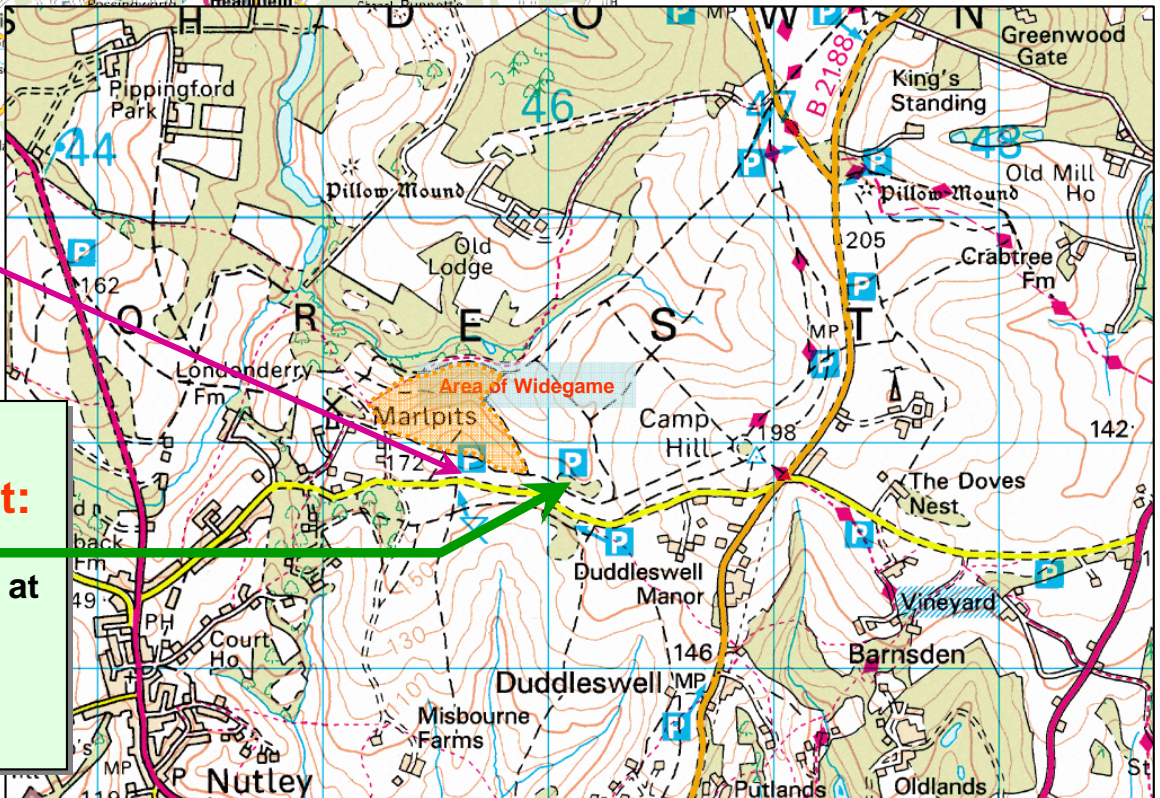
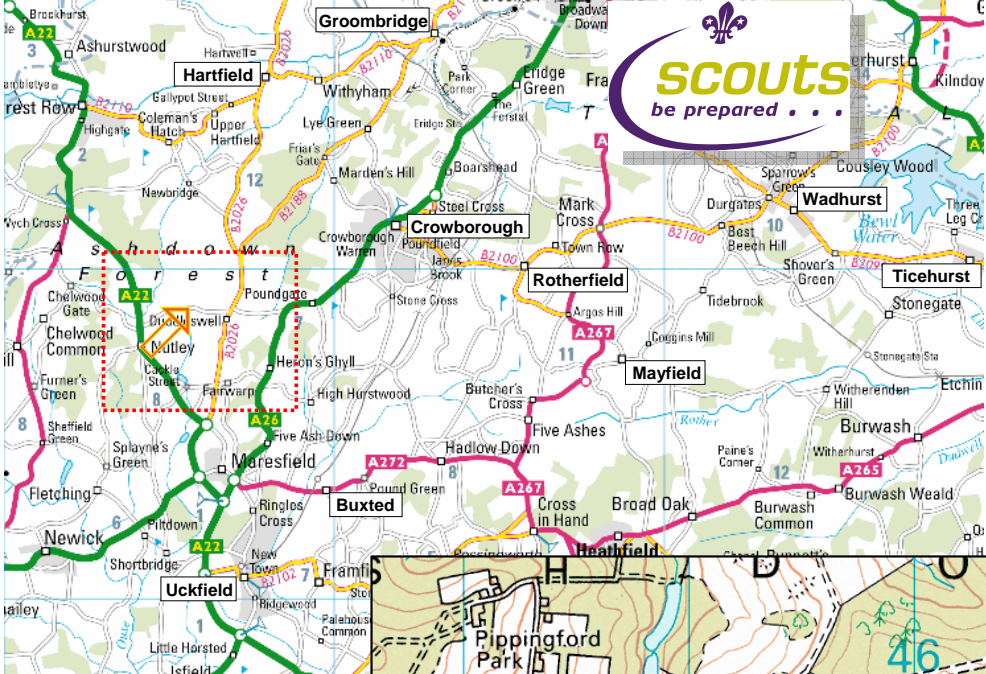


# Ashdown District Widegame, Friday, 5<sup>th</sup> December 2008

**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



**AFTER** parking, Troop leaders walk with their Scouts to the Friends Clump Car Park. **DO NOT** attempt to park at Friend's Clump and **DO NOT** walk along the road

**Meeting & Collection Point:**  
Meet at **this** car park at **6:30pm.**  
Collect from here at **9:00pm**

**The Object of the Game:** The 'Invaders' (= Scouts from all Ashdown District Troops), who will be based at the bottom of the hill directly north of Friend's Clump, have to conquer the 'Aliens' Fortress (at the top of the hill - in the centre of the trees at Friends' Clump). The Aliens are, not surprisingly, the Explorer Scouts from Tullis, Avery and the new Buxted/Uckfield Unit.

- In order to conquer the Fortress, the Invaders need to deliver 50 'life tokens' to the Fortress Commander (Alan)
- The tokens are strips of high visibility material attached to the arms of the invaders by velcro.
- Tokens and velcro strips will be issued, one to each Scout, by leaders at the Invaders' base.
- Life tokens must be worn on the arms at all times and must not be concealed in pockets etc.
- Only one life token can be delivered at a time.
- The Aliens can intercept any incoming Scouts that they see and capture their life tokens. This **MUST** be done with a minimum of physical contact (i.e. by pulling the token free from its velcro strip).
- Any captured tokens must periodically be returned by the Explorers to the Invaders base, so as to keep the game going.
- Scouts can only regain lost tokens by returning to the leaders at their own base.
- Lights at the Alien Fortress will signal progress towards the target of 50 lives.
- When the target is reached, the end of the game will be signalled by a long blast on an air horn.

If there is time, the game will be repeated with Scouts becoming the Aliens and Explorers becoming the Invaders.

## **Safety Requirements :**

All those taking part should be dressed in suitable warm and waterproof clothing and should bring a whistle, in case they need to call for help (**NOT** to be used for any other purpose). A small torch may also be carried.

TROOP LEADERS are responsible for their Scouts and must ensure they are all returned safely to the collection point at 9pm