

The Rules

Joey / Cub Division

Teams

1. Teams are made up of between 4 and 7 youth members aged between 5 and 12 and are members of the Joey or Cub Scout sections as of the date of the Monopoly Run.
2. Teams are accompanied by 2-3 Adults, one of which must hold a current Certificate of Adult Appointment.
3. All team members must be registered for Monopoly Run and have paid the entrance fee to their Group Leader prior to the closing date for the event.
4. All youth and leaders must be current members in ScoutLink as of the date of the event.

Equipment

1. Each team must provide 2 fully charged phones capable of sending and receiving Multimedia Messaging Service (MMS) messages, along with enough credit/data to last the day.
2. Each team member must provide their own Opal Card for use on Public Transport that must have enough credit for the maximum daily cap on the date of the Monopoly Run.
3. Teams members will be required to bring a filled water bottle, COVID-19 Mask, hand sanitizer, rain jacket, lunch, and snacks for the day.
4. Each team member is required to dress in their Scout Shirt and Scarf, along with appropriate pants or shorts (in line with your groups uniform policy) and comfortable shoes for the day. Each team member must wear a hat and no open shoes or sandals are allowed.
5. Adult helpers and siblings should wear a group shirt if applicable or a sleeved polo or shirt.
6. Monopoly Run will provide you a pack that contains the following information
 - a. A copy of the game board.
 - b. A map of the playing area.
 - c. A marker.
 - d. A set of timecards.
 - e. A copy of the rules.
 - f. A copy of the title cards for the game.

Game Configuration

1. The competition will be made up of several games.
2. Each game will consist of between four and seven teams.
3. Players start the game with \$800
4. Games will have staggered start and finish times to allow for a smooth flow throughout the event.

Starting the Game

1. Teams are required to check in at the time nominated on their acceptance letter at Monopoly HQ, located at 21 Lethbridge St Penrith. Teams may only check in when the entire team is present.
2. Teams must remain at Monopoly HQ from Check in until the Starting Whistle is blown for their game. Game starts may be staggered depending on the number of players.
3. When the Starting Whistle is blown, teams must make their way to the "Go" Square as indicated on the game board. This is your first stop and you must check in here before moving on to your next square.

Checking In

1. When you arrive at a game square, you must take a photo of your team holding up both your game board and your timecard with the current time written on it in front of the location pictured on the game board.
2. Make sure you include any landmarks from the game board photo in your photo.
3. Send the photo to the phone number provided on your board and wait for a response from Monopoly HQ.
4. If Monopoly HQ cannot work out your location from the photo, then you will be penalised \$20.
5. If Monopoly HQ require a response to your check in, you have 5 minutes to respond. Failure to respond within 5 minutes, will see you lose the chance to play that game square (purchase property, participate in a chance etc.).
6. You must remain at the property until Monopoly HQ advise you to continue to your next game square.

Navigating the Board

1. There are no dice in this version of the game. As a team, you decide on what game square you choose to visit and in what order.
2. You can travel to any square on the board by walking or bus only.
3. Make sure you visit as many squares as possible between the start and end of your game. A penalty of \$100 will be applied to each square not successfully played during the game.

Finishing the Game

1. Your game is over when you have played every square on the game board at least once or the end of your game has occurred. The end time for your game is written on your game board.
2. As soon as you have played every square or time has expired, immediately make your way to Monopoly HQ and check in at the finish line. The time you arrive at the finish line will be recorded to assist in any tie breakers.
3. In the event of an emergency or major weather event, Monopoly HQ may end the competition early. An SMS will be sent out to all teams to return to Monopoly HQ immediately.

Playing the Game Squares

Properties

1. There are 8 sets of coloured properties on the game board, each set containing two properties.
2. When you check in to a property and it is unowned, you will be given the chance to purchase it. To purchase the property, reply yes when Monopoly HQ messages you. To pass on the property, reply no.
3. If you check into a property that is owned by another team, you must pay the rent that is due to that team as shown on the title card. This is determined by how many properties the team owns in the colour set, as well as any houses/hotels they may have built on the property.

Action Spaces

1. You can visit the **GO** space once every hour. Each time you visit go, and it is a valid check in, you will receive \$200. Be careful though, an invalid check-in will cost you \$50.
2. When you check in to a **Chance** space, a task will be assigned to your team at random. Complete the task at any point during the game and you will get the reward indicated. Make sure you include the Chance Number on your timecard. Choose not to complete the task and you will not be penalised.
3. Each time someone visits a **Chance**, we will also add the possible prize money to the Free Parking kitty.
4. You can visit the **Free Parking** space as many times as you wish. When you visit this square, you will automatically receive any money that is currently in the Free Parking kitty and the balance will reset to 0.
5. When you visit the **Go to Gaol** space, you will be sent to Gaol. You must go straight to Goal and not play any other square until you have completed the Gaol Tasks.
6. Visiting the **Gaol** space will not do anything unless you have been sent here by Monopoly HQ. If Monopoly HQ sent you here, you must:
 - a. Perform a mime of your entire team behind bars and send it as your check in photo.
 - b. Head back to the **Go** space.
 - c. Take a photo celebrating your freedom and send it as your check in photo.
 - d. You will then be able to continue your game.

Buildings

1. As soon as you own both properties in a colour set, you can start buying houses at any time.
2. You cannot build houses or hotels if any properties in the colour set are mortgaged.
3. SMS Monopoly HQ with the colour set and how many houses you wish to build. Monopoly HQ will put the houses on the board for you.
4. You must build evenly and can have no more than 4 houses on any property at any time.
5. When a both properties have 4 houses, you can build a hotel on any property at any time.
6. There are only 28 houses and 9 hotels available in the game.

Deals and Trades

1. You can buy, sell or trade properties at any time.
2. To make a transaction, text the details of the transaction to Monopoly HQ, along with the number of the team you wish to offer it to, and we will SMS the offer to that team.
3. You must state the team number clearly you wish to offer the transaction to.
4. If the other team accepts, Monopoly HQ will carry out the transaction and notify both parties.
5. If the other team declines or does not answer, then the transaction will lapse.
6. Properties can be traded for cash or other properties, the amounts or properties involved is up to the two teams involved.
7. Mortgaged properties can be traded; however, the new owner must automatically pay back the mortgage to the bank at the rate on the title card.

Help! I Can't Pay!

1. If at any point during the game, you cannot pay a bill, you will receive a text message from Monopoly HQ. You will need to raise some funds by completing one of the below activities. You can do this at any time.

Try to Raise Money

1. You can try to raise money by completing a deal with another team (See above) or selling property back to the bank. To sell a property, you can text Monopoly HQ with the name of the property you want to sell. The bank will always buy the property for half of the property purchase price.
2. You can also sell hotels and houses back to the bank for half the cost they were purchased at. Selling a hotel will give you 4 houses on a property. You must sell evenly across a colour group.

Mortgaging Property

1. To Mortgage a property, you must first sell all the buildings in the colour set to the bank. When done, text Monopoly HQ with the property you wish to mortgage.
2. No rent can be collected on a mortgaged property.
3. To repay a mortgage, text Monopoly HQ with the name of the property you wish to repay, and it will be put back in the game for you.

Bankruptcy

1. If you are unable to raise the money to pay your bill, you are bankrupt. This does not mean you are out of the game.
2. Head back to the Go square and send a picture of your team looking sad and the word "Bankrupt" on your time pad.
3. All your properties and houses will be returned to the bank and are put up for sale.
4. You will be given a starting balance of \$800 to restart building your property empire.

Winning the Game!

1. Once you finish the game and Check in, Monopoly HQ will automatically calculate your game total. This is done by
 - a. Selling your houses/hotels back to the bank.
 - b. Mortgaging your Properties
 - c. Calculating any penalties earned during the game
 - d. Determining the total amount of cash, you have left.
2. Monopoly HQ will then rank you on the placings list. This is ranked by the amount of cash you have left, and in the event of a tie, the time you checked back into Monopoly HQ.
3. Prizes will be awarded for the team that ranks first in each division.

Support

1. Monopoly Run has several support teams that will drive around the playing area. To flag down a support team, look for a vehicle with the Monopoly Run logo on the side.
2. The support team can provide guidance, support, render first aid or provide youth safe advocacy.
3. If you require assistance and cannot see a support team, please call the support number on your game board for assistance.
4. In the event of a medical emergency, render immediate first aid and call 000 if needed. As soon as it is safe to do so, call or text Monopoly HQ for assistance.

COVID-19 Stipulations

1. This event is designed to be as COVID safe as possible. In order to achieve this, the below rules have been brought in for this year only.
2. All players must maintain a physical distance of 1.5m per person where practical.
3. Masks must always be worn while on Public Transport.
4. Food and Drink may not be shared between participants at any time. Any food provided by the event will be served in-line with Scouts NSW COVID-19 advice for Food Handling.
5. Hands must be sanitized after completing each game square.
6. Where possible, individual team members should handle a specific game component, e.g. Map, Timecard, Camera. If these items are shared, they must be wiped down before being passed on to the next player.
7. The event will employ staggered timing to manage numbers gathered in a single area. All timings must be adhered to.
8. This is an outdoor event and inside locations should be avoided at all costs.
9. This event is subject to the Public Health Orders enforced by the NSW Government. Rules and eligibility may change at any moment to cater for these orders. Participants will be given as much notice as possible and any updates will also be communicated at the start of each game.
10. QR Code check in will be required when first arriving at Monopoly HQ.
11. If you are ill, showing symptoms of COVID-19, or have been in a COVID hotspot as defined on the [nsw.gov.au](https://www.nsw.gov.au) website in the last 14 days, then you must not attend this event and should be tested immediately.
12. It is recommended that all participants have downloaded and the COVID-Safe application and have this running for the duration of the event.
13. For more information on COVID-19, Symptoms and the NSW Government response to the pandemic, please visit [nsw.gov.au](https://www.nsw.gov.au)

The Rules

Scout/Venturer/Rover Division

Teams

1. Teams are made up of between 4 and 7 youth members aged between 11 and 25 as of the date of the Monopoly Run. Members must be a part of the Scout, Venturer or Rover sections.
2. Teams are not accompanied by an adult member, however if a team includes both members under the age of 18 and over the age of 18, then there must be 2 members over the age of 18 in the team **or** an adult chaperone for the team.
3. All team members must be registered for Monopoly Run and have paid the entrance fee to their group leader prior to the closing date for the event.
4. All team members must be registered in ScoutLink as of the date of the Monopoly Run.

Equipment

1. Each team must provide 2 fully charged phones capable of sending and receiving Multimedia Messaging Service (MMS) messages, along with enough credit/data to last the day.
2. Each team member must provide their own Opal Card for use on Public Transport that must have enough credit for the maximum daily cap on the date of the Monopoly Run.
3. Team members will be required to bring a filled water bottle, COVID-19 mask, hand sanitizer, rain jacket, lunch, and snacks for the day.
4. Each team member is required to dress in their Scout Shirt and Scarf, along with appropriate pants or shorts (in line with your groups uniform policy) and comfortable shoes for the day. Each team member must wear a hat and no open shoes or sandals are allowed.
5. Monopoly Run will provide you a pack that contains the following information
 - a. A copy of the game board.
 - b. A map of the playing area.
 - c. A marker.
 - d. A set of timecards.
 - e. A copy of the rules.
 - f. A copy of the title cards for the game.

Game Configuration

1. The competition will be made up of several games.
2. Each game will consist of between four and seven teams.
3. Players start the game with \$1,500
4. Games will have staggered start and finish times to allow for a smooth flow throughout the event.

Starting the Game

1. Teams are required to check in at the time on their acceptance letter at Monopoly HQ, located at 21 Lethbridge St Penrith. Teams may only check in when the entire is present.
2. Teams must remain at Monopoly HQ from Check in until the Starting Whistle is blown for their game.
3. When the Starting Whistle is blown, teams must make their way to the "Go" Square as indicated on the game board. This is your first stop and you must check in here before moving on to your next square.

Checking In

1. When you arrive at a game square, you must take a photo of your team holding up both your game board and your timecard with the current time written on it in front of the location pictured on the game board.
2. Make sure you include any landmarks from the game board photo in your photo.
3. Send the photo to the phone number provided on your board and wait for a response from Monopoly HQ.
4. If Monopoly HQ cannot work out your location from the photo, then you will be sent to goal.
5. If Monopoly HQ require a response to your check in, you have 5 minutes to respond. Failure to respond within 5 minutes, will see you lose the chance to play that game square (purchase property, participate in a chance etc.).
6. You must remain at the property until Monopoly HQ advise you to continue to your next game square.

Navigating the Board

1. There are no dice in this version of the game. As a team, you decide on what game square you choose to visit and in what order.
2. You can travel to any square on the board by walking or public transport.
3. Make sure you visit as many squares as possible between the start and end of the game. A penalty of \$100 will be applied to each square not successfully played during the game.

Finishing the Game

4. Your game is over when you have played every square on the game board at least once or your game has expired as per the time on your game board.
5. As soon as you have played every square or time has expired, immediately make your way to Monopoly HQ and check in at the finish line. The time you arrive at the finish line will be recorded to assist in any tie breakers.
6. In the event of an emergency or major weather event, Monopoly HQ may end the competition early. An SMS will be sent out to all teams to return to Monopoly HQ immediately.

Playing the Game Squares

Properties

1. There are 8 sets of coloured properties on the game board, each set containing either two or three properties.
2. When you check in to a property and it is unowned, you will be given the chance to purchase it. To purchase the property, reply yes when Monopoly HQ messages you. To pass on the property, reply no.
3. If you check into a property that is owned by another team, you must pay the rent that is due to that team as shown on the title card. This is determined by how many properties the team owns in the colour set, as well as any houses/hotels they may have built on the property.

Action Spaces

1. You can visit the **GO** space once every 2 hours. Each time you visit go, and it is a valid check in, you will receive \$200. Be careful though, an invalid check-in will send you to goal.
2. When you check in to a **Chance** space, a task will be assigned to your team at random. Complete the task at any point during the game and you will get the reward indicated. Make sure you include the Chance Number on your time card. Choose not to complete the task and you will not be penalised.
3. When you check in to a **Community Chest** space, a task will be assigned to your team that will involve members of the general public. Complete the task at any point during the game and you will get the reward indicated. Make sure you include the Chance or Community Chest Number on your time card. Choose not to complete the task and you will not be penalised.
4. Each time someone visits a **Chance or Community Chest**, we will also add the possible prize money to the kitty.
5. You can visit the **Free Parking** space as many times as you wish. When you visit this square, you will automatically receive any money that is currently in the kitty and the balance will reset to 0.
6. When you visit the **Go to Goal** space, you will be sent to Goal. You must go straight to Goal and not play any other square until you have completed the Goal Tasks.
7. Visiting the **Gaol** space will not do anything unless you have been sent here by Monopoly HQ. If Monopoly HQ sent you here, you must:
 - a. Perform a mime of your entire team behind bars and send it as your check in photo.
 - b. Head back to the **Go** space.
 - c. Take a photo celebrating your freedom and send it as your check in photo.
 - d. You will then be able to continue your game.
8. There are 2 **Tax Spaces** on the game board – Luxury Tax and Income Tax. Each space has a pre-defined task that you must complete in a time limit or suffer a penalty. More information will be sent to you via SMS when you play this space.

Buildings

1. As soon as you own all properties in a colour set, you can start buying houses at any time.
2. You cannot build houses or hotels if any properties in the colour set are mortgaged.
3. SMS Monopoly HQ with the colour set and how many houses you wish to build. Monopoly HQ will put the houses on the board for you.
4. You must build evenly and can have no more than 4 houses on any property at any time.
5. When a both properties have 4 houses, you can build a hotel on any property at any time.
6. There are only 36 houses and 12 hotels available in the game.

Deals and Trades

1. You can buy, sell or trade properties at any time.
2. To make a transaction, text the details of the transaction to Monopoly HQ, along with the number of the team you wish to offer it to, and we will SMS the offer to that team.
3. You must state the team number clearly you wish to offer the transaction to.
4. If the other team accepts, Monopoly HQ will carry out the transaction and notify both parties.
5. If the other team declines or does not answer, then the transaction will lapse.
6. Properties can be traded for cash or other properties, the amounts or properties involved is up to the two teams involved.
7. Mortgaged properties can be traded; however, the new owner must automatically pay back the mortgage to the bank at the rate on the title card.

Help! I Can't Pay!

1. If at any point during the game, you cannot pay a bill, you will receive a text message from Monopoly HQ. You will need to raise some funds by completing one of the below activities. You can do this at any time.

Try to Raise Money

1. You can try to raise money by completing a deal with another team (See above) or selling property back to the bank. To sell a property, you can text Monopoly HQ with the name of the property you want to sell. The bank will always buy the property for half of the property purchase price.
2. You can also sell hotels and houses back to the bank for half the cost they were purchased at. Selling a hotel will give you 4 houses on a property. You must sell evenly across a colour group.

Mortgaging Property

4. To Mortgage a property, you must first sell all the buildings in the colour set to the bank. When done, text Monopoly HQ with the property you wish to mortgage.
5. No rent can be collected on a mortgaged property.
6. To repay a mortgage, text Monopoly HQ with the name of the property you wish to repay and it will be put back in the game for you.

Bankruptcy

1. If you are unable to raise the money to pay your bill, you are bankrupt. This does not mean you are out of the game.
2. Head back to the Go square and send a picture of your team looking sad and the word "Bankrupt" on your time pad.
3. All your properties and houses will be returned to the bank and are put up for sale.
4. You will be given a starting balance of \$1500 to restart building your property empire.

Winning the Game!

1. Once you finish the game and Check in, Monopoly HQ will automatically calculate your game total. This is done by
 - a. Selling your houses/hotels back to the bank.
 - b. Mortgaging your Properties
 - c. Calculating any penalties earned during the game
 - d. Determining the total amount of cash that you have left.
2. Monopoly HQ will then rank you on the placings list. This is ranked by the amount of cash you have left, and in the event of a tie, the time you checked back into Monopoly HQ.
3. Prizes will be awarded for the team that ranks first in each division.

Support

1. Monopoly Run has several support teams that will drive around the playing area. To flag down a support team, look for a vehicle with the Monopoly Run logo on the side.
2. The support team can provide guidance, support, render first aid or provide youth safe advocacy.
3. If you require assistance and cannot see a support team, please call the support number on your game board for assistance.
4. In the event of a medical emergency, render immediate first aid and call 000 if needed. As soon as it is safe to do so, call or text Monopoly HQ for assistance.

COVID-19 Stipulations

1. This event is designed to be as COVID safe as possible. In order to achieve this, the below rules have been brought in for this year only.
2. All players must maintain a physical distance of 1.5m per person where practical.
3. Masks must always be worn while on Public Transport.
4. Food and Drink may not be shared between participants at any time. Any food provided by the event will be served in-line with Scouts NSW COVID-19 advice for Food Handling.
5. Hands must be sanitized after completing each game square.
6. Where possible, individual team members should handle a specific game component, e.g. Map, Timecard, Camera. If these items are shared, they must be wiped down before being passed on to the next player.
7. The event will employ staggered timing to manage numbers gathered in a single area. All timings must be adhered to.
8. This is an outdoor event and inside locations should be avoided at all costs.
9. This event is subject to the Public Health Orders enforced by the NSW Government. Rules and eligibility may change at any moment to cater for these orders. Participants will be given as much notice as possible and any updates will also be communicated at the start of each game.
10. QR Code check in will be required when first arriving at Monopoly HQ.
11. If you are ill, showing symptoms of COVID-19, or have been in a COVID hotspot as defined on the [nsw.gov.au](https://www.nsw.gov.au) website in the last 14 days, then you must not attend this event and should be tested immediately.
12. It is recommended that all participants have downloaded and the COVID-Safe application and have this running for the duration of the event.
13. For more information on COVID-19, Symptoms and the NSW Government response to the pandemic, please visit [nsw.gov.au](https://www.nsw.gov.au)