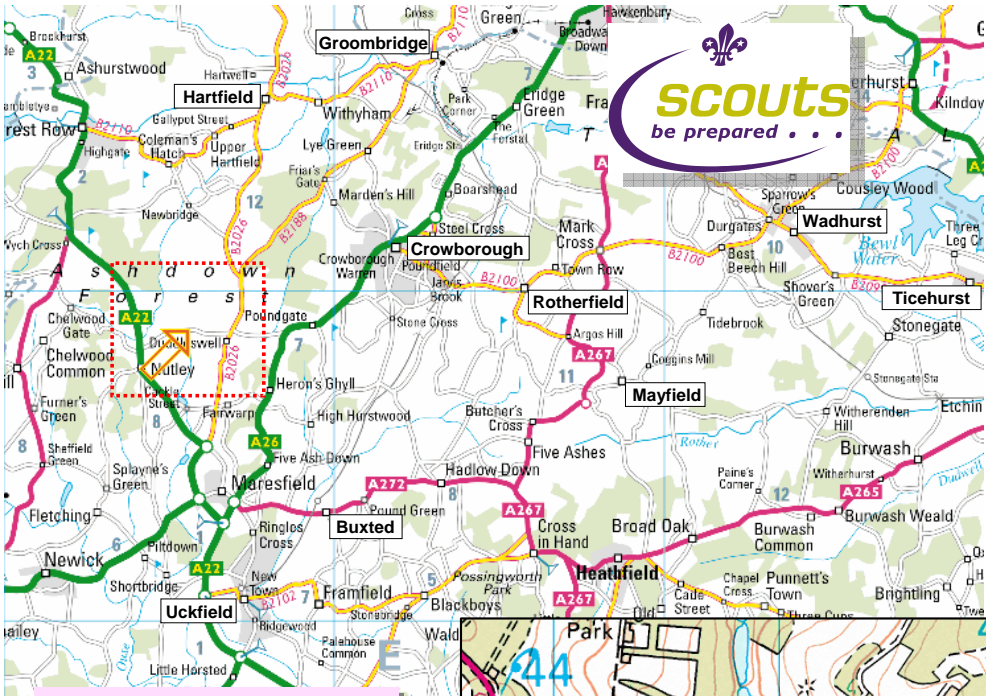


# Ashdown District Widegame, Friday, 7<sup>th</sup> December 2007

**Leaders**, please give copies of this sheet out IN ADVANCE to every Scout wishing to take part, and to all assistant leaders/parent helpers.

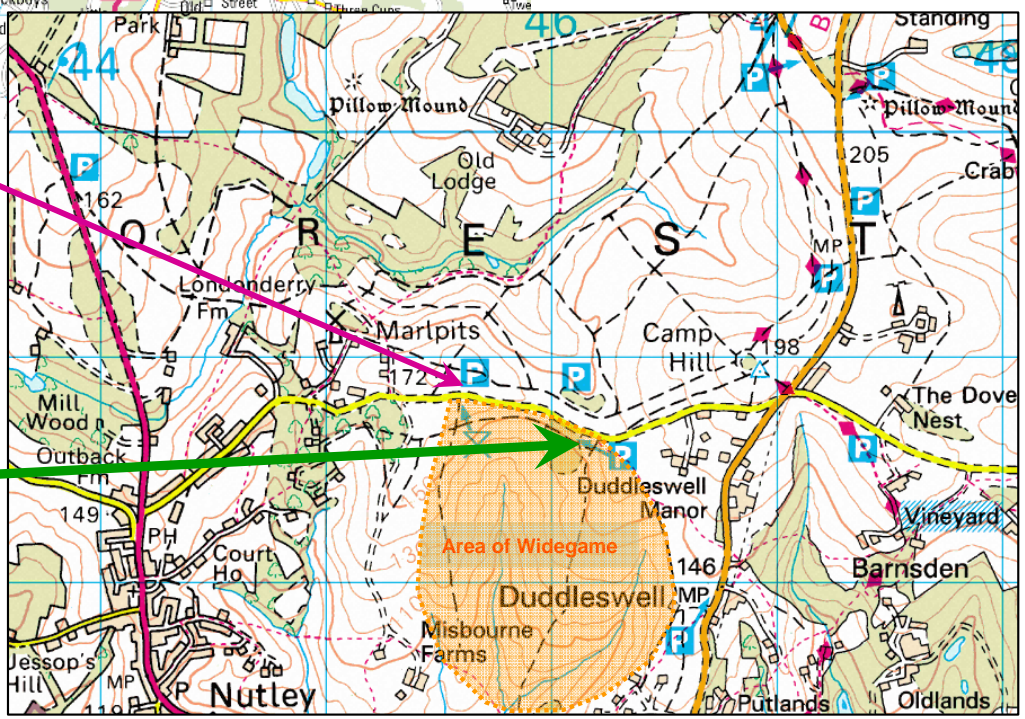
There is no entry fee for this activity, but we do need plenty of leaders and CRB - cleared adult helpers



**LEADERS MANNING CHECKPOINTS and EXPLORER SCOUTS:**  
Meet at **Friends' Clump car park** at **6:15pm** prompt.

**The Start:**  
SCOUTS, PARENTS and ANY LEADERS NOT MANNING CHECKPOINTS:  
Meet at **this car park** at **6:45pm**.

Collect from here at **9:00pm**



**The Object of the Game:** Up to eight bases will be shown on a larger scale map to be given out at the start. The bases will all be manned by leaders wearing high visibility jackets. When the whole team reports in at a base they will be able to collect a coloured token. A maximum of one token can be collected by each team from each base. Each colour will have a different value. The bases further away will have the higher valued tokens, and popular bases may run out of tokens. Teams may not give or take tokens from another team (this will result in disqualification). *One or more teams of Explorer Scouts will be patrolling the area and the Scouts will need to avoid being 'captured' by them or they will lose points.*

Teams must report back in to the start and hand over their tokens by no later than 8:45pm. (They will be disqualified if late!).

Three points will then be deducted from these scores for each occasion that the team has been captured by Explorers (the Explorers will keep a tally!). The winning team will be the one which ends up with the most points.

**Teams:** Any number of teams can be entered per Troop, each comprising a minimum of four and a maximum of six Scouts. A Leader or CRB-cleared parent helper will need to be at the Start to gather their team and register them before the game begins. At Registration the teams will be given their detailed maps and important safety instructions which **MUST** be followed.

## **EQUIPMENT REQUIRED** (leaders: please ensure that your teams are adequately equipped before they check in):

**EACH TEAM** will need at least one whistle, one compass and at least one reflective jacket. The jackets need not be worn as this would give them away too easily to the Explorer Scouts – they are to be worn only if they think they've become lost, so that they can be found more easily by the leaders. **THESE ITEMS NEED TO BE PROVIDED BY TROOP LEADERS.**

In addition, **EACH SCOUT** will need to have adequate **warm** and **waterproof clothing** (NO JEANS), including a **warm hat**, **gloves** and **hike boots** or **stout shoes**. They will also each need a **torch** and **between each team**, they will also need at least one **watch** so they will know when it's time to return to the Start (no later than 8:45pm) and, if possible, one **mobile phone**. It would be a good idea if each Scout also brought a flask, **labeled with their name** and filled with their favourite hot drink for after the game. This can be left with a parent or leader at the start for the duration of play.