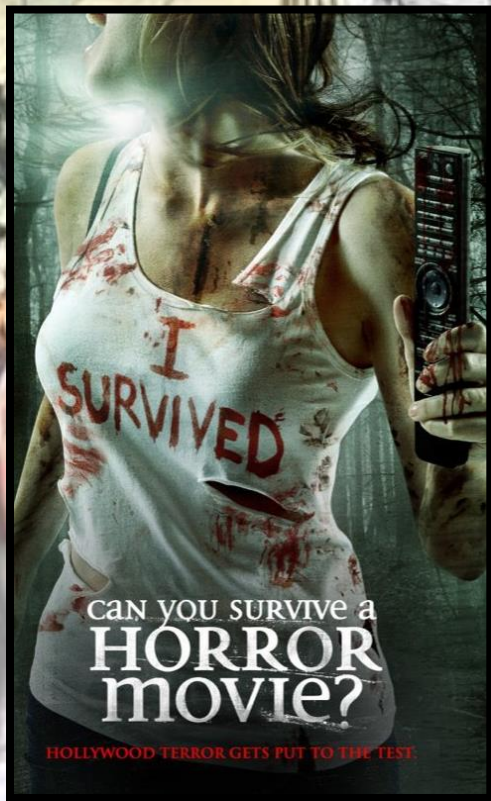
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## SURVIVING HORROR MOVIES:

Hartnell Rule #23: If a creepy, long-haired, elementary-aged school girl keeps crawling out of your TV set, (a) stop watching whatever keeps summoning her from the dead and (b) return the TV to Best Buy.

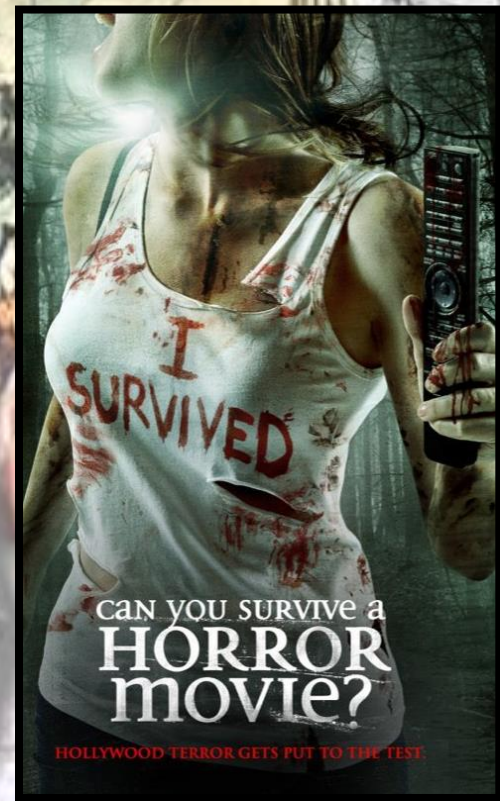


**Dr. Hartnell's**  
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## SURVIVING HORROR MOVIES:

Hartnell Rule #24: If a friend of yours (standing next to you) randomly turns into something else, and then switches right back, it's time for a new friend.



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**135 LIVE!**



## SURVIVING HORROR MOVIES:

Hartnell Rule #25: If you do any of the following, you will die. In fact, doing any of these almost magically summons the killer:

- A. Get naked and/or "boom-boom".
- B. Smoke pot, get high, do drugs.
- C. Drink.
- D. Say, "I'll be right back" when leaving a room.



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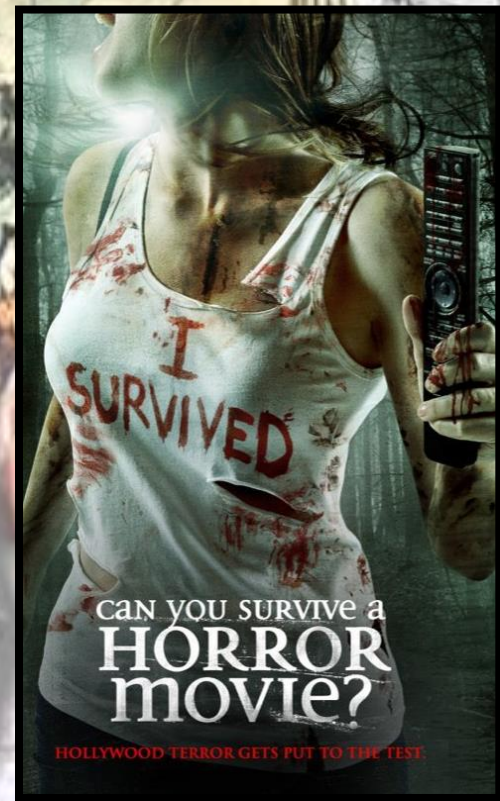




## SURVIVING HORROR MOVIES:



Hartnell Rule #26: Why are you running UP the stairs? Where do you think you're going? Because we all know you're going to do so well... on the roof.



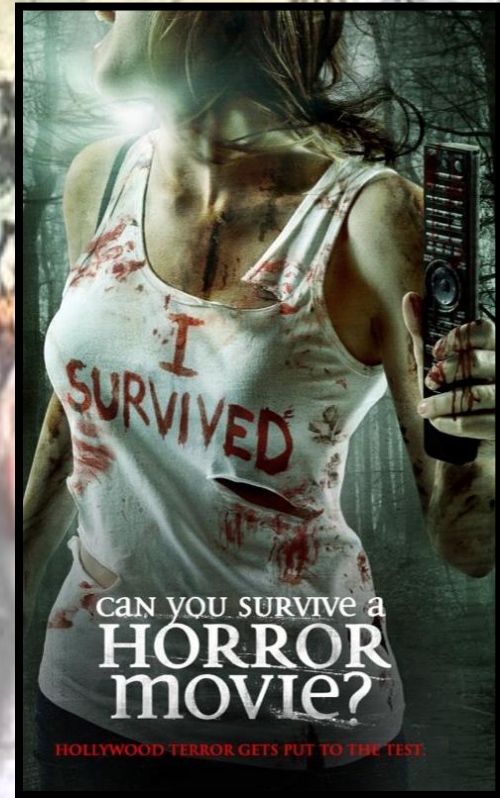
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## SURVIVING HORROR MOVIES:



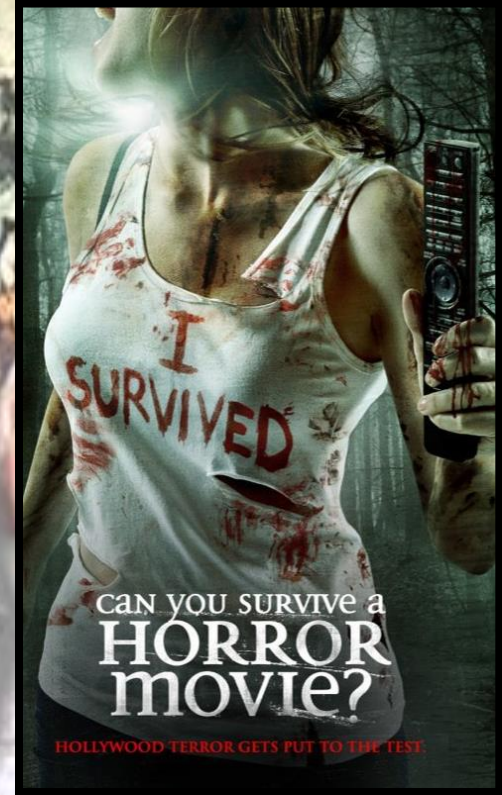
Hartnell Rule #27: If you're fleeing from a killer or supernatural being and you see a cop car, run right by it. There are three things that can happen... and none are good. (1) The cop is already dead. (2) The cop will end up dead as he tries to help you. (3) The supernatural being has assumed the form of a cop and will kill you.





## SURVIVING HORROR MOVIES:

Hartnell Rule #28: If on a stormy night you find a window open which you thought was previously closed, don't close it. It may be your only way out when whatever has come in through it is chasing you.



Dr. Hartnell's  
**135 LIVE!**







## SURVIVING HORROR MOVIES:



Hartnell Rule #29: Don't be friends with the scientist. They always want to study "it", or take "it" back to the corporate masters, or learn from "it"... all at the expense of your life.

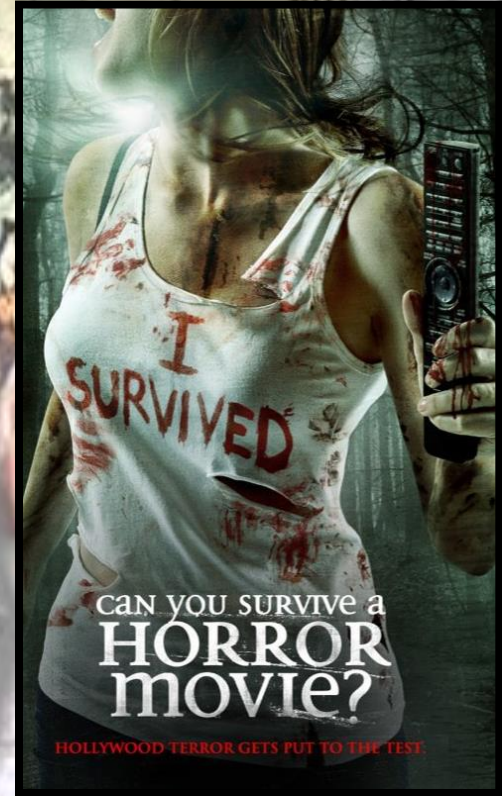


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## SURVIVING HORROR MOVIES:

Hartnell Rule #30: Don't wait until you NEED the gun before you check to see if it's loaded! Should you have one bullet left, you will ALWAYS miss. If you actually have ammunition, whatever you just shot will get up no fewer than three times. Keep shooting! (And to revisit Rule #1, don't check to see if it's "really dead"!)



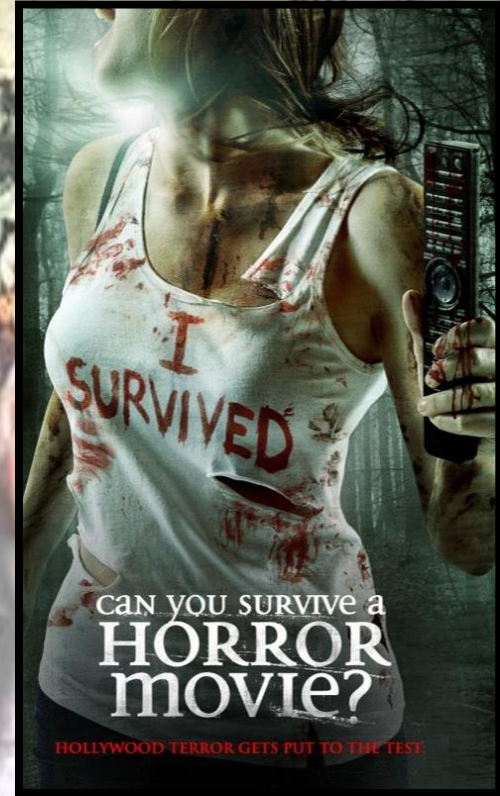
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## SURVIVING HORROR MOVIES:

Follow these rules...  
and we'll see you in  
the sequel (well,  
until you're killed  
off in the scene  
before the opening  
credits).



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## SURVIVING HORROR MOVIES:

What's your favorite scary movie?

