

## **VICTORIA HIGHLAND GAMES CLAN REGISTRATION**

The 69<sup>th</sup> Victoria Highland Games takes place Sunday, May 21, 2006 at Bullen Park in Esquimalt. (behind Archie Browning Arena). Participation of your clan in the Games is welcomed and very much appreciated.

The Victoria Highland Games Association is eager to enhance the Clan component of this and future Games. We will again award the perpetual plaque for Best Clan Display (won by Stewart of Appin last year). Clan names will also be included in the program. If you have any suggestions for further improvements, please include in your registration form.

The VHGA is pleased to provide site space and two admission passes free of charge if your clan display is informational only. Tables may be ordered for a rental fee of \$10.00 each and chairs will be provided free of charge (the number of chairs required must be indicated on registration form). Additional admission passes may be ordered with application at a cost of \$6.00 each.

Similar to last year, the Avenue of the Clans will be roughly located in the middle of the field parallel to the opening ceremonies area. Upon receipt of registration form and any fees, a map of the site and parking area as well as admission passes will be forwarded on to you.

Please contact Bruce Campbell at [inverawe@shaw.ca](mailto:inverawe@shaw.ca) or (604) 536-1835 if you have any questions.

### **CLANS RESPONSIBILITIES DURING THE EVENT**

1. Clans are expected to attend their space for the full duration of the Games.
2. Set-up time is on May 21, 2006 only from 6:30 am to 8:30 am. Vehicles are not permitted on the field and must be unloaded and parked in the lot by 8:00 am. Clans may park in the lot nearest the Games site; however, these spaces are provided on a first come, first serve basis. We are working towards having quads, dollies and volunteers available to help you setup.
4. Clans must provide their own table coverings and sun/rain protection.
5. Clans are responsible for removing their garbage.
6. No long term parking in loading area, vehicle must be moved once unloaded/loaded.

