



EASTER VENTURE 2020



Website: <http://www.easterventure.sa.scouts.com.au>

Facebook Page: <https://www.facebook.com/pages/Easter-Venture/234233143302479>

Pre-Event Enquiries and Y4 Submission: easterventure@sa.scouts.com.au, 0434 924 399

Emergency Number (Satellite Phone) During EV: 0424 213 299

Event Information

- Easter Venture (EV) is a four-day Branch competitive hike open to Venturers, older Scouts, and Guides.
- EV is a team event and you will hike in teams of four to seven. The minimum of four participants per team will be strictly applied for your safety. All members of your team must stay together.
- **Need a team? Let us know in your application!** Individuals, twos and threes from different Troops and Units will be formed into groups of 4-7 for Easter Venture.
- There are eight perpetual trophies including - Hike Trophy, Camp Award and Overall Trophy.
- There is also a Theme Award kept by the team that puts the most effort into the theme of Easter Venture.
- This year the theme is "Spaced Out", so start planning now and dress up in theme.
- EV2020 will be held at the in and around the Barossa Goldfields, Para Wirra, and Kersbrook Forest- a great hiking area that's never been used for EV before with plenty to challenge the best Guide, Scout and Venturer Hikers!
- Find more information on the EV website and like our Facebook page to stay up to date with hot tips and pointers for EV.
- There will be 2 categories for the hike trophy: Full Pack and Day Pack. Your team may choose to hike with full packs (all your gear) or use day packs. Your **whole team** must choose which category you will be competing in before the start of the event. Day Pack is recommended for first time participants.
- This year's Easter Venture will also incorporate a Branch Initiative Course and the opportunity for you to complete parts of Venturer Award Outdoor or in the new Award Scheme:-Core Skills Bushcraft and Basic/intermediate Camping Skills necessary for your Adventurous Journey see the website for details including what preparation you will need to do before the event.

Equipment

- **The total gear weight limit is 16kg per person.** [Day Packers! this means that the total gear that you bring to EV must weigh less than 16kg.] All gear should be in a single rucksack or sports bag. (The maximum weight to carry is 1/4 of your body weight for slight build people, or 1/3 of your body weight for heavier build Venturers). Each team must have enough tents (hootchies and bivvy bags are not sufficient) and sleeping bags for each member of the team. Male and female Venturers must have separate tents.
- You will need to bring all your food, with the exception of Sunday Tea, which is supplied.
- You are responsible for all of your rubbish - You will be taking all rubbish and food packaging that you bring to Easter Venture back to Adelaide. **No fires or stoves for cooking are allowed but hot water for evening meals will be supplied. You will need billies for collecting hot water.**

Individual Equipment	Team Equipment
• Waterproof rain jacket	• Group First Aid Kit
• Whistle	• 2 Compasses
• 2 litre water bottle(s)	• Notepaper and pencil
• Personal first aid kit (medication)	• Sunscreen
• Sun Hat	• Emergency Shelter
• Warm jumper and beanie	• Watch
• Torch	• Radio (issued at event)

Equipment (cont.)

- All teams and participants must carry enough gear to be **self-sufficient for each day**.
- You will not be allowed to start each day of EV without the equipment listed above!
- Your daypack should be large enough to carry all of this, plus a groundsheet, your lunch and scroggin.
- Wear **well-worn footwear**! Do not bring **new** shoes/boots to EV. Tape potential sore spots before walking.
- Maps will be provided (bring a map cover). All members of the team need to be able to use a map and compass to navigate.
- Drinking water is provided at the lunch spots and evening campsites.

Every venturer needs to carry a personal first aid kit containing **at a minimum**:

- Roller bandage
- Roll of blister tape
- Blister pads/Blister Block/Second Skin/Compeed
- Personal medication (painkillers etc.)
- Band-aids
- Snake-bite Compression bandage

Fee Structure

- Youth Participants: \$60 (Before **Sun 8-Mar-2020**) or \$80 (After **Sun 8-Mar-2020**)
- The event fee includes transport, camp fees, activities, entertainment and Sunday evening meal.
- Leaders: \$35, Rovers and Supporting Adults: \$10

SCOUTS and FIRST TIME PARTICIPANTS: Registered Scouts who will be over 13.5 years old on Friday 10th April 2020 and new first-time participants are welcome to apply for Easter Venture as a **daypack participant**. Exceptional Scouts and first time participants who have strong experience in overnight bushwalking may request to enter as a full pack participant but should first contact the event coordinators to discuss (easterventure@sa.scouts.com.au).

Time Line

- Applications close: Early bird (**Sun 8-Mar-2020**), All applications: **Sun 22-Mar-2020**.
- EV2020 starts at 7:30am on Good Friday (**10 April 2020**) at the College Park Scout Hall, Fourth Avenue, Joslin. (UBD Street Directory Map 107 Ref: A16) Scout Hall
- EV2020 concludes at 12:30pm on Easter Monday (**13 April 2020**) at the College Park Scout Hall, Fourth Avenue, Joslin. (UBD Street Directory Map 107 Ref: A16) Scout Hall

Eligibility

- All Participants need to be competent in the Outdoor Skills required by the Venturing Skills Award or its equivalent
- Age limit: All youth members participating in EV must be 13.5 or above on Friday 10th April 2020 and under 18. 18-year old's still within the Venturer section may participate but must sleep in separate tents during the event.

How To Apply

- Purchase an Eventbrite ticket for Easter Venture 2020.
- Also send a signed Parent Advice Form (Y4) to easterventure@sa.scouts.com.au.
- A link to the Eventbrite tickets, prefilled forms, event rules, and other important information can be downloaded from <http://easterventure.sa.scouts.com.au/applications.html>.
- Each participant must enter the names of their team members. If you do not have a team, we can place you in one.

[All Applications and Payments will be Made Through the Eventbrite System](#)

Refund Policy

All withdrawals and requests for refund must be in writing.

- Withdrawal before the Closing Date: Full Refund
- Withdrawal more than 10 days before the event: Full refund less an administration charge
- Withdrawal 5 days or more before the event: Maximum of 50% refund, after pre-payments to suppliers have been considered
- Withdrawal less than 5 days before the event: No refund

Exceptional circumstances will be considered by the Leader-in-Charge only.



Scouts Australia (SA Branch) – Venturer Section



EASTER VENTURE RULES 2020

Event Overview

The South Australian Branch Venturer Scout section Easter Venture has been running since 1958. The Event provides an opportunity for Venturer Scouts, older Scouts and Guides to participate in a team oriented competitive hike with many challenges en-route. Easter Venture relies heavily on the prior training of participants in the Scouts Australia – Venturer Section Venturing Skills Award or equivalent. Participants compete for an overall E.V. perpetual trophy. This trophy will go to the team which completes the most hiking checkpoints, complies with the theme in spirit and execution, completes activities along the way and can demonstrate good camping skills. The event is a hike and hike points gained are given a greater weight. Hike checkpoints are graded and the most difficult have a higher point value. There are also trophies for Best Theme, Most Activity Points, Highest Camping Standard and best Day Pack and Full Pack Hike teams.

Entries

- EV-01 The event is open to all current financial members of Scouts Australia (S.A. Branch) and Guides Australia (S.A. Branch) who are fourteen (14) years or older and have not yet reached their eighteenth birthday on the Good Friday of the event. Members of other Youth Groups (Duke of Edinburgh Award Scheme, Active8) are able to take part if they are deemed to have the requisite skills.
- EV-02 A team may consist of four, five, six or seven members. Where participants are unable to form a team the event organisers will arrange to place applicants into a suitable team based on the applicants age and experience.
- EV-03 Entries for the event close on the Sunday three weeks prior to Good Friday.
- EV-04 Full event fees need to be paid when submitting the Eventbrite application. A signed Y4 form must also be submitted.
- EV-05 All withdrawals and requests for refund must be in writing. Withdrawal before the Closing Date: Full Refund. Withdrawal more than 10 days before the event: Full refund less an administration charge. Withdrawal 5 days or more before the event: Maximum of 50% refund, after pre-payments to suppliers have been considered. Withdrawal less than 5 days before the event: No refund.

Equipment

- EV-06 All teams need to provide sufficient equipment to be self-supporting for the duration of the event.
- EV-07 Full pack competitors must keep total pack weight to less than 25% to 30% of their body mass, depending on build - however no participant, including day pack competitors, may bring more than 16kg. Day pack competitors must pack all overnight equipment into a single pack or sports bag.
- EV-08 All teams must carry the following items of equipment whenever out on the course of the event. Teams will not be allowed to start the hike without the listed essential equipment.

Individual Equipment	Team Equipment
• Waterproof rain jacket	• Group First Aid Kit
• Whistle	• 2 Compasses
• 2 litre water bottle(s)	• Notepaper and pencil
• Personal first aid kit	• Sunscreen
• Sun Hat	• Emergency Shelter
• Warm jumper and beanie	• Watch
• Torch	• Radio (issued at event)

- EV-09 No "pack-dropping" is allowed, that is, leaving packs behind to collect checkpoints and later collecting the packs.
- EV-10 Radios issued as Team Equipment are for emergency use only. This includes, but is not limited to, injury, more than 30 minutes late to Lunch or Camp, or if severely lost.

Conduct

- EV-11 All participants must comply with all state and federal laws and the rules of Scouts Australia and the Girl Guide Association. Any breaches of state or federal law during the event will be referred to local authorities for action.
- EV-12 During the event participants must not engage in sexual activities or partake in the consumption of alcohol or illicit drugs.
- EV-13 The only navigational aids that can be carried during the event are compasses, watches and the event map.
- EV-14 Participants can only travel on foot.
- EV-15 Once the event has commenced, changes to the structure of the team is not possible, unless deemed necessary by the Easter Venture Manager.
- EV-16 Members of a team must remain within unaided verbal contact of one another at all times during the event.
- EV-17 No team may discard food or equipment during the event. Each participant is responsible for their own rubbish. All rubbish must be carried by team members and returned to Adelaide. E.V. is a leave-no-trace / minimum impact bushwalk.
- EV-18 In the event of an emergency a participant must give a series of three short blasts on the whistle.

- EV-19 Where a participant is no longer able to compete at the event the Easter Venture organisers will contact parents or guardians. Arrangements will be made for the participant to be collected from the Easter Venture site.
- EV-20 Teams must sign in and out of Camp, Lunch and Activities. Teams arriving late at Lunch, Camp, or the final Activity of each day will have points deducted at a rate of 10 points per minute. Times are specified in the Passbook by Easter Venture Hike Team. Minutes are calculated as a combined total of minutes late to Lunch, Camp and the final Activity as follows:
- (a) minutes late to lunch, which is half an hour before the close of lunch,
 - (b) minutes late to the final activity for the day and
 - (c) either minutes late into camp if a team departs the last activity within the designated opening times or minutes late into camp beyond half an hour after leaving the last activity.

Respect for Land and Property

- EV-21 Competitors need to respect public and private property.
- (a) Do not cross newly sown ground or growing crops.
 - (b) Do not enter out-of-bound(s) areas as shown on the E.V. map.
 - (c) Keep away from stock animals and dwellings/buildings
 - (d) Cross fences at corner posts or between wires wherever possible and over the hinge side of gates.
 - (e) Leave gates in the same state as they were found.
 - (f) Do not light fires. Stoves are not permitted.
 - (g) Take care not to damage or disturb native flora and fauna.
 - (h) Dogs and weapons of any kind are prohibited at the event site.
 - (i) Prevent the spread of phytophthora and other introduced species through plant or animal matter, water or soil by thoroughly cleaning boots/shoes before the event.

Checkpoints

- EV-22 Checkpoints are divided into Lunch (100 points, includes break of at least 30 minutes), Activity (100 points), Bronze (100 points), Silver (200 points), and Gold (300 points). Bonus checkpoints may also be available, as indicated in the Passbook.
- EV-23 Lunch and Activity checkpoints are compulsory and must be visited during their respective opening times as specified in the Passbook by Easter Venture Hike Team. Should a team be unexpected running late, Lunch and Activity checkpoints must still be visited regardless of the time.
- EV-24 Hike points can only be scored during the course opening times where some checkpoints points may not be available all day.
- EV-25 All team members must approach to within 5 metres of the checkpoint.
- EV-26 Participants must not interfere with a checkpoint.
- EV-27 Intention sheets must be completed.

Awards and Scoring

- EV-28 Teams compete for the following awards:
- (a) The Graham Hill Perpetual Easter Venture Shield
 - (b) Hike Award (Full pack)
 - (c) The Michael Woodward Hike Award (Day Pack)
 - (d) Camp Award
 - (e) Theme Award
 - (f) Activities Award
 - (g) Pick of the Teams Award
- EV-29 The winner of The Graham Hill Perpetual Easter Venture Shield will be the team that collects the highest overall score which is calculated by summing the weighted scores in the respective areas:
- (a) Hike: 40% (Full pack participants receive a 25% weighting bonus on their raw Hike scores)
 - (b) Camp: 20%
 - (c) Theme: 20%
 - (d) Activities: 20%
- EV-30 Winning Teams will be split into three categories based on a ranking of their overall points. The top 10%-20% of teams will receive A Grade, the next 20%-30% of teams will receive B Grade and the remaining 50% will receive C Grade.

Penalties and Disputes

- EV-31 Hike point penalties may be applied, including up to the loss of points for a session (day or half-day) for breaches of hike related rules, at the discretion of Hike Team and dependant on severity. This includes, but is not limited to, rules EV-9, EV-10, EV-16, EV-21, EV-23-27.
- EV-32 In addition to any penalties stated above, any participant found breaching the event rules may: lose hike team points, be required to return home, or any other penalty at the discretion of the Easter Venture Event Manager in consultation with other Easter Venture Leaders.
- EV-33 A participant who is not satisfied with a decision or ruling during the event may appeal to the Easter Venture Event Manager. The Easter Venture Event Manager will convene a meeting of the Easter Venture Team Leaders to resolve the dispute.