



'Great things  
to do with your  
Rover Crew'



# ROVER FOR THE GUIDE

National Rover Council, Scouts Australia 2005

# G'day Rovers



If you are reading this, then you are taking the first step in what will be a voyage of discovery - you will have fun.

Fun is a very important part of what we do in Rovers, and this publication has been produced to help you to create that fun. Without fun, you will no doubt lose the interest of the members of your Crew and eventually your Crew. Rovering as a product depends on ensuring you are having fun, and in turn would-be recruits can see the benefits of Crew membership. If a Venturer wishes to choose between one Crew and another, as well as knowing people in the Crew, it may come down to how much fun they think they may have.

This book is a guide as to some fun activities which have been submitted by Rovers and Ex-Rovers from all over Australia and New Zealand. It is exactly that, a guide. If you are doing other things which you see as Fun, and the Crew are enjoying, that's great! No doubt you are already doing a number of these things, such is the nature of our shared Scouting experience. It is very important to have a balanced program that keeps the interests of all of your Crew members, challenges and develops them in a fun environment.

You should have a good read of the Do's and Don'ts featured at the end of this publication, just so as there is nothing you've overlooked.

Have a good look through the Rover Fun Guide, keep a copy of it in the Crew Den, and shout out some of the ideas next time your Crew is doing a programming night.

*Yours in Rovering,  
National Rover Council  
Scouts Australia, 2005*



# QUICK IDEAS

## BOARD GAMES:

- Monopoly
- Chess
- Cluedo
- Draughts
- Squatter
- Connect 4
- Battleship
- Pictionary
- Scrabble
- Jigsaw Puzzles
- ...whatever you can dust off the bottom draw at home.



## CARD GAMES

- 500
- President (known by other derogatory names)
- Poker
- Snap
- ...and many more

## PAPER GAMES:

- A4 piece of paper, you have to cut it up and fit your whole body through the piece of paper.
- How far can you make a minties wrapper stretch?
- Paper planes competition - longest flight, best stunt plane, most accurate flight towards a target etc.

- Origami - get a couple of origami books and fold away - see if you really can make a paper crane or jumping frog as easily as they make it seem in the book!
- Get a cereal box and put it on the floor. Everyone takes turns to bend over and pick it up with only their teeth, without hands or knees touching the ground. Once everyone has had a go, remove a strip of cardboard and try again. Keep going until everyone has stopped, or you're sucking up a piece of cardboard the size of a playing card off the floor!

## STUNTS

- Climb around a table without touching the floor. Over and under.



Can you fit through a coat hanger?

- Stand with your feet together and place a match box as far in front as possible without touching the ground with your knees or stomach. Next person tries to move it further again...

## DEBATES

- Impromptu debate - Pull a topic out of a hat, 2 minutes to prepare and 2 minutes to talk.
- Hold a formal debate with two sides given the topic and time to prepare themselves, and invite another person from outside of the Crew to come along to be the adjudicator.

*Debate topic suggestions include:*

- “Squire Training is outdated”
- “Women are superior to Men”  
(and get the opposite sex to argue the point)
- “A Scout Cares for the Environment”
- “Alcohol is inappropriate for young people”

## SPEECHES

- Talk by each Crew member about a subject dear to them. Alternatively, everyone picks a topic and puts it in a hat, and then you speak on the topic you pull out.



## BALL GAMES

- Continuous cricket
- Volleyball
- Dodge ball
- Quoits tag
- Hacky Sack
- Hacky Sack Twister - Two teams of people stand in a circle, with alternating team members. One person throws the hacky sack into the middle of the circle and the person next to them has to put their foot on the hacky sack, then drop it for the next person. The group slowly gets twisted and the aim is to make the other team eventually fall over.
- 20 Cent Coin Game - Crew members wait in Den whilst one Rover places a 20 cent coin somewhere within view in the hall. The Crew then come out and try to find the coin. When they have found it, they sit on the floor in the middle of the hall and watch the others wander around in vein! The first person to find the coin hides it next.



## WRESTLING

*This noble ancient art can take any number of twists, from Jelly Wrestling to Soap Sud Wrestling, basically anything that is soft you can wrestle in.*

- Sock Wrestling: - Two challengers take off their shoes and the aim is to get a sock off the opposing Rover, whilst protecting your own socks at the same time. Winner is the one with the greatest sock collection at the end of the night! You could try an all in sock wrestling mania with everyone in.

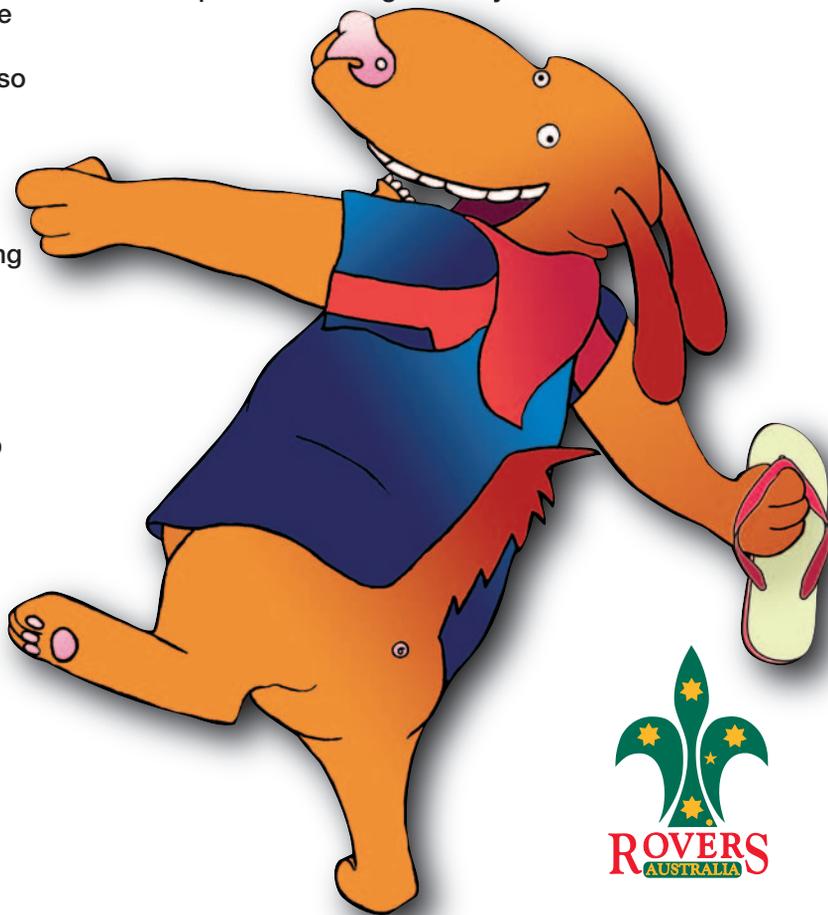
# OUTDOORS & GAMES

- Photo Scavenger hunt - get a list of things to take photos of, the Crew has to photograph the group with the objects on the list.
- Ice Blocking - Get some big blocks of ice and maybe some carpet squares to sit on them. Then find a big grassy slope and slide down to them bottom! Remember to take your car keys out of your pocket first!
- Bigger and Better night - each team gets a piece of string and they have to swap it for something bigger and better. Have a set time limit to meet back at the Den, and the team with the biggest and best thing wins! Can also be done as soap swapping.
- Coracle races, bring a tarp and a hay bale, need to create a donut out of the hay bale and tie it all up, in pairs you need to float it from the start to the finish line without it falling apart.

## INTER-CREW ACTIVITIES

- Thong tossing (See how far you can throw your footwear, start with thongs and build up to Gumboots and so on and so forth)
- Deaf Dumb and Blind Pinball
- Bean Bag (an old Scout game where the holder of the hacky sack/bean bag may not move but must tag the opposition to score a point. Passing to team mates is allowed and may be legally intercepted by the opposition. High speed good fun)
- Graveyard Tour at night - with the greatest of respect - scavenger hunt, oldest grave, youngest person, most recent grave etc

- Radio Chase - have radios in two cars, send one group out in a car, the other car has to try and find them but they can only ask yes no questions. Keep to all the road rules, and have a couple of people in the car operating the radio and directing, and the driver doing the driving.
- Geocaching - using a GPS, set points they have to visit and leave something behind in the pile and take something out, little treasure chests. It is a world wide thing. There is a website that facilitates this. There is a log book on the website. [www.geocaching.com](http://www.geocaching.com). au not supposed to use it for promotion or political messages. They are all hidden.



## ADVENTUROUS ACTIVITIES

*There are many Adventurous Activities available to us in Rovers. Most Branches have various adventurous activities teams that can help you get out and enjoy these adventurous activities for the first time, or regularly if you like them!*

- Abseiling - Indoor / Outdoor/ Rock Centre activities
- Air Activities - Flying / Gliding / Hot Air Balloon
- Bike Riding/Mountain Biking - Local Trails or a Journey. Good combined activity with another section, or a different type of BP Ramble or camp for Service Badge, suitable for physical development.
- Bushwalking
- Canyoning
- Caving



## MARATHONS

- Canoeing Marathons (e.g. Murray River Marathon)
- Running Marathons (or half Marathons) (e.g. Sydney Half Marathon, Melbourne Marathon)
- Bike Marathons - there's lots of these that go on throughout the year.
- Oxfam Trailwalker is an example of 100 km running/walking race over 48 hours that helps raise money for Oxfam Community Aid Abroad programs, and is held in several states in Australia.



- Cross Country Skiing
- Down Hill Mountain Biking
- Down Hill Skiing
- Hiking/Tramping
- Horse Riding
- Hot Air Ballooning
- Land Yachting
- Liloing
- Parasailing
- Parascending
- Rock Climbing
- Scuba Diving
- Sea Kayaking
- Sky diving
- Snorkelling
- Snow Boarding
- Snow Shoeing

## SPORTS

*Particularly in Summer (although can be played inside a large hall or stadium) Have a game of:*

- Soccer • Footy • Rugby • Cricket • Volleyball
- Netball (ALL participants must wear a netball skirt!)
- Ultimate Frisbee • Tennis • Swimming
- Olympic Games

... the list goes on and on...



## SPORTS CONT.

- Rogaining

*Rogaining is a cross between orienteering and cross-country running. You're given a topographic map with checkpoints marked on it. You then set your own course and try to get to as many checkpoint markers as possible, whilst navigating your way through the bush, and return by the set time. There are many Rogaining clubs that operate across Australia, just check with your local council if there are local clubs, or try a web search for Rogaining Australia.*

- Climb (or walk up) a mountain, any mountain
- Hike the Kosciusko high plains
- Visit a marina and find out about all the bits of big sailing yachts (how to drive a winch etc.)

- Night canoeing.
- Canoe Jousting
- Canoeing somewhere that normally doesn't have water - must wait for flooding rains.
- Sailing
- Rowing
- Rafting
- Shooting

*Using different weapons eg. rifle, shot-gun, blunder-bus, pistol, paint ball, bow hunting - with safety instructions first, naturally. Try a local shooting or hunting club.*

## HUNTING AND MORE HUNTING

- Photo Scavenger Hunt
- Video Scavenger Hunt
- Sound Hunt: Just like a scavenger hunt but each team has a tape recorder. Entries included town hall sounding 10 o'clock, VW engine, Arc Welder (a good way to find out who has a welder), running water, etc, etc.
- Night hike - An old favourite, can be done with Scouts
- Night Drop - Blind folded the Crew is dropped in an unknown part of the city and must get home or the final destination (often a good pub). This can be incorporated with a scavenger hunt.
- Chalk Chase or Sticker Chase: A couple of Crew Members leave the hall and with Chalk or sticks mark on the ground directions using arrows or Scouting signs (Include these from Scout Handbook). 15 minutes later the rest of the Crew set out on foot following the signs and try to catch up to the first two Crew members.
- Visit the Zoo: There are many zoos, sanctuaries and wildlife parks around which make for a great day out or weekend away.
- Pool Competition: Go somewhere with a couple of pool tables and have a Crew competition to determine who is the best pool player in the Crew.

## WIDE GAMES

*Wide Games are games played outdoors usually in an forest, or open area depending on the type of game you play. Run a search on the web for 'wide games' and you'll find heaps to choose from, such as:*

- Capture the Flag
- Kite making and flying
- Lantern Stalk
- Man Hunt
- Team Raid
- Catapults! -  
Use those Scouting knot skills and spars to create supreme warfare machines and fire water bombs and flour bombs with your catapults at the enemy! (Enemy can be other Crew members, another Crew, the Venturer Unit). Pick a good outdoor area that you can make a mess on.



# BIZARRE BUT FUN!

- Mock wedding, pull your part in the wedding out of a hat
- Totem badminton
- Grey Games - Lawn Bowls, Croquet, Darts.
- Watermelon rugby or Frozen Chook Rugby
- Apple cricket
- Flintstones soccer, use a medicine ball
- Suspended twister, hanging from the roof.
- Vertical twister and Giant Twister with Big Rubber Mats, play Music, Twister with baby oil
- Ice cream sculpting - Get two 2 litre tubs of ice cream and lots of bags of mixed lollies. Use your imagination to make something out of the ice cream and lollies, then keep modifying your creation as the inspiration grows! It's best to do this one in winter so the ice cream doesn't melt too quickly!
- Jelly, noodle, custard, left overs wrestling (You can find wrestling at many Rover major events - Surfmoort in Victoria have a regular Jelly Wrestling competition).

## KIDS NIGHT

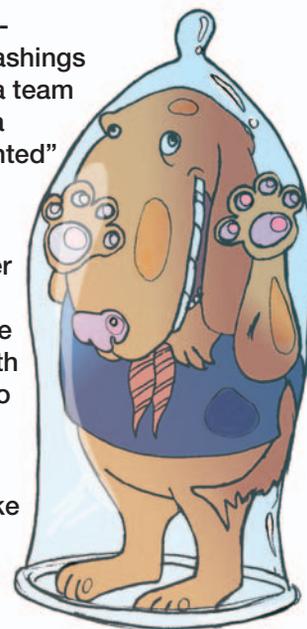
*Have a games extravaganza with a selection of kids games including:*

- Apple bobbing, quiz questions, pass the parcel, pin the tail on the donkey.
- Chubby Bunnies, get a marshmallow, put it in your mouth and say chubby bunnies, put another one in and say it again, see who can put the most in their mouth and still say chubby bunnies.

- Chocolate block game: Have a plate with a block of chocolate on it, with a knife and fork. Everyone sits in a circle, and tries to roll a 6 on a dice so that they can go in and cut off and eat a square of chocolate. Once someone has rolled the dice, it gets passed to the next person, until someone else rolls a 6 and replaces the person in the middle.
- Invite a clown to teach people balloon animals, blow bubbles, have fairy bread, and play pin the tail on the donkey etc

## THEME NIGHTS

- Mexican
- Mullet
- School
- Reverse Ages - If you are 19 come as a 91 year old!!! If you are 20, come as a two year old!!!
- Op shop
- Slumber Party
- Blindfolded chariot races - After you have tied your lashings "Without sight". Then as a team you have to race around a course with only the "Sighted" jockey giving directions.
- Sexual Health Night - Get a sexual health worker from your local council to come along and talk to the Rovers about sexual health and general health, how to stay safe and healthy and avoid dangers.
- Playground Crawls: Bit like a pub crawl, but go to playgrounds instead!



- Bingo at the local RSL.
- Food Compass - You hang food from the ceiling, blindfold the person, and then they have to follow directions by tasting the items to know what direction they are going. (Beware of South West because that is where the Onions and Chili's are usually hanging.)• Lingerie Party which male Crew members must attend and model
- Pictionary Playdough: Just like playing Pictionary, except instead of drawing, get a few tubs of Playdough and make the object!
- Massage Night: Get a whole bunch of mattresses, some massage oils, perhaps an instructor, and try your hand at massage.
- Try your hand at a Martial Art or relaxation activity such as Taibo, Tae kwon do, Ti Chi or Yoga.
- Movie Making - Get a couple of video cameras, divide the Crew into teams depending on how many cameras you have, and then proceed to make short movies. Have particular plots or subjects that must appear in the movie, then meet up again to enjoy the movies.

*For example:*

- Horror • Teen • Comedy • May be as an inter-Crew challenge.
- Mystery Car tours - Have a series of questions and quizzes that lead them to the next point, eventually taking them all around town or beyond.
- Demolition derricks - Two teams with 2 x timber spars, 2 x blocks, ropes tent pegs. Each team must build a simple crane and attach rope from the end of the crane boom to the base of the opposition's crane. Last Crane standing wins.

- Go to a live comedy act.
- Mini golf
- Billy Cart Building and Racing - Your local District may have a Billy Cart Challenge you could enter, or start up a District Challenge against the other sections.
- Gadget Building: Ride on Esky, Portable Fire, Bush Hot Tub, Bath Raft, Solar Cooker, Hay Box Cooker, Crew Kitchen Trailer.
- Poverty Moot - Cardboard Buildings, newspaper fashion parade, bring a tin without a label and have lucky dip for dinner.
- Pamper Night - Have someone from a cosmetics company give a presentation of the products to the Crew. Everyone can get facials and mud wraps!
- Straw Towers - With lots of straws and paper clips build the tallest free standing tower you can. Split the Crew into smaller groups and make it a competition.



- **Progressive Construction Hike** - A very fun, very 'Scouty' activity. It involves a series of practical lateral thinking puzzles set in the bush. Participants have to find their way to each base and collect the items stashed there and use them to complete a scenario (eg get your Crew across the piranha filled moat using only a length of rope and a 10 L bucket). Once completed the Crew can add the new items to their gear and carry them to the next scenario. By the end of the weekend we ended up lugging around a bag of rope and two dozen pioneering poles but we had heaps of fun, got to exercise both our brains and our practical skills and it was great to get back to the basics of the Scouting tradition (i.e. more rope bridges and square lashings than you can poke a pioneering pole at!)
- **The Great Tent Challenge** - Each team is given a disposable camera, a tent and a list of suggested photos and scores and given four hours to take 24 photos of their tent in weird and wonderful situations. The tent must be in every shot and there must be one photo of the whole team in the tent but apart from that it's fairly free and easy. At the end of the four hours they deliver their cameras to a pre arranged photo shop to get the films developed then we have a BBQ and a photo exhibition in the evening. Alternately, if you have enough Digital Cameras, you can bring them back to the hall and download the photos onto a laptop computer and have a viewing session.

- **Campfire Cookery**



# SCOUTING, SERVICE & LOCAL COMMUNITY

## SCOUTING

- Pick another section and find out the activities they would do and then the Rover Crew does those activities. This can work really well when you get directly involved, and take your Crew along to the local Cub Pack, and be a six for the night, doing everything exactly as the Cubs do... the Cubs will love it, and you'll have heaps of fun!
- Life to Death series to run over a few weeks, activities go from birth to death and develop life skills, get guest speakers and different activities
- Organise a District Christmas or Easter Party for the Leaders and youth members. Have a BBQ and games for everyone to get involved in. Make sure it's promoted well in advance so that all the sections can put it into their calendar. If it's ran well, it will do a lot for showing Rovers in a positive light to the local Scouters.
- Roventure/Mini moot - Rover Crew and Venturer Units together and run a whole heap of activities that you would expect to see at a Moot. Gives Venturers an idea of what to expect in Rovers and helps to build relationships between Rovers and Venturers
- Combined Camp with local Venturer Unit at a lake. Include fishing, mountain bike riding and bushwalks around the lake. Have a campfire at night and do some campfire cooking.
- Survivor Challenge camp

- Start a District/Region Rover Challenge Trophy. - It can be at anything that the challenging Crew defines eg. squash, tennis, debating, sandcastle building, tiddley-winks,

## SQUIRE TRAINING

- Read Rovering to Success and discuss its content as a Crew on a Crew Camp
- Speed knots- pick eight useful Scouting knots, and see who can tie them the fastest
- Squire training night

## COMMUNITY SERVICE

*Helping to lend a hand to our local community! There is always something to be done and people are very grateful for the help. You can get contact details from your local council. Remember your individual opportunities as a Rover to provide Service to others as the need arises, and consider these:*

- Major Events, Fairs, Shows, Displays - General assistance in First Aid; Crowd control; Car Parking; Entertainment Volunteering etc
- Joint Activity with a local Service Group - Invite Apex, Rotary, Lions clubs, Freemasons etc to attend some of your activities, even if it is just the next “Working Bee” at your local Scout Camp. You may get member transfers both ways and it could lead to sponsorship of future activities.
- Landcare Group
- Collections - Red Cross, Salvation Army.
- Gang Shows & Showtimes: Many Rovers are involved in their local shows but never get the chance to see any of the others. Make it an annual event to go to a different show even if this means interstate. You can have lots of fun just getting there.

- Local Theatre Night or Professional Theatre Show
- Tackle the Jungle: Help out with clearing up the garden for an elderly person who can no longer manage it themselves. This activity can probably be knocked over in half a day with a Crew of Rovers, and will be a great help for the elderly citizens.
- Hike for Hunger: An annual event that is very big in Sydney, which combines service and promotions. Collect non-perishable goods and then deliver them to a collection point by hiking across a prominent landmark in uniform, such as the Sydney Harbour Bridge. The food is used to help the needy. Make it a competition to see whether your Crew can collect more cans than nearby Crews.



- **Major Venturer Events:** Often the major Venturer events such as Hoadley Hide, Mission Impossible, Dragonskin, Victorian Gathering, Ventures etc. are largely staffed by Rovers. These are as much fun for the Rovers participating in running an activity as they are for the Venturers attending, plus a great way to directly promote your Crew and recruit new members.
- **“Mission: Improbable”:** For a creative way to get Squire training out of the way run Mission: Improbable, an activity where the squires are given a mission to find their way to activity bases and complete tasks that involve Scouting skills and simple & cryptic deductive skills.

*Each activity base is ran by one of the invested Rovers, who ensure that each Squire at least demonstrates their ability and knowledge enough to cover their Squire training. The Squire is then given details on where the next base is, they then need to orienteer their way to it. Once each squire has completed all the activity bases, they return to the hall and have a “debriefing” with their sponsor.*

*All that is then left then is to set a time and place for their vigil and investiture, and make sure their Crew project is completed. This is a great way to complete the Squire training quickly and put some enthusiasm for Rovering into your Squires and Rovers.*

- **Host a talent show for Venturers.** Invite the Venturers to participate in a Venturer Idol competition, and provide a Karaoke system, soft drink and a dance floor.
- **Run a themed wide game for the Scouts.**
- **Guest Speakers:** Look at the interests of your Crew and invite a guest speaker to talk to your Crew. Could be a good activity to invite several Crews or local Venturer Units to

attend. Educational speakers (Renters rights/ Real Estate tips, Money management, Time/ Project management, Politics, other cultures)

- **Magic Night:** Everyone learns a magic trick and performs it. This is a great night to put on for the Joeys and Cubs, especially if you can throw in some humour.
- **Collect Presents for the Salvation Army’s Christmas appeal.** Every year all the presents are put under trees at shopping centres need a volunteer group to regularly collect them, unwrap them and check contents is suitable (no pornography etc), re-wrap and deliver to depot. Check with Salvos before raiding their trees.
- **Singing Christmas Carols at Old People’s home.** They don’t care if you suck at singing, but a little bit of practice won’t go astray!
- **Give Blood:** Blood from one person can help three other people. It’s believed that 80% of people will need blood in their lives, so it will be well appreciated. Many Branches have blood challenges where Scouts register their donations against other organisations. Simply ring up and book the Crew in.
- **Visit a radio or TV station.** Local radio programs would be happy to have Rovers come on and talk about what Rovers is, or you could help with hosting a program.
- **ANZAC Day:** An opportunity for the Crew to dress in your Rover uniform and attend the dawn service together to remember the sacrifices made by those who went to war. You can then help out in being flag bearers in the local or Capital City parades. Make a day of it, and have a Crew Breakfast or Lunch and participate in the games of two up at the local RSL!
- **Remembrance Day**

- **Australia Day:** Ask you Branch what Australia Day activities the Scouts are involved in. There may be roles suitable for Rovers such as flag bearing duties at Government House.
- **Visit your local Council meeting** and see what issues are facing the local community... one of the Rovers may even decide to run for Council.
- **Self Defence:** Have someone qualified in a martial arts teach the Crew self defence.
- **Crew Merchandise:** Develop a Crew logo if you don't already have one, or try your hand at screen printing t-shirts, creating flags, getting jackets made, singlets, stubby holders... whatever takes your fancy!
- **Slave for a Day -** Crew members auctioned off to be slave for a day to do odd jobs and services for a day. This is a good Crew fundraiser if you've got a good auctioneer.

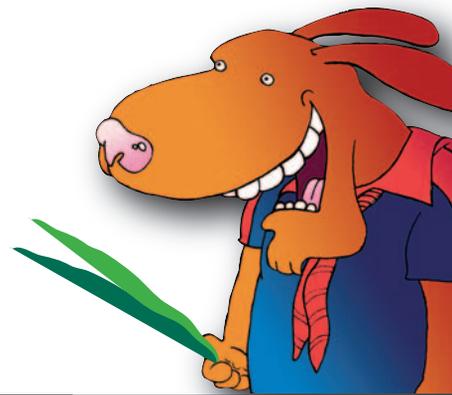


## OTHER SERVICE IDEAS :

- Cemetery Cleaning
- Working for groups (Scout halls etc)
- Fundraising for groups (activities such as Jamboree)
- Gangshows (painting, backstage, front of house etc)
- Helping out at activities for other sections (eg. Joey/Kea Fun Days, Swimming Sports Carnivals)
- Riding for the Disabled (all those other non-profit organisations that encourage the youth)
- Collections (For Non-profit organisations)
- Catering (Training Courses)
- Any range of activities such as bush weed clearing, making stuff for local

Scout camp etc.

- Arranging activities for Scout Groups etc.
- Service at Zoo's or likewise establishments, particularly locally or government funded ones. Don't have man power to do the work Rovers can.
- Building stuff is always really satisfying (if the Crew has the skills, such as play grounds etc)
- Marshalling at triathlons/road races etc
- Tree Planting



# FOOD DRINKS & PARTIES

- Cocktail parties
- Progressive dinner, Progressive Crew Dinner
- Regressive dinner: Each member or group of members of the Crew supply a different part of a meal at a different location, but in Reverse. Start with desert etc and end with entrée.
- Formal dinner at Take Away places
- \$10 cooking challenge. In pairs you get 1/2 hour to go to supermarket and get all the ingredients for a 3 course meal to feed two people, then you need to come back and cook it on the Trangia or hike stove.
- Graveyard Dinner
- Roundabout Dinner - get permission first
- Spit off, competition for cooking, have judges
- Iron Chef - Get members of the Crew to bring 3 ingredients each (you can then raid the q-store for additional food (if you need to clean it out!) divide the Crew into 2, and the 2 groups have to combine the ingredients in a way as to make a 3 course meal. They have to use all the ingredients that were brought and there is a catch - The 'Iron Chef' brings a special secret ingredient, which has to be used in each course. One example secret ingredient could be Peanut Butter! Teams are judged on taste and presentation.
- Iron Gut - usually consists of a number of courses. Each participant has to eat each course consisting of a combination of edible foodstuffs, which when mixed together may not be so tasty. Combinations could be mixing Green Cordial and Cocktail Onions or Lamb Brains and Yogurt (Bad on the eyes) or a Raw

Egg and Vinegar or perhaps eating a whole dry Weet-Bix Biscuit and then whistling. Some Iron guts may also have some sort of physical endurance from obstacle courses to simply running to a tree and back.

- Portuguese Chicken Dinner
- Make and Cook an omelette on a gas stove in a wheel-barrow, while the wheel-barrow is pushed and must not stop.
- Chocolate cake making - everyone makes a small cake, and all must be eaten (and compared) by the end of the night.
- Come in bad taste party (Kitch) - with events eg. whistle National Anthem with a mouth full of cold mushy peas, or serve yellow cordial from bedpan with floating prunes.
- Host a Murder Mystery night
- Bands, Balls & Dances - Rover / Ranger Balls ; District Dinner Dances; Local Bush dances etc
- Learn to Dance - Rock 'n' Roll, Break Dancing, Latin Dancing, Ballet, Ballroom Dancing.
- An International Banquet: Everyone brings a plate of food from a chosen culture and each person dresses up as someone from that culture. Include some decorations or music from that culture as well if you can find them. Invite some guests from that culture to teach you the etiquette, games and language.
- Crew Brew: Learn the fine art of home brew, and as a Crew spend a couple of nights making up your own Crew Brew, and bottling it. This activity is probably best done at the house of one of the Crew Members, and not at the Scout Hall.
- Fondue night - ask around if someone has an old fondue set and spend the night dunking small morsels of food into cheese or chocolate.

# THE ROAD TRIP: CAMPS & EXTENDED TRIPS

- Crew Camps - Great ways to get to know each other better and get some bonding between the Crew members.
- Learn to camp somewhere different. Build an Abseiling tower for a Region Scout activity, and then sleep on top etc roped in like when Rock climbing. Camp in a tree.
- Alpine Rover Chalets (Owned by Rovers in the Victorian Alps and in Tasmania)

# Tassie



# Rush

## MOOTS, MOOTS & MORE MOOTS!

*Think big!!!*

- International Moots (New Zealand Moot - Every Easter, World Moots)
- Australian Rover Moots (every three years Jan 2008, 2011, 2014 etc)
- Branch & Local Moots - Varies depending on your Branch, why not make a trip to some other Branches moots and events?
- Make a Raft and spend the weekend paddling around a river. Some Branches have annual raft racing weekends, with all sorts of weird and wonderful designs of rafts. You may like to set up the raft so that you spend the whole weekend on the raft.
- Build triple storey tent - with Jamboree style tents, not hike tents - also is service to Group for the pioneering poles
- Dart Camp: Get a map of your state (or even Australia), throw a dart at the map, and where it lands is where you go for your next Crew Camp!

## ADDITIONAL THINGS TO CONSIDER

*Who you tell about your activities*

Does your Group Leader or District Commissioner have a copy of your Crew Program? What about the Venturer units in your area? Have you been raving to your workmates or uni friends about what your Crew has been doing, or has coming up? There may be some activities that you shouldn't share with the Cubs...

### *Have you completed the appropriate Paperwork?*

There are forms for certain activities that we all need to complete. It's a good idea to know if the Rovers you're out hiking with have any medical conditions, just in case. Don't forget the forms before you go on the training courses either.

### *Consider doing your Baden Powell Scout Award*

You and your Crew will benefit from doing your Baden Powell Scout Award. There are lots of personal development opportunities, and you may already be on your way to doing it without even realising.

### *Invite another Crew*

Throw down the gauntlet to another Crew in a challenge, or the friendly hand in welcoming them over to the Den.

### *Be Prepared*

There's nothing quite like going hiking and trying to set up a tent without poles... if you spend time in preparation for your activities, whether a big road trip or a weeknight Crew activity, it will run better for everyone than if there isn't thought put into it.

*Keep it varied, keep it interesting, keep it fun and keep it challenging*

### *Look Wide*

Look at what is going on in your District, with other Crews and activities or functions being organised through your Region Rover Council or Branch Rover Council. Contact details can be found from the Branch Rover Council website, and ask for a fixture card or listing of upcoming events.

### *Do a training course*

Basic, Advanced, First Aid, Responsible Service of Alcohol or Food Handling - Crew support the Rovers attending these courses financially by paying half or all of the course fee

### *Tell your mates & invite them along*

### *Money*

Remember that everything costs, even if it is only your personal time. Not everyone will be able to afford the same so be aware of this before you lose members because of activity costs. Sometimes the "Cheap" activities available from the back of a "Shoppers docket" etc are better value. Crew Fundraising Activities can help make bigger activities affordable for all Crew members.



## WHAT NOT TO DO

*Just as important on things to do is guidance on what NOT to do:*

- Build Bash Cars - Rover nights are not filled with Banana/Mud Bash car work. You can plan two or three Rover nights leading up to Bash but otherwise all car work can be done on other nights or weekends.
- Watch TV - You can do that at home and it's hardly in the spirit of "Rovering to Success".
- The same thing as last week - If you keep doing the same thing every week, stop wearing the uniform, stop holding parades, you cease to be Rovers and become another club. Rejoice in the diversity of your programme. Allow it to be as interesting as the individuals in the Crew.
- Become Surrogate Leaders - Rovers are Rovers, not Leaders. Many of us do the job of Scout/Cub leader as part of our Scouting, but while a Rover all must understand that you are part of the Crew first and a Leader second. Help the other sections but do not let them become dependant on the Crew... until you start getting older in Rovers and then you should consider it.
- Go to the pub - You can do that afterwards and on other nights of the week. Why waste good Rovering time in a pub? You only get 3 hours a week. Besides the uniform isn't what it used to be for picking up!
- Forget the Crew History and Traditions - "Secret" investiture and boot locations, the sword, the chalice, the Crew flag; these are all important symbols which make your Crew different from others. Keep these traditions sacred or if they are lost, call the past (not old) Rovers. They will take great delight in reminding you. You may even find a new RA.

- Grow "Old" - A Crew without young members are a group of aging friends. This way a Crew sadly passes into obscurity. Don't stifle the new ideas of the young. Remember, it's only kinky the first time.



**For More Rover Resources and information go to: [www.rovers.com.au](http://www.rovers.com.au)**





# ROVER FUN GUIDE

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