**Guiders**

**Accommodations:**

Campground: Most units camp at the campground and you can camp Friday night also – a great opportunity to get camping experience. There are picnic tables but no fire pits or place to wash dishes. There are two public washrooms (toilet only) and Porta Potties will be set up on Friday.

Arena: You can set up inside the arena on the ice surface (concrete). There are washrooms available here also (locker room toilets and showers).

**Food:**

Supper Saturday Night: If you are planning on cooking your own food you will need some type of propane powered cooker as there are no fire pits. Several fast food establishments are within a few minutes away, as are two major grocery stores.

Operation Olave: During the event, there is a station with hot dogs and hot chocolate located near the arena; and coffee and tea, available inside the arena. It is recommended that you bring snacks, water, etc.… for during the event.

Breakfast: Hot breakfast is served across town at 8am. You will need to transport your girls there by vehicle as it is too far to walk. **Everyone must bring their own dishes and utensils***. There is no place to rinse dishes so be prepared to transport them back to camp dirty (e.g.: plastic bags to carry them in)*

**Pre-Event**:

**Registration (4pm):** Located in the arena – enter through the back of the Ayr Motor Centre (signs will be posted). You will need any registration forms, payments, etc.… Each group will be given an information package with group number pins, map, etc.… This is also where you can buy t-shirts and hoodies!

**Flag Raising and Official Opening (6pm):** Just beside the campground the flag raising will occur.

**Campfire/Guider Meeting (6:30pm):** The Guides/Pathfinders will attend a Campfire at the campground while at least one Guider from the troop will attend a meeting at the arena. This meeting covers any general information and business about the event.

**Operation Olave:**

**At 7:30pm the groups need to be assembled at the arena and ready to go**. They will not be able to return to their camps until the end of the event. Guide teams need to be accompanied by a Guider, Pathfinders do not. (There will be plenty of Guiders and local police presence on site).

*We would ask that no one uses the main AYR building upstairs for quick access.* **The main area of the AYR is prohibited.**  Please use the big open bay door of the arena for traveling in and out of the building.

There will be a lot of walking and waiting, so bringing a sit upon and game ideas to pass the time. The weather may be warm during the day but it will cool off as the night goes on, so dress appropriately.

There are three areas with challenges in them, these are spread out around the Ayr Motor Centre. Each section has washroom facilities.

**Guides and Pathfinders**

**Teams:**

A maximum of 4 girls per team is permitted. You are allowed to team up with a troop from another area, but you cannot mix Guides and Pathfinders. (Teams of as little as two and mixed teams have both won first place in the past.)

Each team must request entry and exit from a challenge and state their team number. Previous teams have created, chants, rhymes, songs, cheerleading pyramids, dance routines….

Costumes and props are allowed but remember you are going to be out for a long time so always remember safety and comfort.

**Operation Olave:**

The competition is point based so you do not need to finish first to win.

At each challenge you must have the person hosting that challenge sign off that you have visited that challenge.

Challenges last about 5 minutes and can include and involve: Knots / Memory games/ Plant Identification/ Mazes/ Minute to Win It / Tent Building / Teamwork / Strength and Coordination/ Preparedness/ etc. Your Guider cannot help with the challenges! If they do it will result in points lost.

Once Operation Olave begins you will not be permitted to return to your camp – so dress appropriately and bring what you need in a pack – water/snacks/rain gear/warm clothes/sit upon/etc.

The event has lasted until 2 am in the past so be prepared for a lot of walking – and at times waiting. – So, bring your Girl Guide Spirit; for it will be tested ☺

**Amazing Race**:

Pathfinder teams have an extra contest in the Amazing Race. At each of the challenges they will need to inquire if they have an Amazing Race task. All of these extra tasks need to be completed and the troop needs to finish first in order to win the Amazing Race.

*Remember,* even if you don’t finish first for the Amazing Race you can still win Operation Olave.

**Awards – Presented at Breakfast**:

Operation Olave - First, second and third place awards (ribbons and Plaque) will be presented to the winning Guide and Pathfinder teams.

Amazing Race award presented to the Pathfinder team to finish the Amazing Race first.

Shianne Delong Memorial Plaque presented to the team demonstrating the principles of Guiding through Co-Operation and Team Spirit.

And please remember…HAVE FUN!!!!!! 35 YEARS STRONG!!!!!!!!