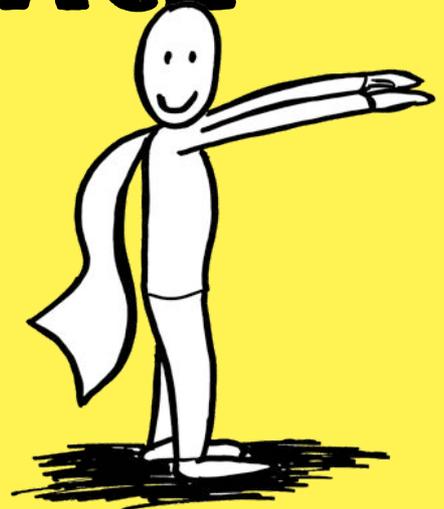


Let's Fun.



**THE BUCKS  
AMAZING RACE**

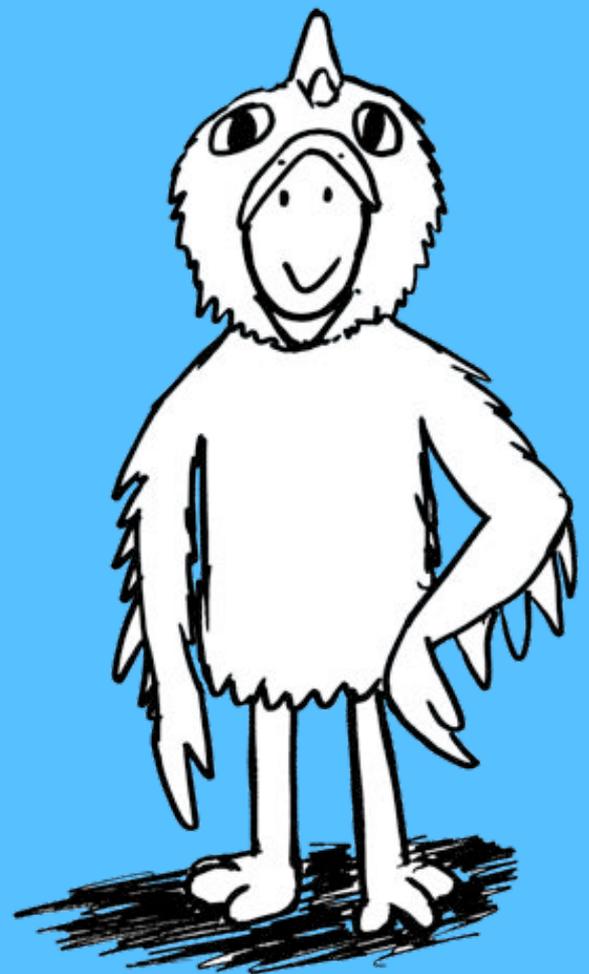


# WHO ARE THE MASTERS OF FUN?

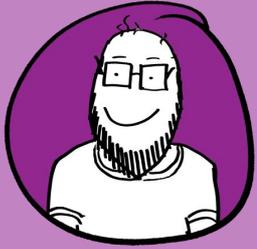
Let's go! Let's get outside; let's strip back our macho facade and not endure another awkward night at the strip club. Let's make the getting married more fun and then it might not seem so...hard. Let's sneak fun in the back door and let everyone remember how much fun it is to have him around.

Maybe then we'll sneak fun into the wedding and your relationship. For one day, one hour, let's drop our guard and pick up our fun. Let's let out that inner child. Let's go.

**Let's Fun.**



# WORD ON THE STREET.



"SO much fun! Love that the winning team is not based purely on who finishes the race first, it keeps you guessing & strategizing all the way to the end! Loved it!"

James Jensen



"Just the right mix of challenges and the competitive nature was fueled sufficiently."

Daivd Reep

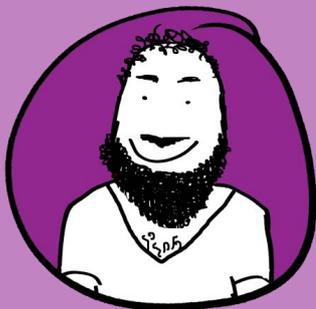


"We had an absolute ball on the weekend. It's such a great concept and so glad that we could do it. We will definitely be back to do another race soon. I have to defend my title!"

Adam Bennett

"I just wanted to say a massive thank you! Everyone had an amazing time and thoroughly enjoyed the day! I had a brilliant time with my mates so thanks again!!"

John Tully



I can honestly say that the feedback from the 26 blokes who completed the challenge was nothing but positive. The competitive nature of the boys was certainly on show & they were raving about it for the next couple of days. For me it was a great way to start the day before we hit the clubs in the evening.

An original idea & very well organised. Well done & thanks again for a great day!!

Chris White



# THE GAME.

Our **Amazing Challenge** is an exciting **2.5-3hr** interactive game through the CBD, parklands and foreshore. If you are a big fan of the "Amazing Race" and have a competitive streak then you'll **love** this! This is a chance to get your friends off the couch and put them in the race.

The game begins with an exciting opening ceremony where participants will meet their charismatic race host (a professional actor). Teams will receive their all-important race kits and compete in our double-phased opening task. With the competitive spirit ignited, it's game on! Teams will then follow route information cards to navigate their way from checkpoint to checkpoint. Your group will be pitted against each other with Road-Blocks, Fast Forwards, Yields and Detours to contend with. Sabotage, skill, planning and a little lady luck all come into play as teams search for clues and accumulate time deductions in order to finish our course in the quickest time possible. Each leg includes multiple photo bonuses meaning that being the first team home won't necessarily secure your team ultimate glory; this is anyone's game! At a designated bar we conduct the closing ceremony where we introduce a surprising twist throwing the whole game up in the air; everyone will be on the edge of their seats as the leaderboard changes before their eyes...after much anticipation the winner's are announced and awarded with their prizes and most importantly, their bragging rights!

Let's Fun.



# THE CHALLENGES.

**HILARIOUS HOSTS.** Your host will make you forget about the real world for a while and get lost in the game. They're all professional actors so they're great with people and aren't afraid to have a laugh. They'll make your day.

**EATING CHALLENGE.** Every Amazing Race needs an element that will churn your stomach! Whether it is a weird combination of foods you'd never dream of putting together or something that is straight up gross, those that put their hand up for this challenge will feel like heroes!

**PHOTO BONUSES.** You'll definitely walk away at the end of the day with a camera roll full of photos of your team in hilarious situations and poses. Some challenges will even require you to convince strangers on the street fitting certain descriptions to join you in the photo! Teams are encouraged to get as creative as possible and think outside the box to earn the most bonus points. After all, you've gotta have something for the gram... #ifidontpostaphotodiditevenhappen?

**PUZZLE SOLVING.** If you're in to solving puzzles, Sudoku, crosswords, riddles, and Words With Friends, then there'll be plenty of juicy left-brain puzzles for you to think your way through.

**TIMING IS EVERYTHING.** Apart from keeping an eye on the clock and making sure your team is keeping on track, Time is built in to the game in various ways. Checkpoints will have time limits with bonus points for best performing teams, challenges will have to be completed at specific times in the game and the whole thing will come down to the team who is able to have finish with the fastest time.

**SABOTAGE.** Erry game needs a lil bit of sabotage...we all have that friend who would do it anyway, so we've built it in to the game to keep it clean. The sabotage mission will require precision, strategy and stealth and will allow teams to inflict a penalty on another team...cue evil and satisfying laugh.

**CHALLENGE BONUSES.** Throughout the game there will be multiple opportunities to earn your team bonus points. Some of the checkpoint challenges will have extra points available for fastest/best/most creative teams. This is really what the game is about; winning isn't just about first team across the finish line. The team with the quickest time after all bonuses have been deducted will take out the day. The Oldies team can totally win this.

**LADY LUCK.** Chance and luck are a big part of the game, and keep it exciting! Luck will come in to play in different forms; the bus you need to catch arrives right on time or you take a "short cut" that ends up being a scenic excursion across the city (but hey, now you know where that great shop is that everyone's always talking about)

# NEED-TO-KNOW STUFF.



## **START TIMES (SUBJECT TO AVAILABILITY).**

SYDNEY: 10:30am, 12pm, 1:30pm, or 3pm

MELBOURNE: 11:30am, 1pm, 2:30pm, or 4pm

BRISBANE: 12pm, 1:00pm, or 2pm

*Please arrange for the group to meet us 15mins before the start time.*

**DURATION (APPROX.)** 3 hours *Please allow 3.5hrs to give you plenty of time to celebrate.*



**START LOCATIONS.** SYDNEY: Belmore Park, off Eddy Ave, near Central

MELBOURNE: Treasury Gardens, off Spring St

BRISBANE: Queens Gardens

*Please note, travel fees or higher minimum fees apply for locations outside of Sydney and Melbourne.*

**END LOCATION.** A secret designated bar to be revealed to teams during the game!

*Organisers will be told the exact location of the bar upon enquiring so you can plan the rest of the day*



**TEAMS.** For groups of less than 20 we suggest teams of 3-5 people. For more than 20 people, teams of 4-6 are great. It doesn't matter if some teams have more or less than others; but try to keep it as even as possible. Your host can randomly select your teams on the day, or you can bring a team list if you want to make your own teams.



**WEATHER.** We do anti-rain dances as often as we can to ensure the sun shines on us most days, however we operate regardless of Mother Nature's mood. In fact, our events can even be more fun in the rain, but please come prepared. In the event of wet weather we will provide super-glamorous ponchos. Please discuss absolute washout scenarios with us.



## **WHAT YOU NEED TO BRING.**

1 x MOBILE PHONE W CAMERA PER TEAM – But seriously, as if we need to say this

COMFORTABLE WALKING SHOES – the kind that won't give you blisters

THEME – encourage everyone to come dressed up in theme or colours. Ask us for suggestions

## **WHAT YOU DON'T NEED TO BRING.**

All you need to organise is getting your group to the start location and any catering you'd like for after the game, and we'll take care of everything in between: from all of your game materials & checkpoint challenges, to prizes & professional hosts. This is meant to be fun for you too, so we make it as easy-peasy as possible!



For more info or to check availability,  
call 1300 504 152 or email [admin@greatrace.com.au](mailto:admin@greatrace.com.au)





# THE FUN-D STUFF.

## SYDNEY AND MELBOURNE MINIMUM EVENT FEE

FOR UP TO 18 PARTICIPANTS INCL. GST:

\$990

COST PER ADDITIONAL PARTICIPANT INCL. GST:

\$55pp

## BRISBANE AND OTHER LOCATIONS:

Please contact us for a quote!

*Please note: bookings between 15<sup>th</sup> November – 3<sup>rd</sup> January incur a 10% peak season price increase*

**HOW TO BOOK.** To confirm your event just give Great Race HQ a call on 1300 504 152 and provide valid credit card details. Until we receive these details we cannot guarantee your preferred date and time slot, so this is definitely a 'sooner-rather-than-later' thing. Much like a car hire company, we will not charge the card unless you have to cancel your booking. Closer to the date we will contact you to organize payment via credit card or direct transfer, or you can bring cash on the day.

To instantly secure your booking and pay by credit card over the phone, please call Great Race HQ on 1300 504 152.

Alternatively print and fill out the form below and send it to [accounts@greatrace.com.au](mailto:accounts@greatrace.com.au).

**CARD NUMBER:** \_\_\_\_\_ **NAME ON CARD:** \_\_\_\_\_

**EXP:** \_\_\_\_ / \_\_\_\_ **CCV:** \_\_\_\_\_ *Please note that credit card payments incur a 2% fee / 2.5% for AMEX*

**CANCELLATION POLICY.** If you decide to cancel your confirmed event you will be invoiced as per the following conditions:

Within 2 months of event date: 25% of total estimated cost (as per above)

Within 1 month of event date: 50% of total estimated cost (as per above)

Within 14 days of event date: 100% of total estimated cost (as per above)

**WET WEATHER AND RESCHEDULING POLICY.** If you decide to reschedule within 14 days of your event date due to weather or unforeseen circumstances, you will be charged 100% of the total estimated cost of your booking. 75% of this amount may be used towards the rescheduled event, which must take place within 3 months of the original event date.

