

SC&T Weekend Wide Game South V 2013



Instructions for Leaders

The Rovers of the South Coast and Tablelands will be hosting WWG South IV – “Ships, Cannon & a Dead Man’s Chest” on the 25th-26th May 2013. The event will run at Potato Point, south of Moruya. WWG South is a competitive event involving Scouts, Venturers, Rovers and Leaders. Patrols will be judged on points collected over 24 hours, and will be handicapped according to their age and experience. Contact any of the addresses below if you need anything clarified, or visit www.widegame.com.au.

Registration:

To participate, registration needs to be received by Friday 10th May. Late registrations will be considered, but will attract a \$5 a head late fee. Registration requires the following:

- Activity Fee of \$15 per Leader (Scouts = \$20, Venturers = \$20, Rovers = \$15, Leaders = \$15)
- Catering Fee (optional - see website for details closer to the event)
- A signed Activity Participation Form (A1) for each Leader
- A completed WWG South V Online Registration (one per group, Leader/PL responsibility)
- A printed receipt of the Online Registration, A1s and Money sent to: SC&T WWG Committee, P/O Box 171, Unanderra, 2526.

Make all cheques payable to "**South Coast and Tablelands Regional Rover Council**" and submit all forms to "SC&T WWG Committee, P/O Box 171 Unanderra 2526". Please note: Scouts that have not yet received a membership number must instead supply a copy of their Y1 form, or confirmation that it has been submitted to Branch.

Event Timetable:

WWG South will be held at Potato Point. The site is in the northern end of Eurobodalla National Park - just south (~ 1 km) of Potato Point village. Set-up commences on the afternoon of 24th May. Participants need to be **present and registered** at Potato Point Rural Fire Service Hall **BEFORE 10:30 AM on Saturday 25th May**. The event will conclude at the same location, no later than 2:30 PM on 26th May.

Patrol Structure:

Scouts enter the event as Patrols built along the following guidelines:

- Patrols must contain 4 - 7 members.
- Each Patrol can contain several (or no) PLs and APLs, but this must be noted on the application form.
- Each Patrol must nominate an official PL and APL for the duration of the WWG.

Leaders:

Troops must provide at least one adult per two patrols entered. Any such helper will assist in the running of the event, has the option of being catered, and may be asked to supervise their Scouts during the night.

Policy Changes:

A number of changes have been made WWG policy. Some of the more important are included here as a reminder:

- **Bags:** Scouts must pack 2 bags, a "Camp Pack" with camping/cooking gear and a "Day Pack" for daytime requirements. Scouts must carry **both** bags under full hike conditions. See Scout Information form for more details.
- **Catering and Supervision:** Scouts will be assigned camping areas near the portable kitchen, allowing catered Leaders to stay in contact with Patrols during mealtimes.
- Vehicles are **not** to be operated within the game area without direct permission from WWG Organisers.

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

Yours in Scouting,
SC&T Wide Game Committee

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