



Weekend Wide Game

PO Box 200, Port Kembla NSW, 2505

www.widegame.com.au

South Coast & Tablelands Region Rovers



WWG North XXI 2024 - Leader Information Pack

The SC&T Weekend Wide Game Committee invites you to participate in **WWG North XXI – “Director’s Cut”** on the **22nd – 24th November 2024**, running at **Glenfield Scout Activity Centre**. 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 15 November 2024**:

- Collect the Activity Fee (Scouts & Venturers = \$35, Rovers & Leaders = \$25, catering extra \$40 for Venturers/Rovers/Leaders only).
- A completed E-Permission Form (digital E1) from each attendee.
- Complete a **WWG North 2024 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 15 November 2024**.

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. Optionally ScoutEvent will allow you to require Parent/Applicant to pay prior to completion of E-Permission.

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
- 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 is required to supervise their Scouts/Venturers 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 a dry event. There is to be no alcohol present.
- **Supervision:** Scouts and Venturers will be assigned dedicated camping areas (Separate Scout/Venturer areas). Leaders must camp within close proximity as assigned by WWG Executive.
- **The campsite will require Leaders to carry personal camping equipment up to 200m from their vehicles.**
- All Vehicles will be parked and remain in the designated carpark (excluding approved WWG vehicles).
- **No Vehicle will be allowed near campsites – no camping in rooftop tents/in cars**
- Scouts NSW's Two Deep Leadership policy requires that Members avoid potentially compromising situations by ensuring, where reasonably practicable, that at least two adults are in attendance whilst supervising/interacting/communicating with Youth Members.

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

www.widegame.com.au