



SC&T Weekend Wide Game South VIII 2016

Instructions for Scouts

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 of \$20 per Scout
- A signed Activity Participation Form (E1) for each Scout (the Scout's responsibility)
- 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.

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 Saturday 21st May 2016**. The event will conclude at the same location, no later than **2:30 PM on Sunday 22nd May 2016**.

Frequently Asked Questions:

- The game briefing will begin on **Saturday at 11:00 AM sharp**. Make sure your Patrol is registered by 10:30 am. Don't be late.
- WWG involves lightweight camping. **No suitcases or sports bags**. Scouts should bring **two** bags (See Gear List) and **must carry both under hike conditions**. Scouts will have opportunity to store Hike Packs in safe locations during the game.
- Scouts compete as a Patrol at all times. PLs will be in charge, with only occasional adult supervision.
- The WWG will involve physical activity, but will not penalise smaller, younger, or inexperienced Scouts.
- Some Patrols **may** be able to join forces, but shouldn't depend on it. Only **one** Patrol can win the prize.
- Each Patrol should be self-sufficient. Patrols from the same troop will likely be camping in different areas.
- Water stations are available at different points, but should not be relied on. Each Scout should carry sufficient water.
- Assume a Total Fire Ban will be in force - Trangia, Solid Fuel & Gas Stoves are allowed. Open fires are forbidden.
- We would **prefer** that solid fuel stoves are NOT brought, due to fire hazards – all Scouts should be able to demonstrate the safe operation of their stove if required prior to cooking. All Scouts should also know how to clean their equipment under hiking conditions.
- Scout uniform is only required for the closing ceremony. Uniform is **not** to be worn during the game.

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

Gear List:

A gear list is provided below. Please read carefully - each item is included for a reason. The Day Pack should be light and packed for fast travelling, whilst everything needed only for camping should remain in the Hike Pack.

<p><u>General Gear:</u> UNIFORM Clothing (including Sturdy Footwear and Hat)</p>	<p><u>Hike Pack Contents:</u> Food (Dinner, Breakfast) Eating/Cooking/Cleaning utensils Sleeping Gear (Sleeping Bag + Mat) Tent Torch or Headlamp Hike Stove and fuel Extra clothes</p>	<p><u>Day Pack Contents:</u> First Aid kit Full water container(s) Wet/Cold weather gear Small trowel & toilet paper Sun block and Insect Repellent Snacks and Lunch Compass</p>
<p><u>Prohibited Items:</u> VHF or UHF Radios Anything that is too expensive to be lost or broken. Slingshots or any projectile “toys”</p>		

Yours in Scouting,
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