

# Weekend Wide Game

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



# South Coast & Tablelands Region Rovers

## WWG North XXI 2024 - Rover Information Pack

The SC&T Weekend Wide Game Committee invites you to participate in **WWG North XXI** – "Director's Cut" on the 22<sup>nd</sup> – 24th November 2024, running at Glenfield Scout Activity Centre. Additional Rover support is needed to provide both competition for the Scouts and assistance to the organisers during the Game. This information package describes the event, outline the re1gistration process and required equipment.

Weekend Wide Game is a competitive event involving Scouts, Venturers, Rovers and Leaders. Rovers have a variety of roles that they can assist in, including playing featured characters, assisting at bases and assisting on the teams that form the committee.

### **Registration:**

То	participate.	. the following	registration	process must be com	pleted by	Friday	15 November 2024:

- ☐ Complete a **WWG North 2024 ScoutEvent** Registration (one per crew). This is the responsibility of the Crew Leader and can be completed at <u>events.nsw.scouts.com.au</u>
- ☐ A completed E-Permission Form (digital E1) from each attendee.
- ☐ Collect the \$25 Activity Fee from each participating Rover.
- ☐ Payment made to Region Office by **Friday 15 November 2024.**

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

#### **Event Timetable**

WWG North will be held at **Glenfield Scout Activity Centre**, address on google maps is **2 Cambridge Ave, Glenfield NSW 2167.** Participants need to be **present and registered** at the Admin Shelter **BEFORE 8:30 AM on Saturday 22nd November**. The event will conclude at the same location, no later than **2:30PM on Sunday 24th November**.

Rovers are welcome to arrive onsite prior to 6pm however must inform WWG Executive via email

#### **Equipment & Facilities**

All Rovers 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.

**Glenfield** facilities will be used by the catering team, so those wishing to self-cater will be required to be fully self-sufficient in catering equipment as well.

#### **Game Roles and Rules:**

Rovers have the option of stalking (or being stalked by) patrols of Scouts through the game area - either on foot, or bike - or simply sitting and running a base. Please nominate your preference on the registration system. All specific game information will be supplied on the day, but general information will be made available on request.

As Rovers are operating in a supervisory role with minors present, a few rules need to be clarified:

- WWG is to be a dry event. There is to be <u>no alcohol</u> present.
- No Rover is allowed to operate a motor vehicle within the game area without direct permission from the WWG Executive Team.
- Rovers are not allowed to leave the game site, without signing out at HQ. Rovers are expected to be available to assist for the duration of the game.
- No Rover is to transport Scouts or Venturers in a motor vehicle without direct organiser permission.
- 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.

# **Questions and Enquiries**

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

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

SC&T Weekend Wide Game Committee support@widegame.com.au www.widegame.com.au