



# SC&T Weekend Wide Game South VIII 2016

## Instructions for Rovers

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. Additional Rover support is needed to provide both competition for the Scouts and assistance to the organisers during the Game. Contact any of the addresses below if you need anything clarified, or visit [www.widegame.com.au](http://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 of \$15 per Rover
- Catering Fee (optional - \$30)
- A signed Activity Participation Form (E1) for each Rover
- A completed **WWG South VIII** EMS Registration (one per group/crew) – [ems.sctscouts.org.au](http://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: Rovers 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. Set-up commences on the afternoon of **Friday 20th May 2016**. Assistance during this time would be appreciated - however, in terms of the game itself, Rovers must assemble at Potato Point RFS Hall **before 9:30 AM on 21st May 2016**. The event will conclude at the same location, **no later than 2:30 PM on Sunday 22nd May 2016**.

### Game Roles and Rules:

Rovers have the option of stalking (or being stalked by) patrols of Scouts through the game area - either on foot, or bike - or simply sitting and running a base. Please nominate your preference on the registration system. All specific game information will be supplied on the day, but general information will be made available on request.

As Rovers are operating in a supervisory role with minors present, a few rules need to be clarified:

- WWG is to be a dry event. There is to be **no alcohol** present.
- No Rover is allowed to operate a motor vehicle within the game area without direct permission from WWG Organisers.
- Rovers are not allowed to leave the game site, without notifying WWG Organisers.
- No Rover is to transport Scouts or Venturers in a motor vehicle without direct organiser permission.

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

### Camping and Facilities:

All Rovers are to be completely self-sufficient for the weekend (unless the catering option is chosen). Those not supervising Scouts will camp at the RFS Hall. All RFS Hall facilities will be used by the Catering team, so those wishing to self-cater will need to make other arrangements.

### Equipment:

Items such as a compass, pocket-knife, water bottle, whistle, or binoculars may also come in handy. Those intending on riding bikes must bring appropriate safety gear.

Yours in Scouting,  
SC&T Wide Game Committee  
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