

**Subject:** FW: Enquiry from Tony ( Anthony) Michale Gwynne

**Date:** Thursday, 4 May 2017 at 10:46:38 AM Australian Eastern Standard Time

**From:** John (Jancsi) Mark

The message is:

**Select date:** 27 Apr 2017

**Your Full Name:** Tony ( Anthony) Michale Gwynne

**Your Website (if applicable):**

**Name The Story:** Camel race adventures

**What Year is this short from:** 1988

**What Company, Platoon and or Section:** C/Coy 9 plt then CHQ

**Your Short Story - 500 Words or Less (you can come back and submit as many as you like, just one story per session):** It was mid 1988 I was the Camel race that was on during the bicentennial myself and several guys were support crew to the riders from 2/4. Myself and 3 guys went into Boula for some reason in a unimog and a land rover whilst there we decided at around 1630 hrs we might go to the pub for one or two beers and as we know that is simply never the case so around about 2300 hrs we finally left the pub and headed back out to the main camp around 50 or 60 k's away in the mean time there was quite a bit of rain around so on the way back I let my offsider drive well low and behold we got bogged as we sat there the boys come up in the unimog and said no worries we'll winch ya out as he turned the mog around it just sunk so here we are both vehicles bogged to the ass all 4 of drunk as skunks and we couldn't get those vehicles out so off to sleep we go and I must say it was bloody freezing next morning we gave it another go then all of a sudden the driver of the mog said oh fuck hang on I'll just let the tyres down I've got an air compressor so yep you guessed it out come the then the rover get back to the camp and got a complete ripping for being late getting accused of getting on the piss and having a sleep on the side of the road to which our reply was no Sir not us we never went to the pub we just got bogged we never thought we had got away with it until they saw the tracks where we got bogged and nothing more was said

Message was sent from: **Submit Short Story Memor**