

Bar Hop - Fun Sheet / Help /Score Card / Address Book

DOWNTOWN	Hours	Fun Factor: 1-10	Names to Remember
Angels	2pm-4am		
Blue Nile	7pm-4am		
Cambodia	4pm-3am		
Champagne	6pm-3am		
Dirty Duck	1pm-5am		
DMZ	10am - 2am		
Doll House	24 hours		
Gecko	6pm-3am		
La Bamba	3pm-2am		
La Pasha	7pm-4am		
Lancelots	6pm-3am		
Lollipop	5pm-2am		
Misty's	6pm-3am		
Neros Forum	3pm-4am		
Owls Nest	5pm-2am		
Rhapsody	6pm-3am		
Tender Touch	6pm-3am		
Treasure Island	Noon-2am		
Typhoon	6pm-3am		
Viper Room	2pm-4am		
Welcome Inn	Noon-3am		
Ziggy's	6pm-3am		
MIDTOWN			
Agasya	6pm-3.30am		
Alaska	6pm-3am		
Angel Witch	3pm-3am		
Bar Hoppin	5pm-2am		
Bedrock	5pm-2am		
Blueberry Hill	7pm-4am		
Brown Sugar	4pm-5am		
Bunny Ranch	6pm-3am		
Butterfly Rocks	5pm-2am		
Camelot	6pm-3am		
Checkers Bar	5pm-2am		
Classroom 2	2pm-4am		
Club Icarus	5pm-2am		
Flamingo	6pm-3am		
Heartbreakers	6pm-3am		
Insomnia	6pm-5am		
Las Vegas	6pm-3am		
Roadhouse	6pm-3am		
Stingers	7pm-4am		
The Zone	11am-5am		
Tom Cats	6pm- 2am		

UPTOWN	Hours	Fun Factor: 1-10	Names to Remember
Brass Knob	8am - 2am		
Cherry Bar	1.30pm-11pm		
Dr Hohns	10am-midnight		
Edelweiss	3pm-midnight		
Emotions	Noon-midnight		
Gentlemens Club	3pm - midnight		
Magic Moments	1pm-11pm		
Stampede	1.30pm-11pm		
Streaky's	1pm-11pm		
Perimeter A			
Caddy Shack	Noon-midnight		
Club Rio	1pm-midnight		
Foxy's	2pm-10pm		
Garfields Last Stand	Noon- 10pm		
Illusions	2pm-11pm		
Matrix Brawn	Noon-midnight		
Niffitys	1pm-midnight		
Sweetie Bar	1pm-midnight		
Perimeter B			
Bubbles	11am - 9pm		
Honey Ko's	3pm - midnight		
Lost in Asia	4pm-1am		
Mirrors	6pm-2am		
Nasty Duck	Noon-midnight		
T Times	1pm-11pm		
Thi Hi	2pm - midnight		
Top Hat	5pm-2am		
Friendship			
Cold Drop	2pm - midnight		
Grand Prix	2pm-midnight		
Jolly Frog	1pm - midnight		
Luscious	2pm-midnight		

	Walking Distance		
	1st to last bar		Distance From Check Point
Downtown	300 metres		400 metres
Mid Town	250 metres		50 metres
UpTown	400 metres		250 metres
Perimeter A	400 metres		1.0 kms
Perimeter B	700 metres		1.5 kms
Friendship	300 metres		3kms