



EASTER VENTURE 2023



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

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

Pre-Event Enquiries: easterventure@sa.scouts.com.au, 0411 399 675

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 by selecting the team "I need a team" after applying on MyScout!** 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 "Conspiracy Theory", so start planning now and dress up in theme.
- EV2023 will be held in and around Para Wirra – offering an easy introduction to competitive hiking, but we promise to include plenty of challenging checkpoints for the competitive teams!
- 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 strongly recommended for first time participants. **Please indicate your option in your team's name.**

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

Fee Structure

- Youth Participants: \$70 (Until end of **Sun 5-Mar-2023**) or \$90 (From **Mon 6-Mar-2023** to **Sun 19-Mar-2023**)
- The event fee includes transport, camp fees, activities, entertainment and Sunday evening meal.
- Leaders: \$40, Rovers and Supporting Adults: \$20 (Applications close **Tue 28-Mar-2023**)

SCOUTS and FIRST TIME PARTICIPANTS: Registered Scouts who will be over 13 years old on Friday 7th April 2023 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 5-Mar-2023**, All applications: **Sun 19-Mar-2023**.
- EV2023 starts at 7:30am on Good Friday (**7-Apr-2023**) at the College Park Scout Hall, Fourth Avenue, Joslin. (UBD Street Directory Map 107 Ref: A16) Scout Hall.
- **EV2023 concludes at 11:00am on Easter Monday (10-Apr-2023). Pick up will be at the event approximately 1-hour drive from Adelaide. Exact location TBA.** Parents and caregivers and welcome to attend the closing ceremony at the Finish location commencing at 10:00am. Please avoid arriving between 10:00am and 11:00am to avoid disruptions to the ceremony.

Eligibility

- All Participants must have sufficient fitness, camping and navigation skills, and equipment required to complete the four day hike.
- Age limit: All youth members participating in EV must be 13 or above on Friday 7th April 2023 and under 18. 18-year old's still within the Venturer section may participate but must sleep in separate tents during the event. They must have completed and submitted to Scouts SA a working with children check (WWCC), a national police certificate (NPC) and completed SP CHILD online training prior to the event and preferably before registering.

How To Apply

- All Easter Venture 2023 applications are via the Event on MyScout.
- **All participants (youth members and leaders) must select a team.**

All Applications and Payments are to be Made Through the [MyScout Event](#)

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 2023



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.

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 13.5 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. 18-year old's still within the Venturer section may participate but must sleep in separate tents during the event.
- 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 MyScout event application.
- 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 Coordinator.
- 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 Coordinator 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 Coordinator. The Easter Venture Event Coordinator will convene a meeting of the Easter Venture Team Leaders to resolve the dispute.