

Wimbledon and Wandle District Scouts

2016

Events

Please remember:

- All closing dates need to be adhered to and we cannot accept late entries
- Any required deposits must be received with the entry form - either cash or cheques made payable to 'Wimbledon and Wandle District Scouts'. If entry is made by email, the deposit must be received by the closing date or the entry will be considered null and void.
- Generally, the closing date is two weeks before the event.

Contents

2	County dates
3	Leaders' New Year Meal
4	Paintballing
5	5-a-side football
10	Sports
15	Camping Skills weekend
19	Rafting
22	Monopoly Challenge
23	Scout Quiz
24	Incident Hike
29	Contact details
30	Troop contacts
31	Activity Qualified Leaders
32	Web links
33	District equipment

Greater London South West

County Dates

Cooking Competition

Date	14 February 2016
Venue	1 st Hook HQ, Verona Drive, Surbiton
Time	10am - 2pm
Teams	Maximum of 4 Scouts

Night Hike

Date	12-13 March 2016
Venue	tbc
Time	2pm Saturday to 9.15am Sunday
Teams	4 - 7 Scouts

If you have any queries, wish to enter or would like to help at either of these events, please contact

ACC Scouts Robin Burr

07932 152866

Robin.burr@glswscouts.org.uk

Wimbledon and Wandle District Scouts

2016

New Year Meal

Park Place, 54 Commonside, Mitcham CR4 4HB

Thursday 7 January 2016

Everyone who is connected with a Scout Troop in any way - leader, sectional assistant, helper or supporter (even *GSL*) is welcome to join us for the New Year Meal at Park Place.

Please notify Dave Bixby by 20 December 2015 on 07889 598960 or adcscouts@wimbledonandwandlescouts.org if you would like to come.

We will meet in the bar at 7pm for a 7.30pm meal.

Wimbledon and Wandle District Scouts

2016

Paintballing

Campaign Paintball, Old Lane, Cobham KT11 1NH
(<http://campaign-paintball.com>)

23 January 2016

After the success of our paintballing day last January, we are pleased to be able to offer this activity to the Scouts and Explorers of Wimbledon and Wandle once again. It is the ultimate wide game and a good chance for our Scouts and Explorers to mix.

Leaders are welcome to join in if they dare!

- Cost:** £30 per head for a full day's play (9.30am - 4.30pm) - 500 paintballs plus lunch and a drink.
- Payment:** A £10 deposit is required by **4 December** with the balance due by **16 January 2016**. Cash or cheques payable to Wimbledon and Wandle District Scouts to Dave Bixby, 1 Springfield Avenue, Merton Park SW20 9JR
- Transport:** Responsibility of Troop/Unit. If you have a problem getting your members there, please contact Dave Bixby on 07889 598 960.
- Food:** Lunch is choice of chicken burger or veggie burger. There is a shop which sells cold drinks, sweets and crisps.
- Forms:** A copy of the declaration required by Campaign Paintball has **already been sent out by email**. It is important that you read the declaration carefully and ensure that your members and their parents understand the hazards and please note on the back of the form any illness which may be aggravated by participation. The completed form with the food choice marked against each member's name (chicken burger = CB, Veggie = V) should be returned to Dave Bixby with the deposit.
- Wear:** Loose comfortable clothing and gloves. Protective clothing is provided and gloves can be bought from Campaign Paintball if necessary.

Wimbledon and Wandle District Scouts

2016

5-a-side Football Competition

Powerleague, Hannibal Way, Wallington CR0 4RW

28 February 2016

First match: 1.30pm.

The venue will be open from 1 o'clock and we must leave by 5pm.

Closing date for entries: 14 February 2016

Entries to be sent to: Dave Bixby,
1 Springfield Avenue, Merton Park SW20 9JR
020 8542 2017 or 07889 598960
adcscouts@wimbledonandwandlescouts.org

Cost of entry: £15 per team
Cheques payable to Wimbledon & Wandle District
Scouts

If your team lets you down at the last moment
please let Peter Hutton know as soon as possible
020 8770 3960 or 07976 362155

5-a-side Football Competition Rules

- 1.1 Troops may enter more than 1 team if they wish (minimum number entries 8; maximum entries 16: first - come: first - served).
- 1.2 Timings to be confirmed.
- 1.3 Teams will receive 3 points for a win and 1 for a draw. The top two teams in each Group will qualify for the knockout stages. Group placings will be decided by points gained, followed by goal difference, followed by goals scored, followed by head to head, followed by a penalty shoot out.
- 1.4 Drawn games in the knockout stages will be decided by three penalty kicks to each team, then a sudden death shoot-out.
- 1.5 The decision of the referee in all matters pertaining to the playing rules of an individual game is final.
- 1.6 Incidences of indiscipline, poor sportsmanship or un-Scout-like behaviour from players or supporters will result in teams forfeiting games or being disqualified from the Competition as a whole.

PLAYING RULES

- 2.1 Teams should wear matching shirts, Scouts scarves or some other form of identification.
- 2.2 Each team may field four outfield players and a goalkeeper on the pitch at any time. They may also have one substitute.
A MAXIMUM of 3 of these 6 players can be aged 12½ and over. Scouts can only play for one team and will not be allowed to switch teams once they have played. The maximum age for any Scout playing is 14½.
- 2.3 Number of substitutions is unlimited and may only be made when the ball is dead, with the referee's consent.
- 2.4 Teams may not change their goalkeeper more than once during the course of a game. A change of goalkeeper must be authorised by the referee.
- 2.5 No studded footwear, moulded studs or blades are permitted for any player in any match, trainers only.
- 2.6 Any team member with a rigid plaster on any part of their body will not be permitted to play
- 2.7 Duration of matches will be two halves of five minutes each way.
- 2.8 Each game will begin with one team taking a centre (the ball must be played backwards). After a goal has been scored the game will be restarted in a similar manner. The team who did not kick off at the start will start the second half as above.
- 2.9 Only the defending goalkeeper is allowed to play the ball inside the goal area and only he may handle the ball in this area.
- 2.10 An outfield player gaining or seeking to gain an advantage by entering his own goal area will have penalty kick awarded against his team.
- 2.11 An outfield player entering his opponent's penalty area will be penalised. The game will be restarted as per rule 2.13.
- 2.12 A goalkeeper gaining or seeking to gain an advantage by leaving his area or by playing the ball when it is outside the area will cause a penalty to be awarded against his team.

- 2.13 The goalkeeper must return the ball into play by rolling it out of his area with an under-arm bowling action. A team-mate receiving it in this way may not return the ball directly to the goalkeeper, the ball must first make contact with either another team-mate or an opponent. In the event of such a back pass an indirect free-kick will be awarded against the offending team from the place where the defending player returned the ball.
- 2.14 The ball must not be played above head height. An indirect free kick will be awarded against the last player to touch the ball before it goes above head height, regardless of intent.
- 2.15 The ball will remain in play if it inadvertently goes above head height after rebounding from the goalkeeper, crossbar or kickboard.
- 2.16 If the ball goes out of play off of the goalkeeper, the game will be restarted as per rule 2.13 by the same goalkeeper.
- 2.17 A goal may be scored from any point within the field of play. The only exception is that goalkeepers may not score in their opponents' goal.
- 2.18 No slide tackles are allowed. An indirect free kick will be awarded against the offending player's team.
- 2.19 Free kicks for fouls are direct. All other free kicks are indirect. Observe the referees signal. Opposition players must be at least five feet from where any free kick is taken. Players may only take one step before striking penalty kicks.

DISCIPLINARY REGULATIONS

- 3.1 In order to reduce the number of incidents that require sending offs, we have introduced a 2 minute sin bin. A sin may be used on its own or in conjunction with a yellow card. Offences that a sin bin may be used for are the following:
- Forms of bad language or abusive comments directed towards other players or referees.
 - Forms of over aggressive play -(i.e forcing players into the boards etc)
 - Persistent foul play not sufficient for a yellow card.
- To "sin bin" a player, the referees will ensure the team the offending player is on reduces to 4 players (including goalie) for the entire two minutes -even if goals are scored. The offending player must be off for the entire two minutes. (Note: all yellow cards cautions are to be accompanied by a 2 minute sin bin)
- 3.2 A player yellow carded during or after a match will automatically miss the next match. The team may start with 5 players.
- 3.3 A player sent off for serious foul play, foul and abusive language or a second cautionable offence will be suspended for the rest of the tournament.
- 3.4 If a team is permanently reduced to three players, then the game will end. The match will be awarded 5-0 to their opponents. If the score at that time produces a goal difference greater than 5-0 then that score will stand.

Wimbledon and Wandle District Scouts

2016

5-a-side Football Competition

Powerleague, Hannibal Way, Wallington CR0 4RW

28 February 2016

Entry form

Closing date for entries is 14 February 2016

Troop name	Number of teams
Entry fee enclosed	
Total equals £	
Cheques should be made payable to Wimbledon & Wandle District Scouts and be sent with the entry form to: Dave Bixby, 1 Springfield Avenue, Merton Park SW20 9JR	
Team Manager's name	
Contact number:	

Signed Date

SCOUT LEADER

..... Scout Troop



5-a-side Football Competition

Wimbledon and Wandle District Scouts

Date: Sunday 28 February 2016

Place: Powerleague, Hannibal Way, Wallington CRO 4RW

Time: First match 1.30pm
Competition finishes 5pm

Teams consist of 5 players + 1 substitute and we can enter more than one team.

Uniform is not required but you should wear trainers and suitable sports kit.
Please bring your Group scarf to identify you as a Scout.

Meet and return details:



Cost per Scout:

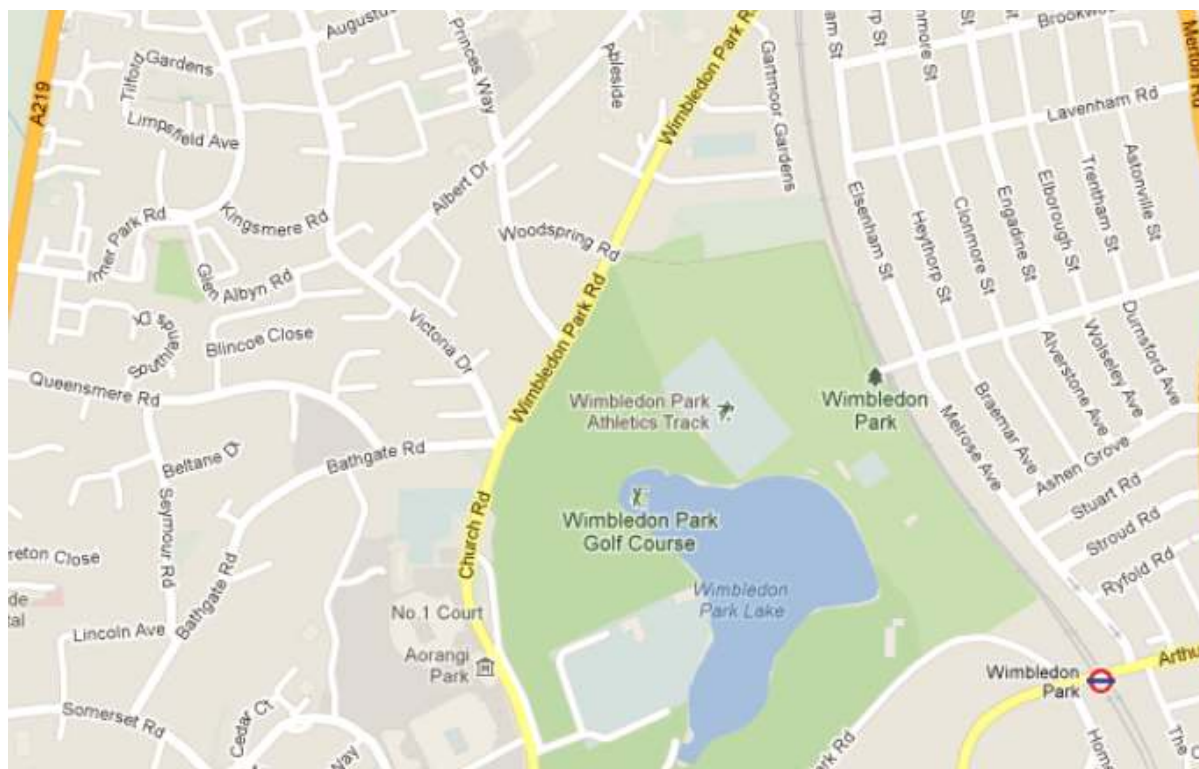
Our entry must be with the organisers by 14 February so please contact me by 12 February, at the latest, if you wish to take part.

Scout Leader

Wimbledon and Wandle District Sports

May 14, 2016

Wimbledon Park Athletics Track, Wimbledon Park Road



The format will be the same as previous years with cub, scout and explorer field events in the morning 10.30 to 12.30, track events plus cub fun events (and possibly beaver events) in the afternoon 13.00 to 16.30 ish.

Registration forms to be completed on or before the day.

Please ensure you adhere strictly to the rules to make it fair on everyone. The age ranges are very clear and no scout may be aged $14 \frac{1}{2}$ or over on the day. Participants may enter no more than two events PLUS the relays, PLUS the tug o'war. Please also ensure that cubs in the novelty events are not also in track events. The former are designed for the 'less athletic' cubs and will run concurrently with the track events.

You don't have to enter every event. Even lone competitors are welcome to test themselves against the best in the district!

Any queries, please contact Peter Hutton, GSL 13th Wimbledon, Sports Day Coordinator, peter@brandenergyresearch.com, 0208 770 3960, 07976362155.

District Sports Rules for Cub, Scout and Explorer Events 2016

1. **Entries** Each pack, troop and unit can enter only one team per event. However, the aim is to ensure that as many members as possible take part. Novelty races are aimed at the "less-athletic" cub scouts. Please therefore enter cubs *either* in the novelty events *or* in the track events, but *not both* as they run concurrently **Each member may enter up to three events, but no more than two track events, plus their section and group relays and the tug o' war (not necessarily available for explorers)**. A member may compete in the next higher age group but NOT the same event in two age groups.
2. **Ages** count as on Sports Day. To enter under 9½ events a Cub Scout must be born on or after 14 November 2006, Scouts under 12½ on or after 14 November 2003. The maximum age for a Cub Scout is 10 ½ years (i.e. DoB 14.11.05) and for a Scout is 14½ (ie DoB 14.11.2001). Those that have started scouts but are still under 11 may compete for the Scout events but NOT for the Cub section. Explorers must be aged between 13 ½ and 18 i.e. they have to have been born on or after 14th May 1998 and before 14th November 2002.
3. On arrival Groups will be issued with large sticky labels to attach to the vests of their competitors bearing the name of their Group. Please make sure all your competitors are correctly labelled. Group tee shirts may be worn instead.
4. Trainers **MUST** be worn for ALL events - spikes/studded boots are not allowed.
The following races will not be run as heats/finals but as straight races:
Cub Scouts over 9½ 400m}
Scouts under and over 12½ 800m} Leaders must ensure that members Scouts
under and over 12½ 400m} can run the distance
Explorers 400m and 800m}
Other events will be run as straight finals if the number of competitors allows. Lanes must be adhered to in all races, including relays, unless otherwise notified by the starter. Each final will consist of 6 competitors. If two heats are run the first 3 will go through, if three heats are necessary the first 2 will go through into the final.
5. All starters in heats and finals score 1 point.
Finals only: 1st 6 points, 2nd 4 points, 3rd 2 points
Cub scouts should not be selected to take part in both novelty and track events.
6. The tug o' war has separate cub and scout trophies and anyone in each section can enter. The tug-o'-war events are for ad hoc teams of six and will take part concurrently with the other events. Winners are judged on the best of three pulls and teams **may not** be changed between pulls. Changes in the team may be made between each round. Pulls will not be delayed while teams wait for members taking part in track/novelty events.
7. Leaders should report to the Recorders by 10.15 am to submit the names of their competitors. Competitors for afternoon events can be submitted later but anyway by 12.45pm
8. **No balls, skateboards, bikes, roller skates/blades** will be allowed in the grounds.
9. The decision of the Chief Judge is final.
10. **Gates open at 10.00 am. Events will start at 10.30.**



**Wimbledon & Wandle District Sports
Registration Sheet**

Under 12 1/2 = Born on or after Nov 14 2003, (& on or before 14 Nov 2005)

Over 12 1/2 = Born after Nov 14 2001 (& on or before 14 Nov 2005)

Scout Group: _____

<u>Scout Field</u>		NAME (PLEASE PRINT)		Date of Birth
7	Scouts under 12 1/2	Long jump	U-12 1/2	
4	Scouts over 12 1/2	Long jump	O-12 1/2	
11	Scouts under 12 1/2	High jump	U-12 1/2	
8	Scouts over 12 1/2	High jump	O-12 1/2	
3	Scouts under 12 1/2	Cricket ball throwing	U-12 1/2	
12	Scouts over 12 1/2	Cricket ball throwing	O-12 1/2	

Scout Track

13	Scouts under 12 1/2	100m	U-12 1/2	
14	Scouts over 12 1/2	100m	O-12 1/2	
17	Scouts 4 x 100m Relay	Scouts 4 x 100 Relay	U-12 1/2	
			U-12 1/2	
			O-12 1/2	
			O-12 1/2	
33	Group Team Relay : U-12 1/2, 1 O-12 1/2	1 Group Team 4 x 100 Relay	U-12 1/2	
			O-12 1/2	
29	Scouts under 12 1/2	200m	U-12 1/2	
30	Scouts over 12 1/2	200m	O-12 1/2	
26	Scouts under 12 1/2	400m	U-12 1/2	
27	Scouts over 12 1/2	400m	O-12 1/2	
24	Scouts under 12 1/2	800m	U-12 1/2	
25	Scouts over 12 1/2	800m	O-12 1/2	
43	Tug of war (any six)	Entering?	Yes (Tick)	
			No (Tick)	



Wimbledon & Wandle District Sports

Registration Sheet

Under 9 1/2 = born on or after Nov 14 2006, (& on or before May 14 2008)

Over 9 1/2 = born before 14 Nov 2006, (& on or before May 14 2008 & after 14 Nov 2005)

Scout Group:

Cub Field Events				NAME (PLEASE PRINT)	Date of Birth
1	Cub Scouts under 9 1/2	Long jump	U91/2		
10	Cub Scouts over 9 1/2	Long jump	O91/2		
5	Cub Scouts under 9 1/2	High jump	U-91/2		
2	Cub Scouts over 9 1/2	High jump	O-91/2		
9	Cub Scouts under 9 1/2	Cricket ball throwing	U-91/2		
6	Cub Scouts over 9 1/2	Cricket ball throwing	O-91/2		

Cub Track & Novelty Events

15	Cub Scouts under 9 1/2	100m	U-91/2		
16	Cub Scouts over 9 1/2	100m	O-91/2		
28	Cubs 4 x 100m Relay	Cub 4 x 100 Relay	U-91/2		
			U91/2		
			O-91/2		
			O-91/2		
33	Group Team Relay : 1 U-91/2, 1 O-91/2	Group Team 4 x 100 Relay	U-91/2		
			O-91/2		
23	Cub Scouts over 9 1/2	400m	O-91/2		
31	Cub Scouts under 9 1/2	200m	U-91/2		
32	Cub Scouts over 9 1/2	200m	O-91/2		
A	Cub Scouts under 9 1/2	Sack race	U-91/2		
B	Cub Scouts over 9 1/2	Sack race	O-91/2		
C	Cub Scouts under 9 1/2	3-Legged Race	U-91/2		
D	Cub Scouts over 9 1/2	3-Legged Race	O-91/2		
E	Cub Scouts under 9 1/2	Obstacle Race	U-91/2		
F	Cub Scouts over 9 1/2	Obstacle Race	O-91/2		
G	Cub Scouts under 9 1/2	Egg & Spoon	U-91/2		
H	Cub Scouts over 9 1/2	Egg & Spoon	O-91/2		
43	Tug of war (any six)	Entering?	Yes (Tick)		
			No (Tick)		



Wimbledon & Wandle District Sports

Registration Sheet

Under 18 = Born on or after May 14 1998 (& before 14 Nov 2002)

Explorer Unit/Scout Group: _____

<u>Explorer Field</u>			NAME (PLEASE PRINT)	Date of Birth
E1	Explorer Scouts	Long jump		
E2	Explorer Scouts	High jump		
E3	Explorer Scouts	Cricket ball throwing		

Explorers Track

E4	Explorer Scouts (heats)	100m		
E5	Explorer Scouts 4 x 100m Relay	4 x 100 Relay		
E6	Explorer Scouts (final)	100m		
E7	Explorer Scouts (final)	400m		
E8	Explorer Scouts (heats)	200m		
E9	Explorer Scouts (final)	200m		
E10	Explorer Scouts (final)	800m		

Wimbledon and Wandle District Scouts

2016

Camping Skills Training weekend

Park Farm, Holly Lane Banstead

Map ref TQ 266584

25/26 June 2016

Our fourth year of skills training will concentrate on camping skills with an emphasis on cooking and camp hygiene.

While we will need to limit the overall number of Scouts involved to about 50, Troops may send as many young people as they like on a first come first served basis.

Scouts will camp in Patrols of between 4 and 6 members and composite Patrols from more than one Troop are encouraged - if you only have a couple of Scouts interested, please send them and they can camp with others from the District.

Each Patrol will need to bring all their equipment with them - sleeping tents, stores tent, dining shelter, cooking equipment, tables etc. Cooking will be done on a mixture of stoves and wood fires with the Saturday evening meal entirely on wood. A suggested kit list is attached but should be adapted to suit the equipment that your Scouts would normally use.

Final details will be emailed out nearer the event.

The Scouts should arrive at the site by 9.30am on 25 June and will be dismissed at 3.30pm on 26 June.

During the weekend, in addition to the skills training, we will make use of the facilities available on the site - it won't be all work!

Scouters are asked to put the attached forms out to their Scouts and when they are returned to forward them to Dave Bixby, 1 Springfield Avenue, SW20 9JR with cash or cheque made payable to Wimbledon and Wandle District Scouts. Group/Troop's customised forms/spreadsheets are not acceptable.

Joining instructions will be sent direct to the Scouts. We would be grateful if you would check that names and email addresses are legible before forwarding the forms to us.

Wimbledon and Wandle District Scouts

Camping Skills Weekend

Dear Parents,

The District will be running a Camping Skills weekend from 9.30am on Saturday 25 June to 3.30pm on Sunday 26 June.

The object of this activity is to provide the Scouts with skills which they can take back and use with their Troops. We will be concentrating on campsite layout, care of equipment, food storage, hygiene and cooking skills throughout the weekend with some fun activities in between.

The weekend will cost £5 plus the cost of transport. I have asked Scout Leaders to organise the transport so they may ask you to take your child or they may use a mini-bus which could incur an extra cost.

We have over 400 Scouts in the District but for practical purposes I am limiting the number of places on this camp. Places will be allocated on a first come first served basis and if your child would like to attend, please return this form to their Scout Leader with cash or a cheque for £5 made payable to Wimbledon and Wandle Scouts as quickly as possible. I must stress that there may be an additional payment due to the Troop for transport.

Please return this form direct to your child's Scout Leader so he/she is aware of who is applying for a place. The final date for Leaders to get the forms in to me is 31 May but I expect to have filled all the places by then so please reply promptly.

I will send all other details out to you direct - by email wherever possible. This will include a permission to camp form and a kit list.

If you have any queries that your Leader cannot answer, please contact me on 07889 598 960 or adcscouts@wimbledonandwandlescouts.org.

Dave Bixby
ADC Scouts

Wimbledon and Wandle District Scouts

2016

Camping Skills Weekend

Park Farm, Banstead

25-26 June 2016

Please return this form to your child's Scout Leader

Scout Troop	
Scout's name	
Scout's address	
Home phone	
Parent's mobile	
Email	

The above named Scout would like to attend Camping Skills weekend at Park Farm, Banstead 25-26 June 2016.

I enclose the camp fee of £5 and understand that the transport may incur a further cost payable to his/her Troop.

I also understand that places are limited and are allocated on a first come first served basis and if we do not get a place our camp fees will be refunded.

Signed Date

PARENT/CARER

Camping Skills Weekend 2016

Kit List Guidelines

The following is a suggested list for the weekend to help you and may be changed to suit individual Patrol needs.

Main Site Equipment

Sleeping Tents
Stores Tent
Dining Shelter
Cooking/Fire Shelter
Ground Sheet
Pegs
Poles
Guys

Cooking Equipment

Stove and fuel
2 Large Dixies
Nest of Billies
Frying Pan
Fish Slices
Serving Spoon
Draining Spoon
Ladle
Tin Opener
Sharp Kitchen Knife
Food Preparation Boards (different colours)
Oven Gloves

Washing-Up Equipment

2 Washing-Up Bowls
Cloths or Brushes
Washing-Up Liquid
Brillo Pads

Fire Equipment

Altar Fire & Base Plate
Grids
Fire Bucket
Shovel or Entrenching Tool
Bow Saw
Cover to keep wood dry

Miscellaneous

First Aid Kit
Water Carrier
Sisal
Spare Rope
Staves
4 Mallets
1 Table
2 Benches
Lamp, Fuel & Spares
Plastic Rubbish Sacks

Wimbledon and Wandle District Scouts

2016

Rafting

Ravensbury Park, Morden Road, Mitcham

3 July 2016

Between 12 noon and 4pm

- Closing date for entries: 19 June 2016
We don't need definitive numbers, just an indication of whether your Troop will be taking part.
- Entries to be sent to: Dave Bixby
1 Springfield Avenue, London SW20 9JR
020 8542 2017 or 07889 598960
- Cost of entry: £1 per person, paid on the day.

This is very much a fun event - spend a Sunday afternoon getting damp. Join us whenever you like - we'll be there between 12 o'clock and 4pm and please don't take the event, or yourselves, too seriously.

Materials for the rafts can be supplied if needed, which is why we need to know how many teams are likely to attend. Rafts are to be built on the day to any design but may not include canoes, dinghies or any other bits of boat.

Help will be available wherever required - this is not about the best or fastest raft. We suggest 4 or 5 in a team but there is no limit on the number of teams that can enter. Rafts can be shared between teams.

Everyone taking part should bring a towel and change of clothes, plus old trainers to wear whilst on the raft/in the river. **No-one may go rafting in bare feet.** Tents will be provided for changing in.

The River Wandle is normally only about 600mm (2ft) deep but all participants will wear buoyancy aids, which will be supplied.

Wimbledon and Wandle District Scouts

2016

Rafting

Ravensbury Park, Morden Road, Mitcham

3 July 2016

Entry Form

Closing date for entries is 19 June 2016

Troop name	Estimated number of teams entering
<p>A fee of £1 person should be paid to Dave Bixby at the event.</p> <p>Cheques should be made payable to Wimbledon & Wandle District Scouts.</p>	
<p>We will/will not* require materials to build our rafts.</p> <p style="text-align: right;">*delete as necessary</p>	

Signed Date

SCOUT LEADER



Rafting

Wimbledon and Wandle District Scouts

Date: Sunday 3 July 2016

Place: River Wandle in Ravensbury Park, Morden Road, Mitcham

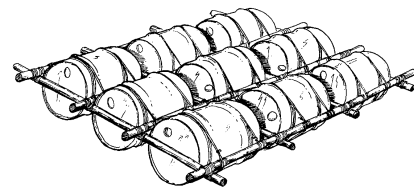
Cost: £1

Time: Between 12 noon and 4pm

Bring: A change of clothes, a towel and old trainers to wear in the river
(no-one may go in the water in bare feet)

Meet and return details:

Although the Wandle is quite shallow, it can be fast flowing and everyone will wear buoyancy aids whilst on the water.



Scout Leader

x.....

Scout's name:

I give permission for the above named Scout to take part in the District rafting event on 3 July. During the afternoon I can be contacted on

(Phone number) Signed
Parent or Carer

Wimbledon and Wandle District Scouts

2016

Monopoly Challenge

Morden Hall DHQ
24 - 25 September 2016

The district challenges each Scout Troop to enter a team into the London Monopoly Challenge.

Teams will meet at Morden Hall DHQ on Friday 24th September 2016 (7:30-9:30pm) for a briefing and preparation session. The Scouts will be given instructions, special challenges and details of the scoring and arrangements for the next day's challenge.

On Saturday 25th September 2016 all the teams will begin the day at DHQ and travel up to London by public transport with the aim of visiting each of the squares on the monopoly board, in a pre-arranged order and with challenges along the way.

The winning team will be the one that secures the most monopoly money throughout the day, arriving back at DHQ within the allotted time.

Cost of the event - £5 per team (4-6 scouts in a team)

Essentials – each team will need;

- a camera with a removable SD card to collect evidence of attendance at each “square”
- oyster cards – age appropriate and loaded with enough money for a days travel
- a leader, older explorer or adult helper to take the photos
- a fully charged mobile phone so we can communicate during the day
- a small “urban” first aid kit
- a packed lunch
- troop scarves for identification

For teams wishing to extend the event they can arrange to camp on the DHQ field on the Friday night but this needs to be arranged separately in accordance with normal nights away provisions.

If your troop is up for the challenge put the date in your diary. Let Richard.frewin@blueyonder.co.uk know that you intend to participate and more details will be sent out nearer the time. Troops can enter more than one team by prior arrangement.

Minimum number of teams 8

Maximum number of teams 20

Wimbledon and Wandle District Scouts

2016

Scout Quiz

1st Lower Morden HQ, Bow Lane
5 October 2016

7.30 - 9.30pm

The quiz consists of 8 rounds each with 10 questions, which are answered by the team as a whole.

Teams consist of a maximum of 6 Scouts.

Please let Dave Bixby adcscouts@wimbledonandwandlescouts.org know by **1 October** if your Troop is likely to be there as it will help to ensure we can print enough answer sheets - we do not need definitive numbers.

Entry fee of £3 per team.

Drinks will be provided.

Wimbledon and Wandle District Scouts

2016

Incident Hike

Park Farm, Holly Lane, Banstead
Map ref TQ 266584

20 November 2016

9.00am to 5.00pm

- Closing date for entries: 6 November 2016
- Entries to be sent to: Dave Bixby
1 Springfield Avenue, London SW20 9JR
020 8542 2017; 07889 598 960
- Cost of entry: £15 per team
- Minimum number of teams 8
for the event to go ahead:

This is a day hike between set points with a small team challenge at each point. The number of challenges will depend to a certain extent on the number of teams entering.

Each team should consist of between 4 and 7 Scouts. Teams of less than 4 may combine or there may be some Explorers willing to walk with them. Similarly, we may be able to arrange for an Explorer to accompany less experienced teams, by prior arrangement.

Every Troop entering must provide at least one adult to help run a base and to be in attendance for the whole day.

Teams must have sufficient transport available to take them to their first base once they have registered at the camp site.

District Incident Hike: Sunday 20 November 2016

The hiking element of the activity will be a maximum of 7 miles and the incidents will last 5-10 minutes and will cover a variety of Scouting skills. A basic knowledge of map reading will be required as will knowledge of grid references and compass work. Scouts should also know about escape route techniques. The activity is planned at the skills level of those with perhaps a year or two in the Troop.

- Teams will consist of between 4 and 7 Scouts.
- Composite teams are encouraged so if you do not have enough Scouts for a team, please let Dave Bixby know and he will try to join them with others in the same position. Explorers can be asked to provide help to small or very inexperienced teams, so please encourage your Scouts to enter.
- Each team must have:
 - ❖ a small first aid kit,
 - ❖ permission form for each participant,
 - ❖ fully charged mobile phone - the number must be recorded with the organisers before the event so please ensure that the scouts know what it is
 - ❖ high visibility clothing eg hi vis jacket/waistcoat; reflective arm bands etc.
 - ❖ notepad and pencil,
 - ❖ compass,
 - ❖ whistle and waterproof map holder.
- A4 maps will be supplied but teams may like to take Explorer Maps of the area.
- Each Scout should wear appropriate outdoor clothing and their Group scarf with their Hi Vis clothing clearly visible over their coats at all times. They should carry a rucksack with a packed lunch, cup for hot drink, waterproofs, torch and spare jumper.
- Kit will be inspected before the teams leave for the hike and those with equipment missing may not be allowed to take part.
- Each Troop participating must provide at least one adult to help with the bases throughout the day.

The event will be judged on how well each team completes each incident base, and on teamwork and leadership skills. An 'optimum' time for completing the hike will be advised and teams can gain bonus points for completing the hike in a shorter time. A maximum of 20 points can be earned for each incident.

Incident Hike

Park Farm, Banstead

20 November 2016

Entry Form

Closing date for entries 6 November 2016

Troop name	Number of teams
<p>Deposit of £5 per team attached</p> <p>Total equals £</p> <p>Cheques should be made payable to Wimbledon & Wandle District Scouts and be sent with the entry form to: Dave Bixby, 1 Springfield Avenue, Merton Park SW20 9JR by 6 November 2016.</p> <p>Balance of fees to be paid at the event</p>	
Name of adult who will be helping throughout the day	

Signed Date

SCOUT LEADER



Incident Hike

Wimbledon and Wandle District Scouts

Date: Sunday 20 November 2016

Place: Park Farm, Banstead

Time: 9am - 5pm

Meet and return details:

Cost per Scout:

Scouts will be hiking between a number of specified points where there will be a short incident or challenge for them to complete.

Each Scout will need suitable outdoor clothing, strong boots or shoes and should bring their Group scarf for identification. They will also require a bag with a packed lunch and drinks, cup for hot drink, waterproofs, torch and spare jumper.

An information/permission form is attached and must be completed and brought to the event.

Scout Leader

Wimbledon and Wandle District Scouts

2016

Wimbledon and Wandle District Scouts Incident Hike

Information & Permission Form for Scouts

Event	District Incident Hike
When	Sunday 20 November 2016
Where	Based at Park Farm, Banstead

Please complete the form (in block capitals) and **bring it with you to the event**

Troop		
Scout's name		Date of birth
Home address		
Home phone no	Parent or Carer's mobile number	
If the Scout is taking a mobile phone with them, please record the number here		
Parent or Carer's name		
Relationship to Scout		
I give permission for my son/daughter to take part in the Incident Hike	Signed Parent or Carer Date	