Incursion Checklist





Incursion	Space requirements We require a space in which we are able to stay set up for the entire duration of our visit	Equipment requirements	Capacity per session	Parking requirements
Billy Carts	Large outdoor space (eg. basketball court) or hall	No requirements		
Brickworks	Hall	10 tables		
Crazy Chemicals	Hall	10 tables Access to water		
Forces & Energy	Hall	8 tables	Most incursions: up to 34 students: 1 instructor 34-44 students: 2 instructors EXCEPT: Hip Hop & World Dance up to 34 students: 1 instructor	Onsite parking, close to hall or site of incursion. Please have a parking space reserved for our instructors. PLEASE NOTE: Shelter Building requires us to drive onto the school grounds at to the
Нір Нор	Hall	4 tables		
Happy, Healthy Minds	Hall	6 tables TV/Projector access (interactive if possible, USB plug in)		
Maps & Mayhem	Hall or large classroom + outdoor sites	2 tables		
Mind & Body	Hall	No requirements		
Shelter Building	Near fences, trees &/or play equipment	No requirements	34-50 students: 2 instructors	site of the incursion due to heavy equipment.
Team Building	Hall	No requirements		
Toys	Hall	9 tables		
World Dance	Hall	8 tables		

Incursion Checklist





Hip Hop Hall 8 tables up to 25 students: 1 instructor Please have a pa space reserved for instructors. Happy, Healthy Minds Hall TV/Projector access (interactive if possible, USB plug in) Team Survival Hall No requirements All sessions will require site of incurrence in the possible of instructors. **Please have a pa space reserved for instructors.** **PLEASE NOTE Team Survival require us to drive onto school grounds at site of the incurrence in the possible.** **PLEASE NOTE To a survival require us to drive onto school grounds at site of the incurrence in the possible.** **PLEASE NOTE To a survival service in the possible of the incurrence in the possible of the po	Incursion	Space requirements We require a space in which we do able to stay set up for the entire duration of our visit		Capacity per session	Parking requirements
Hip Hop Hall 8 tables Happy, Healthy Minds Hall TV/Projector access (interactive if possible, USB plug in) Team Survival Hall No requirements Most incursions: up to 25 students: 1 instructor All sessions will require Onsite parking, clubally cart of incursions: up to 25 students: 2 instructors Please have a particular instructors. PLEASE NOTE Team Survival require us to drive onto school grounds at site of the incursions. All sessions will require	Billy Cart Blitz		1 table per 5 students + 1 extra		
Hip Hop Hall 8 tables up to 25 students: 1 instructor Please have a pa space reserved for instructors. Happy, Healthy Minds Hall TV/Projector access (interactive if possible, USB plug in) Team Survival Hall No requirements All sessions will require site of incurrence in the possible of instructors. **Please have a pa space reserved for instructors.** **PLEASE NOTE Team Survival require us to drive onto school grounds at site of the incurrence in the possible.** **PLEASE NOTE To a survival require us to drive onto school grounds at site of the incurrence in the possible.** **PLEASE NOTE To a survival service in the possible of the incurrence in the possible of the possible of the possible of the incurrence in the possible of the	Billy Cart Construction	Hall		up to 25 students: 1 instructor 25- 44 students: 2 instructors EXCEPT: Billy Cart Construction-	Onsite parking, close to hall or site of incursion. Please have a parking space reserved for our instructors. PLEASE NOTE: Team Survival requires us to drive onto the school grounds at to the site of the incursion due to heavy equipment.
Happy, Healthy Minds Hall TV/Projector access (interactive if possible, USB plug in) EXCEPT: Billy Cart Construction- School grounds at site of the incursion instructors. PLEASE NOTE Billy Cart Construction- All sessions will require	Нір Нор	Hall	8 tables		
Team Survival Hall No requirements All sessions will require	Happy, Healthy Minds	Hall	TV/Projector access (interactive if		
2 instructors to heavy equipm	Team Survival	Hall	No requirements		
Teams, Trials & Trivia Hall No requirements	Teams, Trials & Trivia	Hall	No requirements		, ,

No requimements