



# Weekend Wide Game

PO Box 171, Unanderra NSW, 2526

[www.widegame.com.au](http://www.widegame.com.au)

South Coast & Tablelands Region Rovers



## WWG NORTH XV 2016 - Scout Information Pack

The SC&T Weekend Wide Game Committee invites you to participate in **WWG North XV – “Demented! - Hogwarts... It’s History!”** on the **19<sup>th</sup> – 20<sup>th</sup> 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 28<sup>th</sup> October 2016**:

- 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](http://ems.sctscouts.org.au)
- Collect a signed Activity Participation Form (E1) from each participating Scout.
- Collect the \$28 Activity Fee from each participating Scout.
- 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. Participants need to be **present and registered** at the Activity Sheds **BEFORE 10:00 AM on Saturday 19<sup>th</sup> November**. The event will conclude at the same location, no later than 2:30 PM on **Sunday 20<sup>th</sup> November**.

### Gear List

A suggested 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.

#### General Gear:

- SCOUT UNIFORM
- Clothing (including Sturdy Footwear and a **HAT**)

#### Hike Pack Contents:

- Food (Dinner and Breakfast)
- Eating/Cooking/Cleaning Equipment (**including** a Hike Stove and Fuel)
- Sleeping Gear (Sleeping Bag and Mat)
- Tent
- Torch or Headlight
- Extra Clothes

#### Day Pack Contents:

- First Aid Kit
- Full Water Container/s
- Cold/Wet Weather Gear
- Toilet Paper
- Sunscreen and Insect Repellent
- Snacks and Lunch
- Compass

#### Prohibited Items:

- Anything too expensive to lose
- Slingshots or projectile ‘toys’
- Aerosol Cans

**Be Prepared...**

for new adventure!

Scouts Australia  
[www.scouts.com.au](http://www.scouts.com.au)



# Weekend Wide Game

PO Box 171, Unanderra NSW, 2526

[www.widegame.com.au](http://www.widegame.com.au)

South Coast & Tablelands Region Rovers



## Frequently Asked Questions:

- The game briefing will begin on **Saturday at 11:00 AM SHARP**. Make sure your Patrol is registered by 10:00 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. Patrol Leaders 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 game.
- 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.
- Trangias, Solid Fuel & Gas Stoves are allowed in the event of a Total Fire Ban. 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](http://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](mailto:admin@widegame.com.au)

[www.widegame.com.au](http://www.widegame.com.au)

**Be Prepared...**

for new adventure!

Scouts Australia  
[www.scouts.com.au](http://www.scouts.com.au)