



SC&T Weekend Wide Game South V 2013

Instructions for Rovers

The Rovers of the South Coast and Tablelands will be hosting WWG South V – “Cluedo” on the 25th-26th May 2013. The event will run at Potato Point, south of Moruya. Additional Rover support is needed to provide both competition for the Scouts and assistance to the organisers during the Game. 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 Rover
- ☐ Catering Fee (optional - see website for details closer to the event)
- ☐ A signed Activity Participation Form (A1) for each Rover
- ☐ 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: Rovers 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. Assistance during this time would be appreciated - however, in terms of the game itself, Rovers must assemble at Potato Point RFS Hall **before 9:30 AM on Saturday 25th May**. The event will conclude at the same location, no later than 2:30 PM on 26th May.

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 form. 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 WWG Organisers.
- Rovers are not allowed to leave the game site, without notifying WWG Organisers.
- No Rover is to transport Scouts or Venturers in a motor vehicle without direct organiser permission.

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

Camping and Facilities:

All Rovers are to be completely self-sufficient for the weekend (unless the catering option is chosen). Those not supervising Scouts will camp at the RFS Hall. All RFS Hall facilities will be used by the Catering team, so those wishing to self-cater will need to make other arrangements.

Equipment:

Items such as a compass, pocket-knife, water bottle, whistle, or binoculars may also come in handy. Those intending on riding bikes must bring appropriate safety gear.

Yours in Scouting,

SC&T Wide Game Committee

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