



# GUIDELINES FOR PATROL LEADERS

Welcome to The Fantastic Race for 2023. Please take your time to read the following instructions. They are important if you wish to do well in the Fantastic Race and also for your Patrol's safety. Please read these instructions to your patrol BEFORE you read your first clue and start the race.

## GOOD LUCK AND WE WILL SEE YOU AT THE END!

1. Patrols must **STAY TOGETHER AT ALL TIMES**. If all of your patrol cannot safely get on a tram, bus or train wait for the next one. **ALL Patrol members must wear their Scout scarves and The Fantastic Race buff throughout the day. Buffs will be issued at registration on Saturday morning.**
2. When traveling on public transport obey all rules (ie. no feet on seats, no bad language, give up seats to older people etc). **Remember at all times you are representing your Unit and Scouting in general.**
3. Obey all road rules when crossing roads, use traffic lights where possible. The safety of you and your Patrol is your number one priority.
4. Ensure that you tap on and off with your myki card as required when using public transport.
3. Under no circumstances try to get on a moving train or tram. Don't run to catch trains or trams. If any Patrol members become separated from rest of the Patrol at a train station or tram/bus stop, go back and find them or contact a leader.
4. Public toilets - always go to public toilets in pairs - never on your own.
5. Leaders will be at various locations handing out codes for your next clue. If you are unsure of the clues, ask the leader. You don't want to take your Patrol to the wrong location. If you get lost at any stage, phone one of the leaders listed below who will clarify things for you and get you back on track. There are leaders driving around who can come to your location and help out if necessary.
6. Leaders will be wearing bright (we mean really bright!) yellow or orange beanies to help you identify them.
7. Heading for home - At 4pm wherever you are on The Fantastic Race course you must finish up and head for the overnight location. You will receive a text message at 4pm with the final code to direct you to the overnight location.
8. Points will be awarded during the day by leaders and tallied on Saturday night to decide on the winning Patrol. The winning Patrol is the Patrol that receives the most points, not necessarily the Patrol that gets to the end first. However, the quicker you make it around the course, the more activities you can complete and the more points you'll get.
9. **Each Patrol Leader must carry a mobile phone. Please ensure that it is charged and has credit to allow you to make and receive phone calls as well as data access to view basic web pages and Google Maps. You will be asked to confirm your phone number at registration on Saturday morning. Also ensure it is not on 'silent' mode at anytime during the day - that way you will hear when we call! You must also have a second back-up phone (your APL or another Patrol member).**



10. Please take note of your Patrol Number on the top of this page, this is your race Patrol Number. You will need to tell this to the leaders at each location.
11. Each time you enter a code into the website ensure the clue you receive has YOUR Patrol Number at the top, if it doesn't, ask the leader that gave it to you to confirm you have the correct code.
12. We have a number of First Aid trained leaders around the course. If you need First Aid at an activity the leaders there will assist you; if you are out on the course please contact one of the leaders listed below for First Aid assistance. If an incident occurs please call us immediately - in an emergency call 000.

## CHECK IN PROCEDURE:

Check in opens 15 minutes before YOUR allocated departure time.

To check in on race day you need the following:

- Your own mobile number
- Mobile number of your Patrol's back-up phone
- Patrol name, Unit, number of Scouts in your Patrol
- PATROL LEADER **ONLY** AT THE CHECK IN AREA - no leaders/adults required

Everyone needs to drop off their overnight bags at the truck as they arrive, these will be transported to the overnight location.

## CODES AND CLUES:

Once you have checked in you will receive your first code. At your allocated start time you will receive a text message with a link to the clue website. Enter the code into the website and you'll get your first clue.

Each clue includes a Google Maps link to show you where you need to get too. It's up to you and your Patrol to find the fastest route to that location using public transport (read our helpful factsheet for tips on using Google Maps to find public transport routes). Read the clue carefully as it may include important instructions.

Don't delete the text message with the link to the code website, you'll need this website throughout the day.

## PHONE NUMBERS OF LEADERS



**REMEMBER SAFETY FIRST - AND HAVE FUN!**