



Weekend Wide Game

PO Box 171, Unanderra NSW, 2526

www.widegame.com.au

South Coast & Tablelands Region Rovers



WWG NORTH XV 2016 - Rover 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. Additional Rover support is needed to provide both competition for the Scouts and assistance to the organisers during the Game. 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. Rovers have a variety of roles that they can assist in, including playing featured characters, assisting at bases and assisting on the teams that form the committee.

Registration:

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

- Complete a **WWG North XV** SC&T EMS Registration (one per crew). This is the responsibility of the Crew Leader and can be completed at ems.sctscouts.org.au
- Collect a signed Activity Participation Form (E1) from each participating Rover.
- Collect the \$20 Activity Fee from each participating Rover.
- Catering Fee (optional – see website for details)
- 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.

Event Timetable

WWG North will be held at Cataract Scout Park, Appin. Set-up commences on the afternoon of **Friday 18th November 2016**. Assistance during this time would be appreciated – however in terms of the game itself, Rovers must assemble at the Activity Sheds **BEFORE 9:30 AM on Saturday 19th November 2016**. The event will conclude at the same location, no later than 2:30 PM on **Sunday 20th November 2016**.

Equipment & Facilities

All Rovers 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.

All Cataract facilities will be used by the catering team, so those wishing to self-cater will be required to be fully self-sufficient in catering equipment as well.



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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 the WWG Executive Team.
- Rovers are not allowed to leave the game site, without **signing out at HQ. Rovers are expected to be available to assist for the duration of the game.**
- No Rover is to transport Scouts or Venturers in a motor vehicle without direct organiser permission.

Questions and Enquiries

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

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

SC&T Weekend Wide Game Committee

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www.widegame.com.au

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for new adventure!

Scouts Australia
www.scouts.com.au