

SC&T Weekend Wide Game South V 2013

Instructions for Venturers

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 Venturer support is needed to provide competition for the Scouts and assistance where required. Contact any of the addresses below if you need anything clarified, or visit http://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 \$20	ner	Venturer
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- ☐ Catering Fee (optional see website for details closer to the event)
- ☐ A signed Activity Participation Form (A1) for each Venturer (the Venturer's responsibility)
- ☐ A completed WWG 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".

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 Friday 24th May. Assistance during this time would be appreciated - however, in terms of the game itself, Venturers 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:

WWG South will offer Venturers a choice between the usual "Scout Stalking" role, base operation, and competition with other Venturers. As usual, there are also other jobs that involve much less activity. As Venturers are operating in a "supervisory" role, those attending the event need 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.
- The WWG calls for Venturers to keep the game ticking over, and making life interesting for those playing. You are also required to show
 mercy. Game rules will continue to allow penalties for Scouts who fail to show Venturers proper respect.
- All gear carried or used by the Scouts is off-limits. Don't touch any hike packs, or enter any established campsite.
- 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. Anything else must be freely offered.
- If you need a break, return to the Base Camp and rest there. Don't 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 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.

Camping and Supervision:

All Venturers participate in WWG South as separate entities under a different activity leader – the SC&T Regional Commissioner (Venturers). When the game is halted on Saturday evening, all Venturers will be directed to a common campsite, under the supervision of the RC and other attending Leaders. Venturers will not be required to participate again until 8:30 am on Sunday.

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.

Venturer Competition

Venturers have the option of competing for their share of the WWG prizes. More details will be given on the day.

Yours in Scouting, SC&T Wide Game Committee (admin@widegame.com.au)

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