

SCOUT ASSOCIATION - ISLE OF MAN

MGP RACES 2017

SCOUTS AT THE MGP

Information for Cubs, Scouts, Explorer Scouts, Leaders & Parents.

- Minimum age for attendance is 9 Years (*Insurance requirement*).
- The MGP Races are held on Saturday 26. August, please arrive for 10:30, on Monday 28. August, Wednesday 30. August and Friday 1. September, arrive for 09:00 on these days.
- Due to adverse weather conditions, the Races may have to be held on alternative days to those above.
- Race Starts may also be delayed due to the weather.
- Please listen to Manx Radio for up to date information on postponements and delays. Also check out <https://www.facebook.com/manxscouts/> where we will post any known delays.
- Cubs, Scouts, Explorer Scouts and Leaders are asked to arrive at the Grandstand one hour before the Races are due to start.
- Cubs, Scouts and Explorer Scouts, should be dropped off at the rear of the Grandstand, just below the Control Tower and not on the main road fronting the Scoreboards.
- Cubs, Scouts and Explorer Scouts can be collected from the rear of the Grandstand, below the Control Tower, once the days racing has finished. Listen to Manx Radio for any delayed finish times.
- Cubs, Scouts, Explorer Scouts and Leaders must wear uniform. Only those in smart full uniform, including shoes will be selected to go on the winner's podium to hold a flag.
- Everyone should bring a coat (*with their name in it please*).
- Lunch and refreshments are provided by the organisers, but please bring a filled plastic water bottle for additional refreshment. Anyone with a special diet should provide their own packed lunch.
- As a Register is taken each morning before racing starts, all Cubs, Scouts, Explorer Scouts and must assemble on the North-board Scoreboard for this to take place.
- Only those who attend their allocated Race Days will be awarded the 2017 MGP Badge, which can be worn on the back of the Group Scarf for one year only.
- If you have any further queries please get in touch with your Section Leader.