

Mount Dandenong Region

Date: 31st July & 1st Aug 2010

Time: 8:30 am Sat to 3:00pm Sun

The Fantastic Race 10



Highlights

- ◆ To have Fun
- ◆ Perhaps get some badge work signed off, it is a **Patrol Activity**
- ◆ Meet other Scouts
- ◆ And may be part of the winning team and have the glory



The Scout Association of Australia
Incorporated by Royal Charter

The Fantastic race is a **Patrol Activity** that will require you to travel around via public transport and foot power, use the grey matter between your ears, yes that is thinking and I know it hurts, to complete challenges and find information and clues that you will use to complete the "Password" that will give you access to your next destination and challenges.

Commencing at the **Heathmont Railway Station Car Park at 8:00am on Saturday, (Melways map 50 A12)**, you will venture out as Patrols traveling primarily by train and foot to a series of destinations at which you will be required to complete a challenge, answer some questions or solve a puzzle in order to complete the password to get your next instructions.

The Fantastic Race runs over Saturday and Sunday with all scouts returning to be billeted in scout halls around Heathmont, Ringwood East and Bayswater stations on Saturday night for a Pizza Dinner and Movies.

You will be provided a Breakfast on Sunday morning before venturing out again for more fun. **The fantastic Race finishes up at the Scout Hall in H. E Parker Reserve (Melways map 64 C2) on Sunday with pick up at 3.00pm.**

The Cost has been held at **\$10.00 per scout** (the same as previous years) to cover **Dinner and Breakfast, Prizes and running costs**, you will also need to purchase a Zone 2 MET ticket for each day and each patrol must have a mobile phone which is used to check in with base and for emergency use (**DO NOT FORGET YOUR PHONE CHARGER TO RE-CHARGE THE PHONE OVER NIGHT**). You will need to bring Sleeping Gear for Saturday night, pocket money for lunch and snacks or separate food, Dilly Bag and a sense of adventure and fun!!!

HEALTH FORMS ARE REQUIRED!!!! These need to be with your Patrol Leader and held by them at all times.

Heathmont Railway Station Car Park will be manned and ready to receive Fantastic race Participants at **7:00am** on Saturday morning. **Please come early if you can** as we are looking to send Patrols out from about 8:10am so that they can be ready to start at their first activity/INTERNET Café at 9:00am.

We will require assistance from Parents / Leaders to transport Scouts Sleeping Gear to the halls for Saturday Night once the race is underway, (at about 9:00am on Saturday), as well as Parents / Leaders to transport Scouts Sleeping Gear back to H.E Parker Reserve for storage until pick up time, (at about 8:30am Sunday morning).

Contact person: **Andrew Thomson**
Or **Ian Lancaster**

0409 956 422
0413 026 494

Internet: www.emeraldscouts.org.au
email: emerald.thomson@bigpond.com

The Fantastic Race 10

Pre-Registration for the event is essential so we can be prepared for the number we are expecting, we can only accommodate **38 Patrols (approx 230 scouts)**, so please complete the form below and return it **as soon as possible** to let us know if you are coming. We can join smaller patrols together to make teams if required. **Pre registration by Friday 23rd July 2010.**

Late arrival and early departure. If a Scout is arriving after the event starts or is leaving before the end of the event the scout **MUST** report to the **CONTROL CENTRE at Heathmont Scout Centre 117 Heathmont Road Heathmont**. For late arrival please come to Heathmont, you will be advised where to meet your Patrol. If a scout is leaving early the parent or guardian collecting the scout **MUST** contact the **CONTROL CENTRE** at Heathmont to be advised where they may collect the Scout, this will likely be one of the Internet cafes located around the event, Scouts are not to leave the event without advising the CONTROL CENTRE at Heathmont.

Tear off and return to Register with payment to: A. Thomson, 4 Nolan Road, Emerald 3782

Scout Troop: _____

Patrol Name: _____

Patrol Leader Name: _____

PL Contact Details Mobile Ph: _____ (This will be the primary mobile number for the game)

E-mail: _____ (This will allow confirmation of registration and provision of information to PL)

Patrol Members names:

_____	_____
_____	_____
_____	_____
_____	_____

Payment for ____scouts = \$_____ (Cheques payable “**Sherbrooke Forest District Mindari**”)

Special comments, requirements, scouts leaving early or joining late, or diet needs.