



Weekend Wide Game

PO Box 200, Port Kembla NSW, 2505

www.widegame.com.au

South Coast & Tablelands Region Rovers



WWG SOUTH XIII 2022 - Rover 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**, running at **Cobargo Showgrounds**. 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:

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

- Complete a **WWG South XIII ScoutEvent** Registration (one per Unit). This is the responsibility of the Unit Leader and can be completed at events.nsw.scouts.com.au
- A completed E-Permission Form (digital E1) from each attendee.
- Collect the \$15 Activity Fee from each participating Rover.
- Payment made to Region Office by **Friday 13 May 2022**.

Late registration 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**.

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.

Cobargo Showgrounds 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 no alcohol 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 event.**
- No Rover is to transport Scouts or Venturers in a motor vehicle without direct organiser permission.

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 (www.widegame.com.au/policy.pdf) and should be read and adhered to by all attendees.

SC&T Weekend Wide Game Committee

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