



## Melbourne City Romp

### Rules

In the rules below, participants in the Melbourne City Romp on 21 March 2010 are referred to as "Romperers" and the event title is shortened to "Romp".

- 1. Entry Criteria** – None, everyone is welcome! With a strictly limited number of places, entries are offered on a first-come, first-served basis.
- 2. Team Captains.** All teams need to have a Team Captain who is aged 18 or over at the date of entry into the Romp. They will be responsible for ensuring that all team members and their parents or guardians (for participants who are under 18) have read the Rules and Terms & Conditions and have signed a copy of the Terms and Conditions. The Team Captain will take responsibility for ensuring these signed documents are kept safe. In the unlikely event of an incident occurring on event day, Team Captains will be required to pass all signed Terms and Conditions documents to the Romp management.

The Team Captain in a school's team is the only adult allowed in the team. That way no schools will have an unfair disadvantage.

- 3. Mobile Phones and Email addresses.** All Team Captains must have a mobile phone. This is a key tool on event day and will be used as the primary method of communication with the Romp team.

All team members must have an email address as we need it to send you important information about the day as well as keeping you up-to-date with Romp news.

- 4. Walking, public transport (tram, train, bus), wheelchair** (including motorised wheelchairs), **stroller/pusher** and **pram** are all permissible forms of transport during your participation in the Romp. Forms of transport that must not be used during the Romp include bicycles, motor vehicles (including taxis), motorbikes, scooters, skateboards, roller-skates or in-line skates.

- 5. Be Romp Smart.** Romperers must adhere to road/pedestrian rules and signals at all times.

Romperers should dress appropriately for the weather and consume enough food and drink to stay energised and hydrated during the event. Sunscreen and comfortable shoes are also essential Romp gear. Remember – slip,slop,slap!

- 6. No running or jogging** - not even on grassed surfaces! The Romp is not a race. If you want to visit as many checkpoints as possible, you'll have to walk briskly and/or



be clever with the way you plan your route around the city.

**7. Stick Together!** Teams must stick together at all times. Splitting up is NOT allowed. If a team member needs to pull out, they can do so, however that team member cannot attempt to Romp on their own while the rest of their team completes different Checkpoints. In order to make sure teams don't split up, only Team Captains (who will be wearing a different coloured bib) are allowed to receive the Checkpoint Challenge card at each Checkpoint.

**8. A Team includes between 2 to 6 Rompers.** After confirming your entry, you can add/delete/change team members at any time until one week before the event. Each toddler or child aged 5 years and under have free entry, but must count as one of your Team members.

**9. SMS your answer.** Teams must submit their answers to Checkpoint Challenges via SMS. No second chance will be given for incorrect answers. Teams must SMS their answer from the Checkpoint at which they are attempting the Checkpoint Challenge.

The SMS aspect of the event is not being used to generate profits, it is purely to provide you with an instant answer regarding whether your answer is right or wrong! Plus, you'll instantly know your total score at the end of the event. Each SMS you send during the Romp will be to a non-premium number, so your carrier will charge you for a standard SMS. If you happen to be on a monthly plan and haven't reached your monthly cap, then of course you will not incur any additional cost of SMSing during the Romp.

**10. Leave the car at home!** Public transport is the best way to travel to and from the city for the Romp. Plan ahead and visit [metlinkmelbourne.com.au](http://metlinkmelbourne.com.au) before the day, enter your details into Metlink's online journey planner to receive a personalised trip plan from your door to the Romp Start/Finish (and home again). It's so easy!

Catch trams to visit more Romp checkpoint locations on event day, as compared to walking. Buses operate within the city or consider catching a city loop train. Unsure which tram to catch? Use your mobile phone during the Romp and call Metlink on 131 638 for advice on how to get to your next checkpoint by public transport.

**11. Travel with the right ticket on public transport.** Make sure you have a valid ticket. At only \$3.10, Metlink's Sunday Saver is your best ticket option for unlimited travel on trains, trams and buses all day across Zones 1 and 2. Don't forget to validate your Sunday Saver Metcard each time you catch a tram, bus or train.

Metlink's Sunday Saver cards are available from retail outlets displaying the blue sign, premium train stations, the MetShop (corner of Little Collins and Swanston streets), online at [metlinkmelbourne.com.au](http://metlinkmelbourne.com.au) or by calling the Metlink Helpline on



1800 652 313.

**12. Correct Answers score Points!** At each Checkpoint location you'll be randomly given one of up to 15 different Challenge Cards of varying difficulty. For every challenge completed correctly you'll score points.

Points are determined using the following criteria:

1. Difficulty of the Checkpoint Challenge – 1 being the easiest, 5 the hardest.
2. Estimated time it will take your team to find the location the Checkpoint Challenge is asking about and to solve the Checkpoint Challenge.
3. Distance from the Romp Start/Finish, so the further you travel from the start, the more you will be rewarded.

Your team's ranking within your chosen category will be determined by your points total at the end of your four hour time period. You are not permitted to exchange a Challenge Card if you don't like it, you must either attempt to solve the challenge or move onto the next checkpoint.

The teams with the highest number of points at the end of the event will be declared the winners in their respective categories. Prizes will be awarded for the top three in each Romp category – Corporates, Schools, Family & Friends and Universities.

**13. Checkpoint Split.** There will be approximately 80 Checkpoints involved in the Romp event. Checkpoints will be split in half between teams. Each Romp team will therefore be given a Clue Sheet with clues for half of these Checkpoints. Teams may only visit the Checkpoints allocated to their team.

**14. Points for \$'s.** For every \$2 raised for the Burnet Institute in addition to the team entry fee, the team will receive 2 Romp Points up to a maximum of 300 points.

**15. Prize Pools.** To reward the great efforts of our fundraising teams, we'll be giving the majority of the prizes in our Romp Prize Pool to randomly selected individuals from Teams who have helped to raise additional funds for Burnet. Each team member from Teams who raise over \$100 will go into the draw for prizes in our Bronze Prize Pool, for those who raise over \$200 will go into the draw for prizes in our Silver Prize Pool, and for those who raise over \$300 will go into the draw for prizes in our Gold Prize Pool.

**16. No responsibility for wrong answers.** All efforts are made to ensure that answers to Checkpoint Challenges are correct however, there may be instances where the answers to a question may not be 100% accurate (eg: if a piece of public artwork has been vandalised). We accept no responsibility for incorrect answers but will endeavour to allocate points where they are deserved.

**17. One Shot.** You will be given one Checkpoint Challenge per Checkpoint and you



will only be allowed to attempt to answer it once – so make sure you're sure of your answer!

**18. Tax Back.** Your entry fee into the Romp is not tax deductible. However, any donations to the Burnet Institute over \$2 raised through a Romp team are fully tax deductible. Donations to your own team are not tax deductible.

**19. Romp Proud.** All Rompers must wear the Romp paper bib number on the front of their upper body.

**20. The route is up to you...** During the event, you can visit Checkpoints in any order you wish, except for the very first Checkpoint which is compulsory. Your team will be advised of its Compulsory Checkpoint when you register at the start location. Plus, you will be given a "Fab 4" list of four separate Checkpoints. If you visit all four, you will be in the running for a major prize draw.

**21. If you can't go on...** During the event, if for whatever reason a team member is unable to continue (eg: tired, feeling ill, had enough of walking etc), the team may continue in the event without that person, and still be recorded as a fully ranked finisher. There will be first-aid officers at the Start/Finish area from 10am to 5pm should you need them.

**22. Resting is not for wimps!** You can take a break at any time during the event. You don't have to visit a minimum number of Checkpoints and you can choose to stop actively seeking Checkpoints at any time. Your team's finishing score will be the total points scored up to the time you visited your final Checkpoint, plus any points scored through fundraising.

**23. Take part no matter what your ability.** We recommend that at least one experienced carer should accompany each person with a disability. Some of the Romp Checkpoint locations may include locations that have access challenges. People in wheelchairs also please note that only a small percentage of the Yarra Trams fleet are low floor trams and the roll-out of accessible tram super-stops is still not complete, so you may be disadvantaged in relation to tram transport options. Low floor tram information can be accessed by using Tram Tracker.

**24. Keep us informed of any Health Issues.** It is your responsibility as a Romper to advise us of any pre-existing medical conditions prior to taking part in the event. Do so by entering details of such conditions online when completing your Team Member Profile.

**25. No Refunds** – it's all for Charity remember! After the entry fee has been paid, no refunds will be made. All profits from the Romp will be applied to various charity programs administered by the Burnet Institute. By entering Romp, you're helping the Burnet Institute to fight the 'Big Three': HIV, TB and malaria.



**26. Play fair.** This event is run under the principles of fair play. Any team found to be participating in a manner that is contrary to the principles of fair play may be disqualified by the Event Director.

**27. Got a Problem?** Talk to us. Let us know if you have any disputes, issues or protests by getting in touch with the Event Director up to 5pm on the day of the event. The Event Director has the right to disqualify any team that is deemed to have broken the Rules of the event. Any decision or adjudication made by the Event Director will be final.

**28. Virtual Romp.** The “Think you know Melbourne...?” Virtual Romp competition is open to everyone, whether entered in Melbourne City Romp or not. The competition runs from 7am Sunday morning until 5pm the following Saturday when a new competition is posted on the website. The competition is a multiple choice question. Every individual is entitled to one Virtual Romp entry per week. One winner will be drawn at 10am each Monday, from all correct entries. There will be a total of eight weekly Virtual Romp competitions. The prize each week will vary and will be listed on the event website [www.cityromp.com](http://www.cityromp.com).

**29. Regional Romp Challenge.** For Rompers to be eligible for this prize draw, all team members must reside at an address more than 100km from the Melbourne GPO. Each team member from eligible teams will be entered into the prize draw, and one Regional Romper will be randomly selected as the winner.

**30. Mind Bender.** The Mind Bender is an exceptionally difficult challenge designed to be solved by only a very small number of people. The Mind Bender will be published in the Age newspaper which Rompers receive as part of their entry fee into the event on Romp Day. Additional clues to help solve the Mind Bender will be published in the Age newspaper in the week leading up to the event. Entry into the Mind Bender competition is open to the general public and Romp participants.

**31. Win a prize and it's yours and yours only.** All prizes awarded during the Romp are non-transferable. Prizes are final and cannot be exchanged. The prize allocation process will be audited to ensure all prizes are awarded fairly.

**32. Ch-ch-ch-changes...**The Event Director reserves the right to alter the rules of Romp to ensure the absolute safety of all participants on event day.

If you have any specific questions or concerns you'd like to discuss in relation to the Romp, you can call the Romp hotline on (03) 8506 2350 Mon-Fri 9-5, or e-mail [askus@cityromp.com](mailto:askus@cityromp.com).