



WWG Policies

Version 1.1 – March 2014

Policies and Conditions for all Weekend Wide Game Events

Previous Versions:

Version 1.0 – February 2013

SOUTH COAST & TABLELANDS REGION ROVER COUNCIL

SC&T Weekend Wide Game Committee
PO Box 171, Unanderra NSW, 2526
admin@widegame.com.au

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1. Overview

Weekend Wide Game is a competitive patrol activity for Scouts, with Venturers, Rovers, and Leaders participating as each event requires. Our games are all developed "in house" by our team of organisers (aka Weekend Wide Game Committee/WWG Admins). The South Coast & Tablelands Region Rover Council govern Weekend Wide Game with any final calls being raised to the Region Rover Council.

2. Administration Roles

The WWG Committee (often referred to as 'Admins') are responsible for the overall game, risk management, first aid requirements, overall supervision of Scouts, making any emergency calls/decisions if required and the general well-being of all those attending Weekend Wide Game events. A Risk Assessment will be completed prior to each game by the WWG Committee.

The South Coast & Tablelands Weekend Wide Game Executive consist of the following roles:

- Chairman
- Assistant Chairman
- Game Master
- Treasurer
- Secretary

The decisions of the Weekend Wide Game Executive & Committee in relation to the event and game is final and is to be followed by all attendees.

3. Venturers, Rovers and Leaders

All Service Leaders (Venturers, Rovers, & Leaders) are to be fully self-sufficient, except for where the catering option has been nominated on the registration form.

3.1. Alcohol & Smoking

There is a strict 'NO ALCOHOL' policy at all Weekend Wide Game events. There is no exception to this rule and any breaches will result in immediate expulsion from the event, and refusal of future event involvement.

Weekend Wide Game events enforce the following quote regarding Smoking at events:

Smoking, by adults, whether Members, Supporters, Parents, Contractors or Employees, whilst at Scout meetings and activities will be outdoors; out of sight of youth members; far enough away from youth members that they cannot smell the smoke; and at a place that will not allow the effects of smoking to enter any Scout building.

Scouts Smoking Policy – LSG 36 – Point 1.6

3.2. Vehicle Movements

Due to incidents occurring at past events, Weekend Wide Game Events have guidelines as to vehicle movements. This is to ensure the safety of all attendees and is to be followed for all events.

Arrival

All vehicles to park in the designated parking area assigned to the event. No vehicle is to enter the game site without direct permission from a WWG Admin. Roadblocks will be in place where possible.

During the Game (Saturday Afternoon until Sunday Afternoon)

No vehicle is to be on the game site unless a 'BASE VEHICLE PASS' or 'ADMINISTRATION VEHICLE PASS' has been given by a WWG Admin. Roadblocks will continue to be in place where possible.

Set Up/Pack Up

All Scouting members (youth and adult) are expected to carry their own gear from campsite to parking area without the aid of a vehicle unless specific permission is given by WWG Admin.

All Scouting members are required to carry out all rubbish from their campsite and game areas as directed. Bring a suitable bag for this purpose.

Departure

All vehicles are to remain at the designated parking area. Any parents arriving to pick up members are also required to park in this designated area until Closing Parade has finished.

3.3. Supervision of Youth Members (Scouts & Venturers)¹

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). For Scout patrols, one leader is expected for every 2 patrols.

3.4. Uniform

Please bring full uniform to Weekend Wide Game events. This will only be required at closing ceremony.

4. Scouts

4.1. Camp Pack

Weekend Wide Game involves lightweight camping. **NO** suitcases, sports bags or 'wheelie bags' are allowed. Large point deductions will occur if any patrol is not using hike packs.

A camp pack should include (but is not limited to) the following items:

- Tent (shared)
- Sleeping Mat
- Sleeping Bag
- Cooking Implements (including stoves and pots)
- Extra Clothes/Warm Clothes
- Food (Dinner and Breakfast)
- Torch/Headlamp

4.2. Day Pack

As Camp Packs will be stored until Scouts require them on Saturday evening, Scouts are required to bring a day pack for the following items for use during the game.

A day pack should include (but is not limited to) the following items:

- First Aid Kit
- Full Water Bottles (600mL minimum/person each day)
- Wet/Cold Weather Gear
- Toilet Paper
- Sun Block & Insect Repellent
- Food (Snacks & Lunch)
- Compass

4.3. Prohibited Items

The following items are prohibited at Weekend Wide Game events.

- UHF/VHF Radios
- Large Knives
- Any device capable of launching projectiles.
- Aerosol Cans

4.4. Uniform

Please bring full uniform to Weekend Wide Game events. This will only be required at closing ceremony.

4.5. Patrols

Patrols will consist of 4 to 7 Scouts with PLs being in charge. If there is a major issue, speak to a Leader or WWG Admin immediately, or wait until we ask you in the evening.

4.6. Cooking & Fires

A designated cooking area or areas will be established near the campsite. All cooking equipment must only be used in this area. 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.

There will be no open fires permitted to cook on at any WWG Event. Any campfires **MUST** be approved by the WWG Committee.

5. Event Schedule

Weekend Wide Game does not begin until Saturday, however attendees may be able to arrive on Friday night if written permission is granted by WWG Admin – requests should be emailed to admin@widegame.com.au prior to the closing date for registrations. A leader will be required to supervise those camping (please refer to 3.3. *Supervision of Youth Members*).

A general time table is below, however please refer to the information packs for any changes in event times.

Saturday 9:30am

Seniors briefing begins. Venturers, Rovers & available Leaders should have registered at WWG Admin prior to this briefing.

Saturday 10:30am

Registration closes. Please ensure your group have arrived prior to this and registered by this time.

Saturday 11:00am

General game briefing begins. All to attend.

Saturday Midday

Game events begin.

Saturday 5:00pm

Game events end. Scouts to report to the location stated on their tag. Follow directions given by a WWG Admin for camping areas/sites.

Sunday 8:00am – 9:00am

Game events resume.

Sunday Midday

Game events end. Scouts to report to the location stated on their tag. Follow directions given by a WWG Admin for game item collection and scoring.

Sunday 1:30pm/2:00pm

Closing Parade.

6. Refunds

Any participants who have paid and are unable to attend, will be refunded **IF** the WWG Committee is notified by the registration closing date (2 weeks prior to the event).

Any refunds requested after this point in time will be considered by the South Coast & Tablelands Region Rover Council on a case-by-case basis.

No refunds will be dealt with or issued at the event.

7. Emergencies

Emergency signals include one (or both) of the following:

- Siren/Evacuation Audio (Constant)
- 3 Car Horns (3 Horns, 10+ sec silence, repeat)

All attendees are to report to the nearest base and follow instructions given to them by Leaders. Game specific Assembly points will be stated at game briefing.

In the event of an uncontrolled fire, inform a leader immediately and evacuate to the nearest shelter/assembly point.

In the event of heavy winds, heavy rain or a flood, WWG Admins with assistance from Leaders will inform attendees of the appropriate action.

If a medical emergency arises, inform the nearest leader. Ensure someone has made a radio call for First Aid where a trained First Aider or Doctor will attend the scene.

8. Footnotes

1. Venturers, Rovers & Leaders: Supervision of Youth Members.

As the event is ran specifically by Rovers, attendees are required to have supervision by leaders qualified to do so. Rovers cannot, and will not, supervise Youth Members unless they hold a Certificate of Adult Leadership and prior arrangement with the Rover has been arranged.

9. Amendments to WWG Policies

V1.0:

- Original Document

V1.1:

- Change of the words “Regional Rover Council” to “Region Rover Council” in accordance with the South Coast & Tablelands Region Rover Council’s request.
- Footnotes added to assist with understanding of policies stated throughout the document.
- Addition to ‘2.1. Administration Roles’. WWG Executive Roles stated.
- Amendment to ‘3.1. Alcohol & Smoking’. Added Citation to Scouts Australia Policy.
- Modification and addition to ‘3.3. Venturers’. Changed to “Supervision of Youth Members”.
- Addition of ‘4.6. Cooking & Fires’.
- Addition to ‘4.3. Prohibited Items’. Item Added: Aerosol Cans.
- Amendment to ‘5. Event Schedule’. Any attendees wishing to arrive on Friday Night are required to send a request to admin@widegame.com.au.