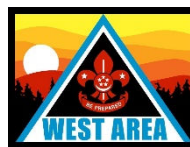




## The Singapore Scout Association

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Chief Scout  
His Excellency  
DR TONY TAN KENG YAM  
President of the Republic of Singapore  
Chief Commissioner  
MR TAN CHENG KIONG  
Assistant Chief Commissioner (West Area)  
MR LIM SAY CHIONH

## SCOUT SECTION

5<sup>th</sup> February 2016

To:  
All Scout Leaders  
Through Area Commissioner

**RE: WEST AREA WORLD SCOUT DAY 2016 (WA/WSDS/16)**

Dear Leaders,

I am pleased to inform you that West Area is organising the World Scout Day 2016.

Details of the test are given below:

Dates : **Saturday 20<sup>th</sup> February 2016**

Time : 0900 – 1330 HR

Venue : Singapore Polytechnic

Meet at : T11 Square, Near Dover MRT (Refer to attached map)

Attire : Full Scout Uniform

Fee : **\$4.00** per participant

Closing Date : **Tuesday 16<sup>th</sup> January 2016, 1800 HR**

(Fill up the **Unit Reg. Form** & Email to [Vijaya@scout.org.sg](mailto:Vijaya@scout.org.sg) & cc [tatwai.lam@scout.sg](mailto:tatwai.lam@scout.sg))

Capacity : 400pax

Mode of Payments (IFASS, Unit Fund or Cash), please indicate of the Unit Registration Form.  
Payments made by cheque are to be made payable to the **'The Singapore Scout Association'**.  
Please indicate **'WA/WSDS/16'** and your name behind the cheque.

Rough Programme:

0900 – 0930 Registration

0930 – 1200 Gameplay

1200 – 1215 Report Back to T11 Square

1215 – 1245 Refreshment & Rest

1245 – 1315 Certificate Presentation for Area Leaders

1315 – 1330 Closing Ceremony / Scout Hymn

1330 – 1400 Area Cleaning

Yours in Scouting,  
(Computer Generated Letter)  
(No Signature Required)

Mr Lam Tat Wai  
Assistant West Area Commissioner (Training)  
HP : 9844 7841  
Email : [tatwai.lam@scout.sg](mailto:tatwai.lam@scout.sg)

For more information, please refer to [www.scoutinglight.com](http://www.scoutinglight.com)

For Admin Support, please contact Ms Vijaya, Executive Assistant (West Area) at 6259 2858 on Weekdays (Tuesday – Saturday), from 8.30am – 6.30pm or email [Vijaya@scout.org.sg](mailto:Vijaya@scout.org.sg)

## Gameplay Requirements

World Scout Day 2016 is a special one for those in Singapore. Scouting has come a long way and many changes have been made but the fundamentals have remained. This year is the first year that this momentous occasion is celebrated as an Area. This year's event is an adaptation from a professional orienteering sport called Rogaining. Rogaining is a long distance cross country navigation competition in which teams have to plan routes and navigate efficiently to cover as many checkpoints as possible. Though we may be limited in various terrains and vast areas for exploration, the west area committee has planned a fun and exciting competition of similar style in our very own local institution, Singapore Polytechnic.

The objective of the scouts on that day is to engage in orienteering activities where they will be able to hone their fundamental skills and maybe pick up a pointer or two when it comes to real life exploring and scouting. Scouts will be working in patrols of ten and the whole game map will be divided into two playing fields. These two playing fields will cater to those of different abilities and patrols will be able to plan their own routes to reach as many checkpoints as possible. These checkpoints are hidden around the whole of Singapore polytechnic and it is up to the scouts to use the skills they have learned along their journey to discover their locations on the map and explore various paths to reach it.

The requirements and expectations of the various patrols in each category are stated below:

<b>TERRAIN</b>	<b>PATROL SIZE</b>	<b>REQUIREMENTS</b>	<b>EXPECTATIONS</b>	<b>PROGRESS LEVEL ATTAINED</b>
Beginner	10	Know -Map Theory -Use of compass -Map Grid reference -Map scales -Map Signs -Map Symbols	-Be able to locate checkpoints using MGR -Visit at least 4 normal checkpoints -Visit 1 game checkpoints -Provide pictorial evidence of their visit to checkpoints	Exploration 1 (Scout Standard)
Advanced	10	Know -Map Theory -Use of compass -Map Grid reference -Map scales -Map Signs -Map Symbols -Bearing -Direct distance -Area sketching	-Be able to locate checkpoints using MGR, Bearing, Direct distance -Visit at least 2 normal checkpoints -Sketch 2 compulsory checkpoints -Visit 2 advanced checkpoints -Provide pictorial evidence of their visit to checkpoints along with sketches where required	Exploration 2 (Advanced Scout Standard)

The patrols are required to complete the minimum expectations stated above in the stipulated time to qualify for the criteria. There are other checkpoints that the patrols can reach to gain more points and top groups in each terrain will be rewarded.

The patrols are expected to be well equipped with the knowledge requirements stated above as it will play a key role in the gameplay on that very day.

Each patrol is also advised to bring along the following items to help assist in their exploration:

<b>S/N</b>	<b>ITEM</b>	<b>QUANTITY</b>	<b>TERRAIN</b>	<b>REMARKS</b>
1	Water Bottles	Individual Person	Both	
2	Poncho	Individual Person	Both	
3	Day bag	Individual Person	Both	
4	30cm Ruler	3pcs	Both	
5	Protractor	3pcs	Advanced	
6	String(25cm)	3pcs	Advanced	
7	Compass	2pcs	Both	
8	Quiz sheet	Individual Person	Both	Will email to you
9	Sketching template	5pcs	Advanced	Will email to you
10	Singapore Poly Map	3pcs	Both	Will email to you
11	Stationary	Individual Person	Both	