



SC&T Weekend Wide Game South VIII 2016

Instructions for Venturers

The Rovers of the South Coast and Tablelands will be hosting **WWG South VIII – “Muddled”** 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 Venturer support is needed to provide competition for the Scouts and assistance where required. Contact any of the addresses below if you need anything clarified, 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 Venturer
- Catering Fee (optional - \$30)
- A signed Activity Participation Form (E1) for each Venturer (the Venturer's responsibility)
- A completed **WWG South VIII** EMS Registration (one per group/unit) – 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: Venturers 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. Venturers need to be present and registered at Potato Point Rural Fire Service Hall **BEFORE 9:30 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**.

Game Roles and Rules:

WWG South will offer Venturers a choice between the usual "Scout Stalking" role, base operation, and competition with other Venturers. As usual, there are also other jobs that involve much less activity. As Venturers are operating in a "supervisory" role, those attending the event need to abide by the following rules:

- WWG is to be a dry event. There is to be **no alcohol** present. If you can't abide by this rule, don't show up.
- The WWG calls for Venturers to keep the game ticking over, and making life interesting for those playing. You are also required to show mercy. Game rules will continue to allow penalties for Scouts who fail to show Venturers proper respect.
- All gear carried or used by the Scouts is off-limits. Don't touch any hike packs, or enter any established campsite.
- The Scouts may attempt to bribe you. This is perfectly acceptable (and encouraged) - but you must not **ask** for bribes of anything other than game tokens. Anything else must be freely offered.
- If you need a break, return to the Base Camp and rest there. Don't interfere with the running of the game.
- No Venturer may operate a motor vehicle within the game area, or leave the game site, 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.

Camping and Supervision:

All Venturers participate in WWG South as separate entities under their own nominated leader. *"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 section at WWG (i.e. Venturer Units cannot nominate a Scout Leader supervising Scouts)."*

Equipment:

All Venturers are to be completely self-sufficient for the weekend. Items such as a compass, pocket-knife, water bottle, whistle, or binoculars may also come in handy. Those intending to ride bikes must bring appropriate safety gear.

Yours in Scouting,

SC&T Wide Game Committee

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