

NOTTINGHAM

OLIGOPOLY

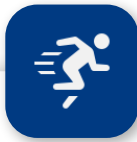
🌟 The Fast-Paced Quality & Efficiency Game 🌟

Event Info Pack

Cubs, Scouts & Explorers



Race around Nottingham



Nottingham High School



Saturday 12th October



From £20 per team



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#Oligopoly2024

Event Details



Oligopoly is open to Cubs, Scouts and Explorers from across the UK with a dedicated game format for each section. Games have up to 8 teams competing, with a between 3 and 12 players per team.

Oligopoly is a competition, based loosely on a popular board game, which sees Cubs, Scouts and Explorers race around Nottingham trying to visit as many places, and earn as much money, as possible.



Each game starts and finishes at Nottingham High School, NG7 4ED, but players could find themselves travelling across Nottingham City and beyond. Please note parking is extremely limited at the school.

All games will take place on Saturday 12th October 2023. The Explorer Games will run from 9am-5pm, Scout Games will run from 10am-4pm and Cub Games will run from 11am-3pm.



Entries into the Cub Games cost £25 per team (3-12 players)
Entries into the Scout Games cost £20 per team (3-6 players)
Entries into the Explorer Games cost £40 per team (3-6 players)

To sign your team up for Oligopoly, scan the QR code or go to depotcornerscouts.com/oligopoly and purchase a ticket. Once you've signed up, we'll be in touch to request team details.



Don't forget to follow us on social media, tag us in your posts, and use #Oligopoly2024 for all of the latest updates.
Facebook.com/NottinghamOligopoly IG:@NottinghamOligopoly

What is Oligopoly?

The aim of Oligopoly is to earn as much 'money' as possible. You start with £0 and earn money by 'checking-in' to various locations around the city. You can earn extra money by completing challenges and activities but can lose money by receiving fines, so plan your day carefully!

Preparation and planning will be key to your success, so make sure to use your time wisely and work out the most profitable route for your team to follow.

Each location has a value which you receive by checking-in. You check-in by taking a photo of your whole team at that location and uploading it to our online form. Scout and Explorers can increase your income by visiting all locations in one group, or by returning to a location to pitch a 'tent' or 'mess tent' on it. There are fines for being late and un-Scout-like behaviour and you can complete Activity and Challenge Badges for some bonus money.

No bicycles, scooters or any other form of public or private transport are to be used at all, except Explorers who may use the tram network.

Games Masters will be based at the Start/Finish location in Mission Control. It is their job to approve and reject 'check-ins', distribute fines, answer the emergency phone line and ensure everyone is having fun. Their decision is always final, and any cheating will be taken extremely seriously.

The name Oligopoly comes from a market structure where a small number of firms control the market. They work together, focussing on quality and efficiency to ensure they make the most money, just like in the game!

There will be multiple games running simultaneously around the city, so you may not be directly competing with every team you see, but there will be prizes for the winners in each game and overall.

Volunteer

Oligopoly wouldn't happen without the work of our amazing volunteers. All roles have entirely flexible working hours. If you would like to help out with one of the below roles, or anything else, please send us an email oligopoly@depotcornerscouts.com with your contact details and role you would like to volunteer as.

Games Master

Games Masters are responsible for overseeing the 8 teams in their game. They will have good judgement and communication skills, managing team check-ins and answering the emergency phone line. Games Masters are the first point of contact in any query or dispute and their decision is always final. Teamwork is essential, as Games Masters will need to work together, and they will be supported by Senior Games Masters who can offer advice and assistance. You will need to bring your own laptop and have a basic understanding of Google-suite.

Master of Ceremonies

The Masters of Ceremonies main role is to keep the excitement flowing and ensure everyone is enjoying themselves. As the face of Oligopoly, greeting players as they arrive, and handing out their Team Info Packs, they need to be smiling and enthusiastic. Masters of Ceremonies will explain the rules of the game, answer any questions and be on hand to provide sneaky hints and tips. Once the teams return Masters of Ceremonies will welcome them back, support the running of the forum, and award prizes and trophies to the winning team in each game.

Media Manager

Media Managers are there to share Oligopoly with the world, posting regular updates across our social media platforms. They will travel around the city, gathering content as they go, never being afraid to use one-to-many hashtags. Media Managers should have a good knowledge of at least one social media platform, or WordPress, and have a mobile device they can bring with them. They should have good English and photography skills, enjoy working independently and be happy to run (or walk) around the city.

Volunteer

Oligopoly wouldn't happen without the work of our amazing volunteers. All roles have entirely flexible working hours. If you would like to help out with one of the below roles, or anything else, please send us an email oligopoly@depotcornerscouts.com with your contact details and role you would like to volunteer as.

Arrival Steward

Arrival Stewards are on hand to ensure a steady flow of traffic into and around the car park for drop off and pick up. They will show participants and supporters where to go, greeting them with a smiling face. The ability to remain cool under pressure is desirable, but the ability to rock the 'hi-viz and radio' look is compulsory. (Hi-viz and radio are provided). Arrival Stewards should have basic knowledge of how car parks work. Previous experience of being a traffic cone is preferable, but not essential. If you've always dreamt of being that important person wearing a hi-viz and talking into their radio ear piece, then this role is for you!

Roving Supervisor

Our Roving Supervisors are there to be on hand if any of the teams need some support, first on scene in the (hopefully) unlikely event of any emergencies, and generally keeping an eye on everyone to ensure they are enjoying themselves. They should be confident working in pairs or small teams and be able to problem solve in time critical scenarios. Roving Supervisors should have up to date First Aid training and not be afraid of being outdoors with the potential for some light exercise. There are opportunities for Supervisors to travel by foot, tram or vehicle, but they must provide their own transport.

Event Support

If you like the sound of all of the above roles and can't choose one, or would like to get involved with Oligopoly in another way, we would love to hear how you can help our event run even smoother. Drop us an email and we will happily work out a role to suit you.

FAQs

Q: What do players need to bring?

A: Drinks, Snacks, Lunch (Scouts and Explorers only)

Q: Is there parking at Nottingham High School?

A: Parking at the High School is extremely limited and will be reserved for Oligopoly volunteers and player drop-off only. Leaders and parents wishing to park should use an alternative car park, e.g. The Forest Park and Ride.

Q: What Prizes are there? When are they given out?

A: There will be prizes for the winner of each Game, as well as a trophy for the overall winner. The Game prizes will be presented once the scores have been calculated, the overall winner will be contacted once all scores have been calculated, to organise receiving their trophy.

Q: How do I sign-up/pay?

A: You can sign up by purchasing a ticket on our website depotcornerscouts.com/oligopoly Payment is taken in full at the time of booking; you can pay online using card, Apple Pay or Google Pay. If you have any issues with the booking process please contact us.

Q: What details do I need to give when signing up?

A: When you sign up, you only need to give contact details for one adult leader from your group. This can be the same leader if you are entering multiple teams. Specific details for Players will be requested closer to the event.

Q: What should I wear?

A: You will be outside for the duration of the Game, with few opportunities to take cover from the elements, so please dress appropriately with this in mind, including sensible footwear. You should wear your group necker at all times.

FAQs

Q: Can I help out as an Oligopoly volunteer?

A: Yes! We are looking for Games Masters, Masters of Ceremonies, Media Managers and more. If you think you could help us out, please contact us.

Q: How can I contact you?

A: You can email us Oligopoly@depotcornerscouts.com or send us a message on Facebook.

Q: What are the minimum and maximum team sizes?

A: The minimum team size is 3 for all teams. The maximum team size is 6 for Scout and Explorer Teams, and 12 for Cub Teams.

Q: What ages can Players be?

A: All Players in the 'Cub Games' must be aged 8-10 (inclusive) at the time of the event, with the exception of adult leaders. All Players in the 'Scout Games' must be aged 10-13 (inclusive) at the time of the event, with the exception of adult leaders. All Players in the 'Explorer Games' must be aged 14-17 (inclusive) at the time of the event, with the exception of adult leaders.

Q: What about adults and leaders?

A: Adult leaders must accompany Cub teams and meet standard Scouting ratios. Adult leaders, with a full Scout DBS, may accompany a Scout or Explorer team, but do not have to. Adult leaders DO count as one of the maximum number of Players in each team. A team cannot be made up of only adult leaders.

Q: My group has multiple teams, can they be in the same Game?

A: Yes. Please let us know at the time of booking if there is another team/teams you would like to compete against and we will do our best to accommodate this.

Q: How do the Games work?

A: Since there will be multiple teams competing at the same time, to give each team a fair chance you will be randomly assigned a game with at most 8 competing teams in it, who you will be racing against.

FAQs

Q: Will there be a live leaderboard?

A: Yes. Once your Game has started you will be able to see the live standings on our website. Please note there may be a slight delay between checking-in and your score updating.

Q: When do bookings open?

A: Bookings are open now, and will close on Thursday 12th September.

Q: When do we receive our Team Info Packs?

A: Team Info Packs will contain the locations you will be visiting, the game rules and other info. You will be given your Team Info Pack when you arrive.

Q: How do I sign-in on the day?

A: When you book your team onto Oligopoly you will receive a QR code which at least one member of the team will need to sign-in on the day, where our volunteers will confirm your team's details and hand you your Team Info Pack.

Q: What times are the Games?

A: For the Explorer Games, please arrive from 9am for a 9:15am start. We expect to be finished by 4:30pm. For the Scout Games, please arrive from 10am for a 10:15am start. We expect to be finished by 3:30pm. For the Cub Games, please arrive from 11:15am for a 11:30am start. We expect to be finished by 2:30pm.

Q: Do you have a Risk Assessment?

A: Yes. You will be able to download it from depotcornerscouts.com/oligopoly

Q: Can non-Scouters join?

A: Unfortunately, only members of the Scout Association can take part in Oligopoly.

FAQs

Q: Do I need to download an app?

A: No. We make it super easy by running everything through our website depotcornerscouts.com/oligopoly - so you can check-in and view live scores all in one place.

Q: Can my Pack/Troop/Unit enter multiple teams?

A: Yes, you can enter as many teams as you like from the same group.

Q: What is the cost per person?

A: We charge per team, not per person, so if you have a team of 12 Cubs it costs around £2 each, or if you have a team of 6 Scouts or Explorers it costs less than £3.50 each for the Scout Game and less than £7 each for the Explorer Game.

Q: Can I enter a team of only Network/Leaders/over 18's?

A: Unfortunately, as this event is aimed at Scouts and Explorers, this is not possible. If you would like to get involved with Oligopoly, you can support your Cub/Scout/Explorer Team, or help us out by volunteering. Alternatively, if you would like to see an over 18's Game in the future, get in touch to let us know.

Q: How do I register?

A: You can register a team by going to our website depotcornerscouts.com/oligopoly and clicking on the 'Sign-Up' button. From here you can purchase a ticket for each team you would like to enter.

Q: Who can be in a team?

A: Participants in the Cub Games must be aged 8-10½ at the time of the event. Participants in the Scout Games must be aged 10½-14 at the time of the event. Participants in the Explorer Games must be aged 14-18 at the time of the event. Adult Leaders must accompany Cub Teams. Adult Leaders may accompany a Scout or Explorer Team for safety or other reasons. Leaders who choose to accompany a Team are included as one of the Team members, they must also have a current DBS and are encouraged to allow their young people to make strategic decisions.

FAQs

Q: What do I need on the day?

A: Within your Team you will need at least one device which can connect to the internet and take pictures to check-in with. You will be provided with a Team Pack which will contain all of the information you may need. You may wish to bring a drink and some food (particularly if you are participating in a Scout or Explorer Game), as well as suitable clothing for the weather.

Q: Do I need a travelcard?

A: Participants in the Explorer Game will be given a Tram Day Pass to use in the Game. Participants in the Scout Game are not permitted to use any form of transport except walking.

Q: Do I need to visit the locations in order?

A: No, it is up to you in which order you choose to visit the locations. It is a good idea to spend some time before you leave, planning a rough route, so that you can maximise your score.

Q: Can I buy Oligopoly merchandise?

A: Unfortunately, we do not have any Oligopoly merchandise. However, if you would like to buy merchandise at a future event, please get in touch and let us know.

Q: Will there be an Oligopoly in 2025?

A: Hopefully, yes!

Q: How do I make changes to my booking?

A: If you need to make changes to your booking, please email us oligopoly@depotcornerscouts.com with your order number.

Q: How do I check-in?

A: Check-in is done through our website depotcornerscouts.com/oligopoly - all you have to do is complete the check-in form with your Game, and select your Team Name and Location from the drop-downs, then add a picture of your team to prove you're there. Simple!

FAQs

Q: Where is Oligopoly?

A: Oligopoly will take place all over Nottingham, but the start and end point for the Games is Nottingham High School, NG7 4ED.

Q: When is Oligopoly?

A: Oligopoly is happening on Saturday 12th October 2024. Explorer Games will run from 9am-5pm, Scout Games will run from 10am-4pm and Cub Games will run from 11am-3pm.

Q: How much does Oligopoly Cost?

A: Oligopoly costs £25 per Cub Team, £20 per Scout Team, or £40 per Explorer Team. This payable online at the time of booking and we accept card, Apple Pay and Google Pay. Teams can have 3-12 participants (Cub Teams) or 3-6 participants (Scout and Explorer Teams) and the cost includes entry, Team Info Pack, prizes. The cost for Explorer Teams also includes a Day Tram Ticket for each participant.

Q: What if it is raining?

A: The event will still go ahead in the rain, but we would advise you to wear a waterproof coat and appropriate clothing. In the event of severe weather we may need to postpone or cancel the event for safety reasons. In this case, we will make all teams aware at the earliest convenience, and will aim to refund Teams if the event does not take place.

Q: Do I need to bring a map?

A: You do not need to bring a map, but you may find it helpful to have one. Alternatively, a maps application on your phone might be more useful.

Q: Do I need to bring a phone?

A: At least one member of your team must have a device which can connect to the internet and take photos in order to check in. At least one member of your team must also have a phone which we can use to contact you in an emergency. If you are bringing a phone, you may also wish to bring a portable charger for it.