



SC&T Weekend Wide Game North XIII 2013

Instructions for Scouts

The Rovers of the South Coast and Tablelands will be hosting WWG North XIII – “A Squire’s Tale” on the 23rd – 24th November 2013. The event will run at Cataract Scout Park, Appin. This 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. Feel free to contact us if you need anything clarified as per the details below, or visit www.widegame.com.au.

Registration:

To participate, registration needs to be received by Friday 8th November. Late registrations will be considered, but will attract a \$5 a head late fee. Registration requires the following:

- Activity Fee of \$25 per Scout
- A signed Activity Participation Form (A1) for each Scout (the Scout’s responsibility)
- A completed WWG North XIII 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.

Event Timetable:

WWG North will be held at Cataract Scout Park, Appin. Participants need to be **present and registered** at the Activity Sheds **BEFORE 10:00 AM on Saturday 23rd November**. The event will conclude at the same location, no later than 2:30 PM on 24th November.

Frequently Asked Questions:

- The game briefing will begin on **Saturday at 11:00 AM sharp**. Make sure your Patrol is registered by 10:00 am. Don't be late.
- WWG involves lightweight camping. **No suitcases or sports bags**. Scouts should bring **two** bags (See Gear List) and **must carry both under hike conditions**. Scouts will have opportunity to store Hike Packs in safe locations during the game.
- Scouts compete as a Patrol at all times. PLs will be in charge, with only occasional adult supervision.
- The WWG will involve physical activity, but will not penalise smaller, younger, or inexperienced Scouts.
- Some Patrols **may** be able to join forces, but shouldn’t depend on it. Only **one** Patrol can win the prize.
- Each Patrol should be self-sufficient. Patrols from the same troop will likely be camping in different areas.
- Water stations are available at different points, but should not be relied on. Each Scout should carry sufficient water.
- Assume a Total Fire Ban will be in force - Trangia stoves & Gas Stoves are allowed. Open fires + Solid Fuels Stoves are forbidden.
- Scout uniform is only required for the closing ceremony. Uniform is **not** to be worn during the game.

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

Gear List:

A gear list is provided below. Please read carefully - each item is included for a reason. The Day Pack should be light and packed for fast travelling, whilst everything needed only for camping should remain in the Hike Pack.

<u>General Gear:</u>	<u>Hike Pack Contents:</u>	<u>Day Pack Contents:</u>
UNIFORM Clothing (including Sturdy Footwear and Hat)	Food (Dinner, Breakfast) Eating/Cooking/Cleaning utensils Sleeping Gear (Sleeping Bag + Mat)	First Aid kit Full water container(s) Wet/Cold weather gear
<u>Prohibited Items:</u> VHF or UHF Radios. Solid Fuel Stoves. Aerosol Cans. Anything that is too expensive to be lost or broken. Slingshots or any projectile “toys”	Tent Torch or Headlamp Hike Stove and fuel (NOT solid fuelled) Extra clothes	Small trowel & toilet paper Sun block and Insect Repellent Snacks and Lunch Compass

Yours in Scouting,
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