

How to hire a marquee (Put a brick under each of its poles.) A definitive girl guide.

- Position your grand erection in the right place.
- De-bag your canvas.
- Lay out your four roof sections.
- Lay out the camp co-ordinator, any spare DFs and any stray elfins.
- Attach the three ridge plates with the shackles provided, doesn't matter which way up. At this point remember to attach the pulleys and ropes for drying out incontinent elfins' sleeping-bags,
- Next to the Brail. Not reading with fingers, just putting one loop through another, think Niger door.
- Tie off.
- Tie the flaps, simple bow darling, nothing fancy.
- Now remember that you've forgotten to put the hats on. Three hats, all marked up. Put them on, but no-one walks on marquee except me!
- You now have the leakiest of things, a flat roof, time to make a pond.
- Put one outer pole next to each pole hole.
- Take shovels and rakes and implements of destruction.
- Throw away the shovels and rakes, you won't need them, but you will need the sledge hammers
- Plant your stakes, three quarters of the pole length out from the canvas, don't worry, you're going to have to move some of them, it's the ends darling.
- Push your poles up into the holes, creating your pond. Suddenly remember that
- you've not put the hats on, no problem, sort it.
- Get the big poles out and get poking. Through the ridge plate and the hat, there's enough room to get a hand through the opening at each point.
- Get 3 fairly tall gnomes to lift the tops of the poles.
- Insert your lifting bars.
- Get three hearty gnomes, or if you wish six humans, to push up the poles.
- Job done, you now have a truly magnificent erection.
- Realize you meant to put a flag on 15mm copper on to of it and think "f#\$% it till next year."
- Live in peace, co-operation and the shed.