



Weekend Wide Game

PO Box 200, Port Kembla NSW, 2505
www.widegame.com.au

South Coast & Tablelands Region Rovers



WWG SOUTH XIII 2022 - Leader 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**:

- Collect the Activity Fee (Scouts & Venturers = \$27, Rovers & Leaders = \$15).
- A completed E-Permission Form (digital E1) from each attendee.
- Complete a **WWG South XIII ScoutEvent** Registration (one per Group/Patrol). This is the responsibility of the PL or Scout Leader and can be completed at events.nsw.scouts.com.au
- Payment made to Region Office by **Friday 13 May 2022**.

Late registration will be considered, but will attract a \$5 per person Late Fee.

All registrations will be issued an invoice, with details regarding how to make payment on the invoice.

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

Units must provide at least one adult per two Scout 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.

All youth members (Scouts & Venturers) are required to nominate a responsible leader who is present for the entire weekend and able to supervise members as required. The leader is not required to be from the same Group, but **cannot** also be responsible for another youth section at WWG (i.e. Venturer Units cannot nominate a Scout Leader supervising Scouts).

Policy Reminders

Some of the more important parts of the WWG Policy are included below as a general reminder:

- WWG is to be a dry event. There is to be no alcohol present.
- **Catering and Supervision:** Scouts will be assigned camping areas, allowing Leaders to stay in contact with Patrols during mealtimes.
- Vehicles are **not** to be operated within the game area without direct permission from the WWG Committee.

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 fellow Leaders in the first instance. If your fellow Leaders are unable to assist, they can email our committee who will respond to the enquiry.

SC&T Weekend Wide Game Committee

support@widegame.com.au

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