

Let's Fun.



**THE HENS
AMAZING RACE
(WITH BARS)**

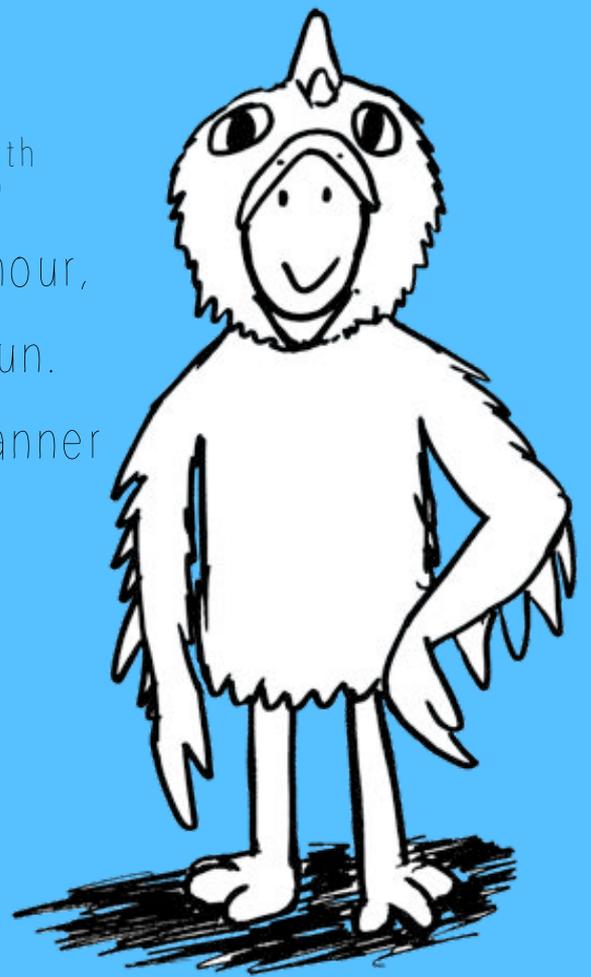


WHO ARE THE MASTERS OF FUN?

Let's go! Let's get outside; let's do bad versions of cartwheels. Let's make the hens party more fun and then it might not seem so...henny. Let's sneak fun in the back door and let everyone realise how much fun it is to have all the girls around.

Maybe then we'll sneak fun into the wedding, the baby shower and your 25th year anniversary. For one day or one hour, let's drop our guard and pick up our fun. Let's put away our serious wedding planner pouty-faces and 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!"

Michele McCulloch

"Hilarious. What a fantastic concept! We'll be back but next time we'll bring the boys, they won't stand a chance!"

Prue Atkins



"The most fun ever! An absolutely amazing day, well exceeded my expectations. Everybody needs to do this!"

Joanne Watson

"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!!"

Karen Ewels



"Just wanted to say keep up the excellent work. From start to finish dealing with you guys has been a breeze! The race itself has been planned and designed to suit everyone. We were a group of 30 and not a single negative comment, everyone couldn't stop raving about the game!"

Sonia D'Souza



THE GAME.

We call our Amazing Races with bars "**ROMPS**". Romps are an exciting **2-2.5hr** hens themed activity with a couple of drink stops thrown in for good measure. This game is less about physical competition and more about strategy and fun! Suitable for all ages and abilities so even mum-of-the-bride will rave about this.

The game begins with an entertaining Opening Ceremony lead by one of our awesome race hosts. We are all professional actors and comedians. We make this an experience, not just an activity! You'll then get in to your teams that are either randomly selected by your race host or pre-determined by you (so that you can ensure you've got the perfect mix).

Excitement builds as each team is given their race kit, a map, and a list of checkpoints that are to be completed in any order; teams get to choose their own adventure and hope that they've got the winning strategy! Because it's always important to keep hydrated, some of your checkpoints will be bar stops where you'll complete different puzzles, all of which are do-able with a champers in-hand. Add the elements of Lady Luck and sabotage and you have the makings of a brilliant day. Various hens themed challenges can win your team bonus points, injects even more fun into the day, and means that winning has nothing to do with being the fittest or the fastest. The first team across the line is rarely the team wearing a medal at the end of the day.

With all checkpoint challenges completed you'll have collected all the clues you need to reveal the final checkpoint (a bar, of course!). Here your host will run the Closing Ceremony, announce the winning team and award them with their prizes and more importantly, their bragging rights.



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 and comedians so they're great with people and aren't afraid to have a laugh. They'll make your day. Your host will also run interactive checkpoints and challenges with each team, true Amazing Race style. Once you've finished all your challenges, your host will meet you at the final destination and check-in all the teams and tally the scores. Then our entertaining and nail-biting closing ceremony begins...

EATING CHALLENGE. Every Amazing Race needs an element that will churn your stomach! In our food relay we combine some Australian favourites into something else. Most people will cringe at the thought but are usually surprised at how good it actually tastes!

PHOTO BONUSES. You'll definitely walk away at the end of the day with a phone 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, cracking codes, 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 and challenges will have to be completed at specific times in the game. Some teams think speeding through is the best method when really a little planning goes a long way...

SABOTAGE. Every 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. Our 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 and there is usually at least one point during the game that will require you to choose a lucky (or unlucky...) numbered card for your team. You'll have no idea what the number means until the end of the game when Lady Luck is already at play...

NEED-TO-KNOW STUFF.



START TIMES (SUBJECT TO AVAILABILITY). 11:30am, 1pm, 2:30pm, or 4pm

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

DURATION (APPROX.) 2.5 hours *Please allow 3hrs to give you plenty of time to celebrate.*



START LOCATIONS. SYDNEY: Observatory Hill, The Rocks

ST KILDA: Alfred Square, St Kilda

MELBOURNE: Treasury Gardens, Melbourne CBD

OTHER LOCATIONS: Geelong, Brisbane, Parramatta, and more! *Please note, travel fees or higher minimum fees apply for locations outside of Sydney, St Kilda 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 WITH CAMERA PER TEAM – but seriously, as if we need to say this...

MONEY – to buy a drink or three en-route! It makes thinking easier, right?

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

THEME – encourage everyone to come dressed up in theme or colours. Here is a link for some suggestions: <http://greatrace.com.au/hens-themed-dress-up-ideas/>



WHAT'S INCLUDED. Everything you need to play the game! From all your game materials & checkpoint challenges, insurance, permits, prizes & professional hosts. 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. 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





THE FUN-D STUFF.

SYDNEY, ST KILDA, AND MELBOURNE MINIMUM EVENT FEE FOR UP TO 18 PARTICIPANTS INCL. GST:

\$900

COST PER ADDITIONAL PARTICIPANT INCL. GST:

\$50pp

OTHER LOCATIONS:

Please contact us for a quote!

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

WHEN TO BOOK. We often book out months in advance, so get in touch ASAP to check availability by calling 1300 504 152 or emailing admin@greatrace.com.au

HOW TO BOOK. You do not need to pay a deposit or pay upfront! 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.

CANCELLATION POLICY. If you decide to cancel your confirmed event your credit card will be charged 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.

