

WHAT IS A WIDE GAME?

'Well, it is exactly what it says it is – a game played over a wide area. It is not a game like football, but an imaginative adventure game.

The wide game properly played with enthusiasm, uses all or nearly all the skills and qualities of character which Guiding aims to teach. It is the only single activity which, in the space of 1 or 2 hours can require quick thinking, initiative, knowledge of appropriate action in an emergency, leadership, obedience, self-control, co-operation, teamwork, imagination, adventure, ability to improvise, being prepared in its fullest sense, a sense of humour, and most important, fun.'

(From: WIDE GAMES by Ruth Black, Girl Guides Assn UK).

'Wide games, unlike the regular stereotyped games, are unique forms of Scouting activities, imaginative in nature, with themes or plots which offer Scouts the elements of high adventure and drama.

Wide games are a test of stealth, ingenuity and cunning – not physical strength. There is an art to planning wide games. The Leader who makes a half hearted effort in his first attempt will surely undermine the boys' interest in future games. Carefully prepared and executed, such games can be among the most exciting and memorable times of the boy's Scouting life and as a result must not be ignored or underrated'.

(From: WIDE GAMES. WASP Publication by Scout Assn Australia)

IT MUST BE EXCITING AND IT MUST BE FUN

There are a few vital ingredients necessary to make a wide game successful.

The Leader's approach to the game is number one! If the Leader just divides up teams, hands over a sheet of instructions and says 'Go and get on with it' the result will be far inferior to that when the Leader joins in, gets in character, leads by example and sets the tone by her own enthusiasm and role playing.

A main essential is Planning and Preparation ... this is not just in having the necessary gear handy (although that is useful) but in thinking through the whole game ... the plot, the creation of atmosphere, the tasks, the clues, the boundaries, the rules and limits, the risk management, rewards, interventions. If those doing the organizing do not fully understand what's going on ... how can the participants.

Almost as important to this is communication... the most fantastic, exciting, imaginative wide game will not take off with the Guides if they do not understand what is expected of them. If they have no idea what a wide game is and no understanding of the specifics of your wide game in particular, they will not be able to get into the roles and play it to its fullest potential. The pre-game briefing, clues and instructions need to be clear and comprehensively explained with plenty of time for the Guides to ask questions and receive clarification on points of which they are unsure.

Suitability of game devised to the age and skill levels of the Guides, the area in which it is to be played, the time frame, the weather and the occasion need to be considered when devising the initial wide game plot. They can have a huge effect on how things go.

WIDE GAME PLANNER

OBJECTIVES	What skills, knowledge, and practice do you want to result from this Wide Game?
PLOT	What is the imaginative and exciting story that will drive the Wide Game?
LOCATION	Where is the most suitable venue for the Wide Game to come alive?
TIME	What time of the day will be most suitable and how long do you have?
LIMITATIONS	What constraints do you need to bear in mind?
TASKS	What tasks are to be carried out during the course of the game?
EQUIPMENT	needed to create atmosphere and facilitate performance of tasks.
SPECIAL RULES	to minimise risk, to ensure tasks are completed properly, to provide 'reward' points, to prevent 'cheating'.