

Venture24 Writeup – Brock

My Venture24 experience started with the Amazing Race (AMR) expedition. There were 150 venturers in my exhibition, and these venturers were split into teams consisting of six people. There were 25 teams all up. The x5 days racing followed these guidelines. When you got to each checkpoint (and found the leader) you were handed one of four cards.

Route Information - A Route Information Card gives the Teams the Name of the next destination or a riddle to show the location their next destination. It is up to the teams themselves to figure out how to get to their destination.

Roadblock - A Roadblock is a task that a team must complete before getting the next card. Some roadblocks are for a single member of their team to do, for these single team roadblocks the team member is chosen before the team is given the task. If a team cannot complete a task or have spent too long on a task, then the team gets a time penalty.

Detour - A detour is when a team is given a decision of two different tasks to complete. A team must complete one of these before they move on. A team can switch tasks as many times as they wish with no time penalty.

Face Off - A face off (Duel) is when a challenge consists of at least two teams. This is essentially a minigame. If your team loses this minigame they then receive a time penalty and continue. If you win your face off you get the next clue card and can leave as soon as you want.

Review of Amazing Race

I personally really enjoyed the Amazing Race. The questions and clues had the right amount of difficulty for our skill level as a collective. This was a good way to expand our skill levels and meet new people. The hardest challenge we found was the first one because we couldn't get the website link to work. We were stuck on it for a good length of time and decided to follow the rest of the groups to the first destination. After this we got into the "swing of things" and it was all ok. We all started as a clump of people (25 teams) and my team (Geographically Misplaced) finished the first day in 13th place. Over the next few days we were busy racing all the other teams and catching busses, trains and trams to make it to all the other locations. (Our locations spread from Southern Cross Station, Lake Wendouree, Ballarat, Geelong, St Kilda, Brighton, Seaford Beach and the race finished in Frankston. (I believe our team came 6th overall).

The other challenge that we found more difficult to do involved putting up tents blindfolded, other teams had it easy with standard dome tents. But our group had a tent with three poles that do not overlap. (We couldn't figure this tent out, so our team decided on the time penalty). Half of the Leaders hadn't seen one of these tents before either. One of the highlights of the amazing race was the detour of making 2 showtime stars or acting out the bluey episode Grannies. Another highlight was going to Luna Park and counting the mainly black horses on the Carousel and going on a ride within the park. Overall, I enjoyed the amazing race and thank you to Venture24 for giving me this amazing opportunity.

Review of Venture24 Core Camp

Venture24 Core camp was great, there were over 850 Venturers, and the atmosphere was very welcoming. There was lots to do as there were many onsite activities like the rock climbing and abseiling towers, pinball machines and lots of indoor activities like skateboarding, ripsticks and assorted table games. There were big inflatable slides and even an inflatable water race and inflatable obstacle course on the lake. While you were on core camp you could book to go on offsite activities, day trips to Melbourne and Warragul or the beach. You could also pay to go on some activities like Shoot em up which was Pistol Shooting and Splat ball, others included Walhalla Adventure, which included going on a historic train and exploring an old gold mine. There were trips to the local theme park Gumbuya World as well. Every night there were Raves with music and we also had a comedy night, foam party, and a magician night.

I attended Shoot em up, and Walhalla Adventure. I enjoyed both pistol shooting and splat ball, (although Mum had much better aim than I did at Pistol shooting), and Splat ball was lots of fun. We played capture the flag, free for all, team death match, and there was even a golden gun in there where you had unlimited bullets while everyone else only had one shot!. Walhalla Adventure highlights were the train ride around the mountains, the old lolly shop, and the walk through the gold mine.

My highlight of my day in Melbourne was definitely a trip to Skydeck. Most Venturers who went to Melbourne must have visited the Lego shop, as Venture24 had its name on the lego wall.

Overall, I really enjoyed Core Camp, met many new friends from all over Australia and even New Zealand, and core camp was a great end to Venture24.