



Weekend Wide Game

PO Box 200, Port Kembla NSW, 2505

www.widegame.com.au

South Coast & Tablelands Region Rovers



WWG SOUTH XIII 2022 - Scout Information Pack

The SC&T Weekend Wide Game Committee invites you to participate in **WWG South XIII – “S.C.O.U.T.S - Incognito”** on the **21 – 22 May 2022**, running at **Cobargo Showgrounds**. This information package describes the event, outline the registration process and required equipment.

Weekend Wide Game is a competitive event involving Scouts, Venturers, Rovers and Leaders. While participating in the game, patrols will be awarded points which will be tallied and used to determine the overall scores. Patrols will be handicapped according to their age and experience to ensure the scoring of all patrols is even and fair over the weekend.

Registration:

To participate, the following registration process must be completed by **Friday 13 May 2022**:

- Complete a **WWG South XIII ScoutEvent** Registration (one per Team/Patrol). This is the responsibility of the PL or Scout Leader and can be completed at events.nsw.scouts.com.au
- A completed E-Permission Form (digital E1) from each participating Scout.
- Collect the \$27 Activity Fee from each participating Scout.
- Payment made to Region Office by **Friday 13 May 2022**.
- Late** registrations will be considered, but will attract a \$5 per person Late Fee.

Event Timetable

WWG South will be held at **Cobargo Showgrounds**, address on google maps is **77 Avernus St, Cobargo NSW 2550**. Participants need to be **present and registered** at the Admin Shelter **BEFORE 9:30 AM on Saturday 21 May**. The event will conclude at the same location, no later than **1:15PM on Sunday 22 May**.

Gear List

A suggested gear list is provided below. The Day Pack should be light and packed for fast travelling, whilst everything needed only for camping should remain in the Hike Pack.

General Gear:

- SCOUT UNIFORM
- Clothing (including Sturdy Footwear and a **HAT**)

Hike Pack Contents:

- Food (Dinner and Breakfast)
- Eating/Cooking/Cleaning Equipment (**including** a Hike Stove and Fuel)
- Sleeping Gear (Sleeping Bag and Mat)
- Tent
- Torch or Headlight
- Extra Clothes

Day Pack Contents:

- First Aid Kit
- Full Water Container/s
- Cold/Wet Weather Gear
- Toilet Paper
- Sunscreen and Insect Repellent
- Snacks and Lunch
- Compass

Prohibited Items:

- Anything too expensive to lose
- Slingshots or projectile ‘toys’
- Aerosol Cans

Frequently Asked Questions:

- The game briefing will begin on **Saturday at 10:15 AM SHARP**. Make sure your Patrol is registered by **9:30am**. Don't be late.
- Scouts compete as a Patrol at all times. Patrol Leaders 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 game.
- Each Patrol should be self-sufficient.
- Water stations are available at different points, but should not be relied on. Each Scout should carry sufficient water.
- 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.

Questions and Enquiries

Should you have any questions or enquiries, please ask your Scout Leader in the first instance. If your Scout Leader is unable to assist, they can email our committee who will respond to the enquiry.

SC&T Weekend Wide Game Committee

support@widegame.com.au

www.widegame.com.au