



BURTOPOLY

Leaders Pack



BURTOPOLY

The Property Trading Game

 | BURTON

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TUTBURY STATION

215 297

BURTON TOWN HALL

COMMUNITY CHEST



FREE

STON HQ

8/8

SK 212 282
£940

SK 235 2/1
£990

SK 242 233
£900

BURTON STATION

ARMY'S HQ

Welcome To Burtopoly

Thank you for taking the time to promote and enter a team into our Burtopoly Run, and hope you enjoy it as much as we hope you will. We have put this guide together for leaders to help explain and answer any questions you may have.

If you have any questions above and beyond the feel free to get back in touch on burtopoly@burtonexplorerunit.co.uk

Aim of Burtopoly

The aim of Burtopoly is to get to as many places on the monopoly board to collect the most amount of money as possible. It may not be possible to get to every location in the allotted time frame so you will need to plan and prioritise the locations which you visit. Burtopoly will be running between 10:00 - 4:00 with registration from 9:00. You will require at least one smart phone per team, it will require the ability to scan a QR code. This comes as standard with apple iOS but will require an app for android.

Rules

- Burtopoly is running between 10:00am till 4:00pm.
- You will need to check back in before 4:00 to avoid a penalty.
- Teams are **maximum of 5** no more people are allowed in a team.
- Teams must always stick together at all times and not split up.
- Your unit necker's must be worn and visible at all times.
- You are only permitted to use buses or on foot to get to location.
- **No cars or taxis allowed.**
- You must scan markers at every location to confirm your visit.
- If there is a missing marker at a location it must be reported else wont be counted.
- If you have an accident or an issue you must report it instantly to control.
- If you get lost or are stranded you must contact control.
- Teams need to be fully registered before taking park.
- Teams must be aware of the Risk Assessment and everyone attends a safety briefing.
- **Any teams caught cheating will be instantly disqualified.**

Agenda & Times for the Day ?

9:00 Registration will open to check the phone onto the text system.

Also receive the team packs and check contact details.- **Market Place**

9:45 Safety Briefing for all teams and leaders. - **Market Place**

10:00 Burtopoly Begins.

15:00 Teams will receive a text informing them 1 Hour remaining.

16:00 Teams all need to return and check back in. - **Market Place - Food Available**

16:30 Values are all tallied together and winner is announced.

17:00 Event finishes and we all depart - Help to take the tent down would be great.

What do we need to bring ?

As with all scouting events you need to “BE PREPARED” we are expecting amazing weather but if not please bring suitable attire. Please note Flip Flops are banned, because Chris hates them. Every team member will need water for the day this will be checked before you leave. Every team must have a small First Aid kit. You can bring a packed lunch or buy some of our fine local cuisine. You will require at least one smart phone per team, it will require the ability to scan a QR code. This comes as standard with apple iOS but will require an app for android.

What will the teams be given ?

Every team will be given a pack on check in this will include the following:

- ➔ Burtopoly Board
- ➔ OS Map of Burton
- ➔ Group Bus Pass & Bus Route Maps
- ➔ Emergency Contact Details

And anything else we may have missed off at the time of doing this.

How does Burtopoly Work ?

We give you a board with a collection of places in Burton on. Each place has a value when you visit that place you get that amount added to your total. When you arrive at a location there is a QR code your scan and send with your phone to register you have been there. The winner is the team that has amassed the greatest amount of money. If its a tie break its the fastest time.



Transport & Getting Around ?

We have got a great deal with Midland Classics who operate the yellow and red buses across Burton. Each team will be given a bus pass for 5 people. Hence team maximum of 5. **NO USE OF CARS OR TAXI'S ALLOWED.**

What if a Marker is Missing ?

If you have arrive at a location and there is a marker missing you must report it or your visit to that location wont be valid. To report a missing marker scan the missing marker QR which is located on your board and add the location you are at. eg **"Missing Location: Malt Shove"** This will alert us you may then receive a phone call to confirm this and we will mark you in on that location. We will then get that locations marker replaced for the next team.



What if there's an accident ?

If you have an accident then **you must report it instantly, number will be given.** We have first aid cover for the day, but please be aware that first aid will still have to get to you wherever you may be.

If you are ever in need of an ambulance then call 999 and then report to us.

Event Location - Start / Finish?

The start location is **Burton Market Place** details are below. Limited parking is available at the market place and the next closest car park is The Winery



Market Place,
Burton-on-Trent,
Staffordshire
DE14 1HA

Please be aware of the pedestrianised zone on High Street.

Winning Team

The winning team will be the team that has amassed the largest amount of money. If more than one team have the same then it is the quickest team to complete.

Markers & SMS System ?

To allow us to run this event we are using QR Codes on markers which link to SMS which sends location marker name and secure code. We have opted for this for speed and accuracy of data input. As we have mentioned before if you arrive at a location and the marker is missing then please report or it wont count. We wont accept a photo at that location as proof as we wont get a time stamp.

Please ensure your teams phones have a QR Code scanner prior to this event.

You are required to scan back in when you return to say you are back.

Leader Requirement

Every team that enters needs to have a leader who will be attending the event but the same leader can be in charge of more than one team.

Social Media

Burton Explorers are very proactive on social media and welcome you to take part. We will be using the hastag **#burtopoly** on facebook, twitter and instagram through out the day and along with the build up and after the event.

Follow us at

Instagram burtonexplorers

Facebook burtonexplorers

Photography and Video

We will be taking photos and videos on the day. If you have anybody not approved for photos then please inform us prior to the event.

GDPR and Your Data

Any data collected will be store and kept in accordance with the new GDPR Regulations. If you want your details to be removed after the event then please let us know and we will delete you from our records. We are only collecting data for the purposes of running the event and Health and Safety.

Risk Assessment

Event / Venue Details	Burtopoly - Burton Upon Trent	Activity / Venue Leader	Chris Griffin / Alex Hall
Date of Risk Assessment	23 / May/2018	Others Involved In Assessment	Explorers / Network / Leaders

Hazard	Likelihood 1✓ - 5 ✘	Seriousness 1✓ - 5 ✘	Control Measures	Risk Level
Poor weather conditions.	2	2	All participants need to have suitable attire to take part. This will be covered in a safety briefing and teams will be checked on check in. If not adequately prepared will not be allowed to take park.	Low
Sunny & Hot weather	2	4	All participants need to have suitable attire to take part. This would include sun protection. No team member will be allowed to take part without water.	Low
Use of Buses	3	4	All participants will be required to use a bus. We will stress the importance of road safety and safe use of buses in the safety briefing.	Medium
Access to First Aid	3	4	All teams will need to carry a First Aid kit. We will also have an appointed First Aider for the day who will be available for teams to contact directly.	Medium
Accidents Any	3	4	All accidents will be managed from the control located in the market place and First Aid cover will be co-ordinated from their. If required call an ambulance	Medium
Competency of Team Members	3	3	Check with all unit leaders that they are happy with the teams that have entered. If a leader has not ok'd the team then they wont be able to take part. This could cover maturity and any disabilities.	Medium
Drop Out Teams	1	1	If a team decides to drop out this will be handled by control. Have a Minibus on standby if a collection is required.	Low
Lost Teams	4	2	All teams will be reporting there location when they arrive at a marker this will allow us to track location. If trackers are available then use them on teams. Ensure all teams have an emergency contact. Have a Minibus on standby if a collection is required.	Medium
Violence / Poor Behaviour	1	3	If teams get reported or leaders spot any then they will be disqualified and asked to leave. Zero tolerance on this issue not up for debate.	Low
Unsolicited Approaches	2	3	This must be reported instantly. Leader will be required to meet the team at their current/safe location. Contact local police and send a text to all teams. This will be mentioned at the safety briefing.	Low

If you feel we have missed anything then please get in touch.

Safety Briefing

Our safety briefing is at 9:45 any teams who miss this will not be allowed to leave until they have been signed off from the safety briefing. This will include a check for water for every member and a First Aid Kit per team.

Looking forward to an enjoyable event

Register your team online at:
www.burtonexplorerunit.co.uk/burtopoly

Hosted and organised by Burton Explorers

If you have any questions, feel free to get in touch.

burtopoly@burtonexplorerunit.co.uk



www.burtonexplorerunit.co.uk
info@burtonexplorerunit.co.uk