

A background image of a city map with a magnifying glass over the text 'MELBOURNE 3000'.

# UPLIFT X EVENTS®

## THE GREAT AMAZING RACE





[www.upliftevents.com.au](http://www.upliftevents.com.au)

PRESENTS



'The Great Amazing Race' hosted by Uplift Events on  
**Saturday 21<sup>st</sup> April 2018**



PROUDLY SUPPORTING

The Royal **Children's**  
Hospital Foundation

## WHAT IS IT?

Uplift Events is proud to present Melbourne with the 2018 public *Great Amazing Race* which will once again be raising funds to support the Royal Children's Hospital Foundation.

Running since 2005, the event is considered Melbourne's ultimate Urban Adventure Race allowing competitors to experience the thrill and excitement of an Amazing Race in their own city! Competing in teams of 2, competitors will race around Melbourne visiting famous landmarks and locations while completing a variety of activities along the way.

The event is made up of

*Challenge Stages*

*Chase Stages*

*The Amazing Race Stage*

Just like the television series, teams will also receive Obstacle (Roadblock) or Decision (Detour) Clue Cards during the *Amazing Race Stage*.

After receiving the clue sheet at the start of the race, teams need to decipher the clues and map out the best route for the race to try and complete all the mandatory stages in the least amount of time.

There is no set course and the **stages can be completed in any order**.

Each stage may comprise of a variety of fun, mental, thrilling and physical challenges! (See page 7 for a definition of each of the stages).

The *Great Amazing Race* is scored on a points system. Each Challenge, Chase and Amazing Race Stage will attract a certain amount of points. The team that collects the **required minimum** number of points from each of the stages in the least amount of time wins the event. There are **NO** bonus points for doing more stages than the required minimum – it is still the quickest to cross the finish line!

Competitors from all ages\* and fitness levels can enter in this fun filled day. If you want to have a fantastic day out, gather your partner, work colleague or friend to test your skills and teamwork against other competitors in the *Great Amazing Race*!

**This event is not a marathon or fun run.**

**You'll do more fun, diverse and crazy stuff in a single day than in any other event!**

\* Minimum age is 12 years old. If you are under 16 years of age, you will be required to compete with an adult guardian

## COMPETITION INFO

### Race Cost:

Date	Entry Cost – Per Team of 2 people (Incl. GST)
<b>Event Launch Special</b> 20/11/17 – 20/12/17	\$165*
<b>Standard Entry</b> 21/12/18 – 28/02/18	\$180*
<b>Final Entry</b> 01/03/18 – 16/04/18^	\$195*

### The earlier you register, the cheaper it is.

- ^Registrations will close midnight on the 16/04/2018
- Competitors can still compete as a **team of 4** by registering 2 teams and working in partnership.
- Includes entry and all activities
- All competitors will be competing for some fantastic prizes from our sponsors
- Winners and runners-up teams in their respective categories will be publicly acknowledged.
- Includes a free lunch by CQ Functions at the end of the event.

\* No refund will be given once a team is registered

**Team sizes:** Teams of 2 (You can still compete as a team of 4 by registering 2 teams)

**Team Categories:** **Social or Competitive** (See definitions on [page 8](#))

**Age Restriction:** The minimum age we recommend to compete is 12 years old with a good fitness level. If you are under 16 years old you must have an adult (18 years or older) as your team member. All competitors under 18 years of age must have their guardian sign the waiver form prior to participating.

**Date & Time:** **Saturday 21<sup>st</sup> April 2018**  
**10:00am - 2:30pm** (Approximate)

- Check-in opening time will start around 8:30am (TBC closer to the date)
- All competitors must check-in within the designated time
- Award and Closing Presentations will finish around 3pm

**Event HQ:** CQ Functions  
113 Queen Street  
Melbourne, VIC 3000

**Course:** The *Great Amazing Race* course covers all parts of the Melbourne CBD & inner suburbs. Competitors are treated with visits to various famous landmarks and fun activities during the event, seeing parts of Melbourne that they never knew existed.

Public transport (tram, bus or train) and foot are the only means of travel permitted in the *Great Amazing Race* (unless otherwise specified).

## WHAT IS PROVIDED?

Each team will be provided with:

- Race bibs
- Great Amazing Race clue sheet
- Great Amazing Race Clue Cards for The Amazing Race Stage
  - A3 black & white race map
- All equipment, entry and props for all activities on the day
- Access to an e-show bag full of goodies and promotions for each competitor from the many supporters of the event
- A **free lunch** provided by **CQ Functions** at the end of the event.
- Trophy and prizes for the winning teams in their respective categories

## WHAT TO BRING

- A competitive race spirit, comfortable shoes (preferably runners), active wear or appropriate clothing depending on the weather, sunglasses & sunscreen.
- Plenty of water, food and snacks to keep you going throughout the day (you will be racing through lunch)
  - Hydration packs (to avoid carrying bottles of water)
- Mobile Phone (team captains must have their phone with them and turned on at all times)
  - Small amount of cash.
  - Pens, highlighters, markers and paper.
- A valid Myki card for travel on public transport outside the free tram zone.
- Your own detailed maps of the Melbourne CBD and inner suburbs or smart phone.
  - Map case or a plastic cover for the map (in case it is wet).
  - Small backpack or a bag

**NOTE: There is no cloak room or storage facilities at CQ Functions**

## PHOTO GALLERY & VIDEOS

Not sure what to expect from the public *Great Amazing Race*? Maybe you'd like to see some of the challenges from past events to give you an idea on what this exciting event is all about. Visit the [Photos & Videos](#) and view the photos and promotional videos from our past public events. We promise each event will always have a range of fun, exciting and new challenges with plenty of surprises!

## HOW TO REGISTER

If you want to have fun and support an event to raise funds for the [Royal Children's Hospital](#), please register online by clicking on the link below:

**Register Online**

Or go to [www.greatamazingrace.com.au](http://www.greatamazingrace.com.au)

If you are unable to register online or would like to register offline, please email us on [enquiries@greatamazingrace.com.au](mailto:enquiries@greatamazingrace.com.au) or call us on 1300 UPLIFT for a registration form.

### **UPLIFT EVENTS**

6 / 39 – 45 Howleys Road  
Notting Hill, VIC 3168

Telephone: 1300 UPLIFT (1300 875 438)  
E-mail: [enquiries@greatamazingrace.com.au](mailto:enquiries@greatamazingrace.com.au)  
Website: [www.greatamazingrace.com.au](http://www.greatamazingrace.com.au)

A confirmation e-mail of your registration will be sent to you within 48 hours of Uplift Events receiving your registration form. If you have not heard from us within this time please contact us to confirm your registration.

**Please note, teams that have submitted their registration forms and have made full payment will be registered and given first preference.**

## EVERYDAY HERO - RAISE FUNDS FOR THE EVENT



Uplift Events have been proudly supporting the [Royal Children's Hospital Foundation](#) through our public events since 2006 and have raised over **\$170,000** to date. You can help make a difference to the lives of sick children by jumping onboard with the fundraising efforts through [Everyday Hero](#). Whether you've witnessed the miracles performed by the Royal Children's Hospital or are doing it just to support the kids, the Great Amazing Race provides the perfect opportunity to raise some much needed funds for the hospital by getting family, friends and colleagues to sponsor you.

The [Royal Children's Hospital Foundation](#) have partnered with Everyday Hero to provide an online fundraising webpage for each competitor.

If you registered for the event, you can build your own fundraising page and email your unique link to family, friends and colleagues to help support the cause by making a donation for the event. Each donation is recorded on your page along with any message of support from your supporters.

To get all the tips and help on fundraising and setting up your Everyday Hero page, please click on the link below

**Click Here To Start Fundraising**

OR VISIT

[www.greatamazingrace.com.au/fundraising](http://www.greatamazingrace.com.au/fundraising)

To assist with fundraising efforts, a Chase Stage pass will be awarded (allowing teams to skip a checkpoint on the day of the event) to people who manage to raise **\$50** through Everyday Hero (**cut off Thursday, 19<sup>th</sup> April 2018 at 12pm**).

Uplift Events will also be donating **\$100** for every 10 teams that register for the Great Amazing Race. So the more teams that register, the more money that will be raised for the [Royal Children's Hospital Foundation](#).

## TEAM UNIFORM

Part of the fun and spirit of the event is not only the race itself but the team uniforms!

Teams are encouraged to come dressed in a team uniform on the day of the event (entirely optional). Many competitors do take the extra effort to make spectacular team uniforms. The last few public events have seen some of the most colourful and entertaining team uniforms. Uplift Events recognises this effort and awards a small prize to a team that is judged by the public as having the best team uniform on the day! So get cracking on designing your uniforms!

## SPREAD THE WORD

Love to compete with your friends, family or work colleagues? Help spread the word and refer friends, family and work colleagues to register for the Great Amazing Race. Every little bit counts, and the more teams that register for the event, the more funds that are raised to support the Royal Children's Hospital. Help make a difference while having a fantastic time doing it!

## SOCIAL MEDIA

Like us on Facebook and become a fan of our page to receive regular updates and news about the public *Great Amazing Race*. To assist with your preparation for the event, feel free to post questions on training, preparation, strategy & possible routes for the race.

Facebook



[www.facebook.com/UpliftEvents](http://www.facebook.com/UpliftEvents)

Instagram



<https://www.instagram.com/upliftevents>

Or follow us on Twitter for updates on the event.



<https://twitter.com/UpliftEvents>

View our videos on YouTube



<http://www.youtube.com/UpliftEvents>

## VOLUNTEERS

Uplift Events is putting a call out for some **volunteers** to assist us with a few of the *Challenge Stages*. If you are a competitor and know of any friends, family or work colleagues who would like to help out and have a fantastic day out, please ask them to drop Jessica an e-mail at [enquiries@greatamazingrace.com.au](mailto:enquiries@greatamazingrace.com.au)

## SPONSORS

### Platinum Sponsors



**CQ Functions** ([www.cqmelbourne.com.au](http://www.cqmelbourne.com.au)), **Poppy's Photo Booths** ([www.poppysplace.com.au](http://www.poppysplace.com.au)) and **The Global Traditional Wing Chun Kung Fu Association** ([www.cheungswingchun.com](http://www.cheungswingchun.com)) are proud **Platinum** sponsors of the public 2018 Great Amazing Race on the 21<sup>st</sup> April 2018

### Gold Sponsors



**The Pole Room** ([www.thepoleroom.com.au](http://www.thepoleroom.com.au)) and **Australian Sailing** ([www.sailing.org.au](http://www.sailing.org.au)) are proud **Gold** sponsors of the public 2018 Great Amazing Race on the 21<sup>st</sup> April 2018

## STAGES

### CHALLENGE STAGE

A Challenge Stage is a stage in which the team must complete a task or activity when they arrive at a location. There will be several of these stages scattered throughout the race. Each Challenge Stage has an '**opening time**' in which the stage must be visited and completed. The opening times will be listed on the *Great Amazing Race Clue Sheet* on the day of the race. Each Challenge Stage will be worth a certain number of points. Challenges that are harder or further away may be worth more points. All Challenge Stages will be supervised by officials. When the team has successfully completed a Challenge Stage, the official will punch the team's bib. The official will not punch the team's bib if the stage is missed or not completed. Teams must collect a minimum total number of Challenge Stage points to avoid any time penalties.

### CHASE STAGE

The new Chase Stage is a hybrid between the old Collect and Pursuit Stage. A Chase Stage requires a team to decipher the clues and visit the location as indicated on the *Great Amazing Race Clue Sheet*. Once the Chase Stage has been located, the team must either look for the Control Punch and punch their bib and / or find, solve, collect or purchase an item as described on the clue sheet. Each Chase Stage will be worth a certain number of points. Any items or answers collected from the Chase Stages must be shown to the officials at the end of the race as evidence that the Chase Stages have been completed successfully. Teams must collect a minimum total number of Chase Stage points to avoid any time penalties.

### AMAZING RACE STAGE

An Amazing Race Stage is a stage in which the team must complete a leg of an Amazing Race by following the Race Info clue cards and completing the Obstacle (Roadblock) and Decision (Detour) challenges they

encounter. Just like the TV series, each location in the Amazing Race Stage will only be revealed via a clue card when the team has either completed a challenge, or arrived at the location indicated on the clue card. When the team has reached the end of the Amazing Race leg (final location), the official will punch the team's bib. The Amazing Race leg will be worth a certain amount of points and must be completed to avoid any time penalties.

### **RACE INFO**

A card that either has a clue or information on the location of the next stage of the race. When a team receives a RACE INFO card, they must either solve the clue to find the location of their next destination, or simply navigate their way to the location indicated on the card.

### **DECISION**

Otherwise also known as a DETOUR, it is a choice between two different ways to accomplish a goal or reach a destination. On the surface, one may seem easy but involves some sort of twist; the other may seem difficult but in the end may be the quicker choice. If a team starts one task and finds it too difficult, they may elect to do the other task **BUT must first see and advise the race official that they are changing tasks!** If the team cannot finish either task, then they may elect to take a time penalty - the duration will be decided by the official.

### **OBSTACLE**

A task in which a certain number or all team members of the team must participate in and complete in order to move onto the next leg of the race (this will be determined at the obstacle point when the team receives their task). There are no alternative tasks and the team member(s) must perform the task successfully to complete the obstacle. If the team cannot finish the task, then they may elect to take a time penalty - the duration will be decided by the official.

### **INTERSECTION**

The team may encounter an Intersection. An Intersection requires the team to pair up with a certain number of other teams and perform the challenge together. Should there be no other teams present when the team arrives at the Intersection, they must wait there until another team arrives, though they do not have to partner with that team and can opt to wait for another team instead. If the teams cannot finish the task, then they may elect to skip this challenge and incur a time penalty.

## **TEAM CATEGORIES**

### **SOCIAL**

The Social category is suited to teams who want to enjoy the race at a more leisurely pace with other social racers. **If you are competing in the Great Amazing Race for the first time, then we would recommend this category.** This category is recommended for teams with minors and those who are not overly fit and do not wish to compete with athletes or experienced competitors. Teams that register in the Social Category will be required to collect fewer points than the Competitive Category.

### **COMPETITIVE**

The Competitive category is suited to teams who want to take their racing more seriously, and who are more physically active. They will have to tackle more stages to complete the event with no time penalties. This category would be recommended for teams who have competed in a previous Uplift Events' event, and to those teams who would classify themselves as 'hardcore' racers. Training and preparation would be recommended if you are racing in the competitive category. Teams that register in the Competitive Category will be required to collect more points than the Social Category.