



Weekend Wide Game

PO Box 171, Unanderra NSW, 2526

www.widegame.com.au

South Coast & Tablelands Region Rovers



WWG SOUTH X 2018 - Rover Information Pack

The SC&T Weekend Wide Game Committee invites you to participate in **WWG South X – “GOTHAM FALLS”** on the **19th – 20th May 2018**, running at **Cullendulla Scout Camp**, just north of Bateman’s Bay. 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 4th May 2018**:

- Complete a **WWG South X ScoutEvent** Registration (one per crew). This is the responsibility of the Crew Leader and can be completed at events.sctscouts.org.au
- Collect a signed Activity Participation Form (E1) from each participating Rover (groups may elect to use CareMonkey but must provide the eForm ID during registration).
- Collect the \$15 Activity Fee from each participating Rover.
- Catering Fee (optional – see website for details)
- A printed receipt of the ScoutEvent 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 (no catering if late).

Event Timetable

WWG South will be held at **Cullendulla Scout Camp**, just north of Bateman’s Bay (the Liberty Service Station north of Bateman’s Bay will have signs to the campsite). Participants need to be **present and registered** at the Admin Shelter **BEFORE 10:30 AM on Saturday 19th May**. The event will conclude at the same location, no later than **2:30 PM on Sunday 20th May**.

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.

Cullendulla Scout Camp 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 your 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

Be Prepared...

for new adventure!

Scouts Australia
www.scouts.com.au