

**To: Rapid City Planning Commission, Growth Management, and
Rapid City Parks Department**

From: Ups of Downs Family Support Group of western South Dakota

RECEIVED
JUL 11 2008
Rapid City
Management Department

1. We are requesting to hold a Buddy Walk™ and concert event in Memorial Park on Saturday, September 6, 2008, from 9AM until 3PM. Setup will occur at 8:30AM and shutdown will occur about 3PM.
2. We expect between 200 and 400 people given the free concert that will follow the Buddy Walk™. Prior Buddy Walks have been held in Canyon Lake Park and drawn up to 175 people.
3. The schedule is as follows:
 - 9:30AM Registration
 - 10:30AM Buddy Walk™ around Memorial Park
 - 11:30AM Lunch provided to registrants.
 - 1:00PM Concert by Chris Burke with Joe & John DeMasi
 - 2:00PM Meet and Greet Chris Burke with Joe & John DeMasi
4. There will be a small number of tables set up for food, T-Shirts, and therapy information.
5. The Buddy Walk™ itself will use existing sidewalks contained within Memorial Park. Participants will not enter or cross into any streets.
6. Knology is providing a golf cart to assist any walkers who have difficulty along the walk.
7. For family entertainment, there will be two inflatables, characters (e.g., Smokey the Bear, McGrugg the Crime Dog), clowns, etc. The inflatable structures will be monitored for safety by individuals trained for the task.
8. There will be a fire engine and a police car present.
9. The concert will be at the bandshell.
10. There will be several small tents set up to provide shade in the event of a hot day.
11. There will be plenty of water available (for free) to support those in need.
12. The bandshell restrooms will be used for the convenience of participants.
13. There will be food (hot dogs, hamburgers) provided to Buddy Walk™ registrants.
14. Emergency radios, including a weather radio, will be onsite at the registration table and constantly monitored. Any need for evacuation will be coordinated with and announced through the PA system at the bandshell.