



Weekend Wide Game

PO Box 171, Unanderra NSW, 2526

www.widegame.com.au

South Coast & Tablelands Region Rovers



WWG NORTH XVI 2017 - Venturer Information Pack

The SC&T Weekend Wide Game Committee invites you to participate in **WWG North XVI – “UN-VAULTED!”** on the **25th – 26th November 2017**, running at Cataract Scout Park, Appin. Additional Venturer support is needed to provide competition for the Scouts and assistance where required. 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. Venturers have a distinct role at WWG, often playing as a character/role designed to create “interference”. Venturers also have the option to take on a less active role, assisting at bases.

Registration:

To participate, the following registration process must be completed by **Friday 10th November 2017**:

- Complete a **WWG North XVI** SC&T EMS Registration (one per group/Unit). This is the responsibility of the Unit Chair or Venturer Leader and can be completed at ems.sctscouts.org.au
- Collect a signed Activity Participation Form (E1) from each participating Venturer.
- Collect the \$28 Activity Fee from each participating Venturer.
- 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. Participants need to be **present and registered** at the Activity Sheds **BEFORE 9:30 AM on Saturday 25th November**. The event will conclude at the same location, no later than **2:30 PM on Sunday 26th November**.

Weekend Wide Game North is NOT open to participants on Friday night, without direct permission from the Weekend Wide Game Committee.

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.

Prohibited Items include: Aerosol Cans, anything that is too expensive to be lost or broken and Slingshots or any projectile “toys”.



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Game Roles and Rules:

WWG will offer Venturers a choice between the usual "Scout Stalking" role; base operation; competition with other Venturers; and other jobs. All Venturers are expected 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. Any Venturer found in possession of alcohol will be dealt with at Region level.
- WWG requires Venturers to keep the game ticking over and to making life interesting for those playing. However, proper mercy must be shown. The Scoring Team will monitor the Scout/Venturer interaction and moderate the results to align with the game's rules (including penalties for Scouts who fail to show Venturers proper respect, not just Venturer offences).
- All gear carried or used by the Scouts is **strictly** off-limits. Don't touch any hike packs, or enter any established campsites.
- 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. Everything else must be freely offered.
- If you need a break, return to the Base Camp and rest there. Do not 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 the WWG Executive Team.

Camping & Supervision

All Venturers participate in WWG North 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)."*

Questions and Enquiries

Should you have any questions or enquiries, please ask your Venturer Leader or Unit Chair in the first instance. If your Venturer Leader or Unit Chair 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

admin@widegame.com.au

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