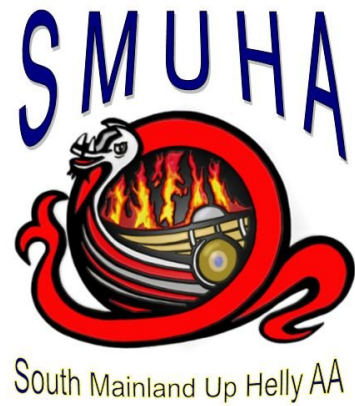


Squad Information

This sheet provides you with general information about The South Mainland Up Helly Aa.

The success of this festival relies on the people involved and the Committee will take serious action against any individual who brings it into disrepute.



The Muster

- All squads are to muster at their allocated time to collect torches. All bottles and cans are to be disposed of at this point in the bins provided.
- Squads are then to muster on the road in two ranks.
- At 7:20pm the Jarls Squad accompanied by brass band will march up the ranks to the head of the procession to receive torches.
- At 7:30pm a Flare will mark the light up.

Procession

- On completion of the light up the procession will move off.
- Torches are to be rotated a quarter of a turn throughout the procession to allow for an even burning of the head.
- Squads will form up around the galley at the burning site as detailed by Marshals.
- The Galley Song will be sung and three cheers given.
- A bugle call will be the signal for torches to be thrown into the galley.
- Squads are **not** to throw torches at the Galley head as this ruins the photo opportunity for the Guizer Jarl.

Safety

- Torches are dangerous and are to be handled in a safe manner. No guizers will be issued with torches if deemed to be in an unfit state, so as to prevent injury or damage to people and property. The Marshals decision is **FINAL**.
- Guizers are to remain vigilant for sparks or burning embers from torches that may cause injury or damage to property throughout the procession
- First Aiders will be on foot around the procession route.

Halls

- The following halls are open for the squads:
 - Bigton
 - Cunningsburgh
 - Gulberwick
 - Sandwich
 - Ness Boating Club
- To assist halls in identifying participants of the festival, all squad members will be issued with a coloured wristband at their first hall (separate colours for over 18's and under 18's).
- Squads will be issued with a card at the draw detailing their starting hall and times they are expected to be at each hall. Squads are to **adhere** to these times to allow for the smooth running of the event.
- **NO** alcohol is to be brought into any of the halls. All venues are licensed premises and must adhere to strict licensing laws. Bar closing time is 3:30am in all halls.
- **NO** Smoking in all halls

General

- The success of this festival as, previously mentioned relies on the full cooperation of all involved. Without this cooperation the festival will not happen.
- Public liability insurance is in place and protects the spectators and property during the procession. Guizers are **not covered by this insurance** and take part at their own risk.
- Squad leaders are requested to provide comments on the success of the festival to the committee. All relevant comments and suggestions are welcome.

Most importantly,

Have a good night!!!