

Historical Adventurers

ScoutHike 2017

Important Information

- ▶ 28 *exciting* Scouting Activities celebrating Historical Adventurers
- ▶ Registered Patrol based hiking activity
- ▶ Held in a Pine Forest in the Southern Highlands
- ▶ The Patrol with the highest points *wins!*
- ▶ Starts Friday evening, 5th May, 2017
- ▶ Finishes Sunday afternoon after the Awards Ceremony starting at 2pm

An Outline of What Happens

- ▶ PL's receive a map and a set of map coordinates which need to be plotted onto the supplied map
- ▶ Patrols arrive at the designated Sleep Point on Friday night – make camp, sleep, next morning have breakfast, pack up and depart
- ▶ Patrols travel the forest to the designated Saturday night Sleep Point
- ▶ Take in many of the 28 Activities as the Patrol can manage within the designated time frame

...An Outline of What Happens

- ▶ At the designated Sleep Point on Saturday night – make camp, make dinner, sleep, next morning have breakfast, pack up and depart
- ▶ Take in as many of the rest of the Activities as the Patrol can manage within the designated time frame
- ▶ Patrols then walk to the Finish Point
- ▶ Attend the Closing Ceremony
 - The Patrol with the most points wins the ScoutHike Trophy!
- ▶ Board the bus for the trip home

Activities

- ▶ The theme of this year's ScoutHike is **“Historical Adventurers”**
- ▶ There are 28 Activities to visit:
 - All activities are based on various historical periods of time.
 - 22 Activities are based on the Scout Award Scheme
 - 6 Activities are non-Scouting
- ▶ Arrive at an activity and earn points for just being there
- ▶ Stay and do the activity and earn more points
- ▶ Activities should take around 20 minutes each
- ▶ Activities are designed to have 3 or 4 Patrols running through it at a time

Activities

- ▶ Activity Points are assigned:
 - a specific theme
 - Ship Wreck, etc
 - a specific aspect of the Scout Award Scheme
 - like “Hypothermia”, Symptoms of Shock”
- ▶ The Leaders prepare their activity based on the above
- ▶ Leaders also dress up inline with their activity
 - imagine trusting a team of leaders dressed like a Princess!

Gaining Points

- ▶ For just arriving at an Activity – 25 points
- ▶ By staying and participating in the Activity – up to 100 *more* points
- ▶ Arriving at the designated Sleep Point within the specified time period – 100 points
- ▶ Arriving at the Finish Point within the specified time period – 100 points
- ▶ If your Patrol is within a 20% weight ratio when weighed – up to 100 points

Patrol Notes

- ▶ This is a light weight hiking activity
- ▶ The PL is in charge of the Patrol
 - The Leaders are there to run the Activities and Sleep Points
 - If the Leaders help you...your Patrol may be disqualified
- ▶ Everything you need, you must carry with you inside your backpack
- ▶ No gear can be transported for you by any adult
- ▶ You will need to print and bring with you the Patrol's Activity Notification forms

Patrol Notes

- ▶ Cooking fires are provided for breakfast and dinner at each Sleep Point
 - - do not bring your own stoves...
- ▶ Activity points have hot water available, if required, for lunch
- ▶ No matches, lighters or anything capable of creating a fire is allowed at ScoutHike
 - do not bring anything that creates a fire!

Patrol Registration

- ▶ Patrols register at www.scout hike.com between early February and 3rd of April 2017
 - Patrol size: between 4 and 8, ideal size is between 5 and 6
 - All patrol members must be registered members in the Scout Section
 - One 'home troop' Patrol Leader per Patrol, *maximum*, to be 'competitive'
 - Changes to Patrols close on 10th of April
 - Patrol payment must be received by 17th of April

Registration Fees

- ▶ Fee per Scout for Patrols from:
 - Sydney North
 - South Met
 - (Other Regions if Patrols join one of these buses by arrangement)
- ▶ Patrols from these Regions are bussed to the Forest (*no* private transport permitted) from designated pickup points
- ▶ Cost per Scout
 - \$80.00 if registered *on or before* 1st March 2017
 - \$90.00 if registered *after* 1st March 2017

Registration Fees

- ▶ Fee per Scout for Patrols from:
 - Greater Western Sydney
 - Hume
 - Hunter & Coastal
 - South Coast & Tablelands
 - Riverina
 - Golden West
 - North Coast
 - North West
- ▶ Patrols from these Regions can arrange to travel to a Sydney North or South Met Region bus departure point and pay their Fees **OR** organise own bus transport
- ▶ Cost per Scout
 - \$65.00 if registered *on or before* 1st March 2017
 - \$75.00 if registered *after* 1st March 2017

Early Bird Registrations

- ▶ Registrations completed by midnight on the 1st of March 2017
 - *Save* \$10 per Scout
 - The Patrol receives a *bonus* 100 points
- ▶ Full payment must be received by 17th of April, 2017

Changes to Patrols

- ▶ Changes to Patrol can be made on-line until 10th of April, 2017
- ▶ Payments for changes must be received by 17th of April 2017

Patrol Payments

- ▶ One Cheque per Patrol
- ▶ All Patrol Payments to be received by 17th of April 2017
- ▶ Payments for Patrols received after this date:
 - *Lose* any 'early bird registration' points bonus previously earned
 - *Lose* (an additional) 100 points
- ▶ Further payment details provided to the PL when the PL registers the Patrol