



Weekend Wide Game

PO Box 171, Unanderra NSW, 2526

www.widegame.com.au

South Coast & Tablelands Region Rovers



WWG NORTH XV 2016 - Leader Information Pack

The SC&T Weekend Wide Game Committee invites you to participate in **WWG North XV – “Demented! - Hogwarts... It’s History!”** on the **19th – 20th November 2016**, running at Cataract Scout Park, Appin. This information package describes the event, outline the registration process and required equipment.

Weekend Wide Game is a competitive event involving Scouts, Venturers, Rovers and Leaders. While participating in the game, patrols will be awarded points which will be tallied and used to determine the overall scores. Patrols will be handicapped according to their age and experience to ensure the scoring of all patrols is even and fair over the weekend.

Registration:

To participate, the following registration process must be completed by **Friday 28th October 2016**:

- Collect the Activity Fee (Scouts & Venturers = \$28, Rovers & Leaders = \$20).
- Catering Fee (optional – \$30 – not available to Scouts).
- Collect signed Activity Participation Form (E1) for all attendees
- Complete a **WWG North XV** SC&T EMS Registration (one per Team/Patrol). This is the responsibility of the PL or Scout Leader and can be completed at ems.sctscouts.org.au
- A printed receipt of the EMS Online Registration, E1s and Payment sent to: SC&T WWG Committee, P/O Box 171, Unanderra, 2526.

Late registration will be considered, but will attract a \$5 per person Late Fee.

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.

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)



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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 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 should be read and adhered to by all attendees.

Questions and Enquiries

Should you have any questions or enquiries, please ask you Scout Leader in the first instance. If your Scout Leader is unable to assist, they can email our committee who will respond to the enquiry.

SC&T Weekend Wide Game Committee

admin@widegame.com.au

www.widegame.com.au

Be Prepared...

for new adventure!

Scouts Australia
www.scouts.com.au