

GROVERS ROVER CREW
presents



ASCENSION



2004 Rover/Venturer Competitive Hike

Saturday August 21, 2004

Kuitpo Forest

Feel like getting out in the great outdoors? How about challenging other Rover and Venturer teams to a bit of a competition? Can't be bothered with a heavy-laden overnight hike pack?

Then come along to **Ascension**, the 2004 Rover/Venturer Competitive Hike!

~~ Go to <http://www.grovers-sa.com> for more information and all the forms you'll need ~~

When is Ascension?

Ascension will be held on Saturday, 21st August. Team check-in and registration begins at 9.00am so don't be late. The hike begins at 10am and runs until 4pm. After this we will be throwing on a barbecue and presenting the trophies.

Where is Ascension?

Ascension will be held in various areas of Kuitpo Forest. The Starting and Finishing point ("Hash House") will be at Chookarloo Campground. Camping there overnight can be arranged if you let us know in advance.

To get there:

1. Take Chandler's Hill Road off South Road at Happy Valley, heading towards Clarendon.
2. Take Grant's Gully Road through Clarendon, Kangarilla Road through Kangarilla, and take Dashwood Gully Road heading towards Meadows.
3. About 2 km before entering Meadows, turn right down Brookman Road, heading towards the Kuitpo Forest Information Centre.
4. Chookarloo is about 1km down Brookman Road, on the west side of the road, before the Kuitpo Forest Information Centre.

A road map is available at: <http://www.forestry.sa.gov.au/pdf/KuitpoPinesAndVinesMap.pdf>.

How will the hike be run?

Ascension will be run as follows:

- There will be a number of checkpoints, also known as controls, set up around the forest. All of these will be marked on your map. They are red and white signs about 30cm square, each with a punch-card marker.
- Each control will be worth between 20 and 90 points, according to their first digit. For example, control 24 is worth 20 points, control 71 is worth 70 points. There will be 3 mystery controls whose control number (and hence, point value) won't be known until you visit them!
- Your team will have six hours (from 10am to 4pm) in which to visit as many controls as possible. Some controls may even have lollies stashed at them!

- Your team decides which controls you will visit, and you will plot yourselves a course on the map. A copy of your intended “flight plan” (a.k.a. intention sheet) must be handed to administration before you begin.
- At each control, be sure to punch your score card in the appropriate box, according to control number.
- Be back at the Hash House before the finishing time (4.00pm). You lose 10 points for every minute that you are late.
- Scores are then added up by administration, and the team with the most points win!

What are the trophies and prizes?

We will have three perpetual trophies to hand out:

- Winning Rover or Mixed Rover/Venturer Team (“The Boots”)
- Winning Venturer Team – a new trophy!
- Handbag Award, for the team who gave their best effort but were nowhere close to winning.

There may be some great prizes to give away, and possibly also some not-so-great prizes, but it will depend on what we can get donated.

How many people can I have in my team?

There is a minimum of 2 people per team for Rovers and Leaders, and 4 people per team for Venturers. Mixed Rover/Venturer/Leader teams are permitted, and encouraged!

There is no maximum team size, but smaller teams are usually better as the group can generally walk faster. Please be aware that no matter how large your team is, you must keep within eyesight of all of the rest of your team at all times.

How much does it cost?

Entry in Ascension is \$10 per person. There will be a late fee of \$5 per person for those do not get their entry forms and fees in before **August 15, 2004** (i.e. a total of \$15)

Can I come if I don’t know how to use a map and compass?

Sure, and this event will be a good time to learn! The course will be reasonably easy so it is unlikely you will get lost. If you want a refresher course before going on the hike, please turn up at 8.30am on the day and we’ll run you through the basics of how to navigate with a map and compass.

What will I need?

Each team must carry the following equipment at all times:

- mobile phone, compass, basic first aid kit
- map bag or contact, pens/pencils/highlighters, paper.
- map, score card (these will be supplied to you!)

Each team member must have the following equipment at all times:

- day pack, warm clothes, comfortable walking shoes, rain jacket
- food (lunch and snacks), water

How do I register?

Each **team** will need to complete the Ascension Competitive Hike entry form with all details. If your team is larger than the slots available on the entry form, just attach a second copy of the form with the extra team members.

Each **team member** will need to complete a Scouts Australia *Standard Application Form* (if over 18) or a *Parent Advice Form* (if under 18).

Electronic (PDF) copies of all information and forms can be found at <http://www.grovers-sa.com>

Forms and money for the team should be posted to:

*GRovers Rover Crew
c/o 2/16 Golflands Tce
Glenelg North
SA 5045*

Cheques can be made out to “GRovers Rover Crew”.

Alternatively, arrange to give the forms and money to a member of GRovers – but to do this, please sort it out with Danny Sag beforehand (contact details below).

Entry forms are due on August 15, 2004. Entries later than this will incur a \$5 per person late fee.

Where do I get more information?

- At GRovers Website – <http://www.grovers-sa.com>
- Email Danny Sag – Danny@grovers-sa.com
- Phone Danny Sag – (m) 0411 140 560 (w) 8168 3840

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THE RULES

1. All competitors are to travel on foot at all times during the event.
2. All team members to stay within ear shot and eyesight of each other at all times while on the course.
3. To collect points for a control all team members must pass within 20 metres of the control and the punch card punched accordingly.
4. All gates are to be left as found.
5. No rubbish or equipment is to be left on the course.
6. No competitor is to be in the marked out of bounds area at any time.
7. Compulsory items must be carried at all times.
8. There is to be no smoking on the course and no alcohol during the event.
9. In an emergency teams will provide any assistance required.
10. Competitors are not to interfere with the checkpoints in anyway.
11. Late penalties will apply - 10 points every 1 minute a team is late back reporting to administration. After 30 minutes the team will be disqualified.
12. All team members will report back to administration on the completion of their chosen course and surrender their score card.
13. An intention sheet (“flight plan”) must be handed to admin before the start of the event.

The penalty for breaching any of these rules is disqualification except rules 3 & 11 for which the penalty is the loss of points.