



SC&T Weekend Wide Game South VIII 2016

Instructions for Leaders

The Rovers of the South Coast and Tablelands will be hosting **WWG South VIII – “Muggled”** on the **21st - 22nd May 2016**. The event will run at Potato Point, south of Moruya. This is a competitive event involving Scouts, Venturers, Rovers and Leaders. Patrols will be judged on points collected over 24 hours, and will be handicapped according to their age and experience. Feel free to contact us if you need anything clarified as per the details below, or visit www.widegame.com.au.

Registration:

To participate, registration needs to be **received by Friday 6th May 2016**. Late registrations will be considered, but will attract a \$5 a head late fee. Registration requires the following:

- Activity Fee (Scouts = \$20, Venturers = \$20, Rovers = \$15, Leaders = \$15)
- Catering Fee (optional - \$30.00)
- A signed Activity Participation Form (E1) for each Leader
- A completed **WWG South VIII** EMS Registration (one per group, Leader/PL responsibility) – ems.sctscouts.org.au
- A printed receipt of the Online Registration, E1s and Money sent to: SC&T WWG Committee, P/O Box 171, Unanderra, 2526.

Make all cheques payable to "**South Coast and Tablelands Region Rover Council**" and submit all forms to "SC&T WWG Committee, P/O Box 171 Unanderra 2526". Please note: Participants that have not yet received a membership number must instead supply a copy of their Y1 form, or confirmation that it has been submitted to Branch.

Event Timetable:

WWG South will be held at Potato Point. The site is in the northern end of Eurobodalla National Park - just south (~ 1 km) of Potato Point village. Participants need to be present and registered at Potato Point Rural Fire Service Hall **BEFORE 10:30 AM on 21st May 2016**. The event will conclude at the same location, no later than **2:30 PM on Sunday 22nd May 2016**.

Patrol Structure:

Scouts enter the event as Patrols built along the following guidelines:

- Patrols must contain 4 - 7 members.
- Each Patrol can contain several (or no) PLs and APLs, but this must be noted on the application form.
- Each Patrol must nominate an official PL and APL for the duration of the WWG.

Leaders:

Troops must provide at least one adult per two Scout patrols entered. Any such helper will assist in the running of the event, has the option of being catered, and may be asked to supervise their Scouts during the night.

All youth members (Scouts & Venturers) are required to nominate a responsible leader who is present for the entire weekend and able to supervise members as required. The leader is not required to be from the same Group, but **cannot** also be responsible for another youth section at WWG (i.e. Venturer Units cannot nominate a Scout Leader supervising Scouts).

Policy Reminders:

Some of the more important parts of the WWG Policy are included below as a general reminder:

- **Bags:** Scouts must pack 2 bags, a "Camp Pack" with camping/cooking gear and a "Day Pack" for daytime requirements. Scouts must carry **both** bags under full hike conditions. See Scout Information form for more details.
- **Catering and Supervision:** Scouts will be assigned camping areas near the portable kitchen, allowing catered Leaders to stay in contact with Patrols during mealtimes.
- Vehicles are **not** to be operated within the game area without direct permission from WWG Organisers.

The WWG Policy Document is available online (www.widegame.com.au/policy.pdf) and is to be read and adhered to by all attendees.

Yours in Scouting,
SC&T Wide Game Committee
(admin@widegame.com.au)

Andrew Clark
Chairman

Ben Nichols
Assistant Chairman
0431 111 970

Tristan Haider
Game Master
0468 749 074

Peter Gear
Region Commissioner (Scouts)
0428 334 650