



**GUIDE TO
RUNNING A
GREAT STUNT**

STEP ONE: Pick a theme

The first step to running to running a stunt at Hoadley hide is choosing a theme for your stunt. The theme for the event in 2012 is 'Celebrate' as it is 60th years since the first event. Each stunt will choose their theme from a list of themes from the last 59 years. Each theme can only be used once and its first in best dressed. You will be able to sign up for Hoadley Hide and reserve a theme for your crew from October 2011. Registrations will be ONLINE at hoadleyhide.com for the event in 2012 The choice of stunt themes is:

1952 None based on award scheme	1982 Space Shuttle
1953 None based on award scheme	1983 Service Project
1954 Operation Stealth	1984 Secession
1955 Operation Espionage	1985 The Crusaders 1189 A.D.
1956 Klondike Gold Rush	1986 World Safari
1957 The Voyage of the Argonauts	1987 A Waltzing Matilda
1958 Alex in Blunderland	1988 Bi-Centenary
1959 The Voyage of the Endeavour	1989 The Gathering of the Clans
1960 1835 and ALL that	1990 Buccaneers
1961 The Golden Years	1991 On Location II – The Sequel
1962 Straight Thru in Sixty Tu	1992 The Major Mitchell Trail
1963 Rallye Monte Carlo	1993 Star Trak
1964 Chloe Patra	1994 Revolution
1965 Unlock the Land	1995 Exodus
1966 Operation Faucett	1996 Toons – Imagination Unlimited
1967 Around the World in 80 Hours	1997 Vikings
1968 Gold Fever	1998 The Search for the Shield
1969 Starting from Scratch	1999 Innocence to Excess
1970 Oil Strike	2000 Century 21
1971 The Overlanders	2001 Circus
1972 Our Twenty First	2002 Wild Wild West
1973 The Great Race	2003 Good v Evil
1974 Operation Livewire	2004 Ghosts
1975 Train safari	2005 Ships & Ports
1976 Space Trek	2006 Jungle Lost
1977 Hoadley's Hide	2007 Blue Sea Island
1978 Marooned	2008 Hide of the Rabbit
1979 Homesteaders	2009 Eyes to the Skies
1980 Federation 1901	2010 Stranger than Fiction
1981 On Location	2011 Service Project Off the Rails

STEP TWO: Plan your activity

What will the venturers do?

Now that you have your stunt concept you must now decide what activities will your stunt contain does it involve the Venturers reaching into some disgusting goo of spaghetti and oyster sauce to get a key or perhaps it involves pressure sensitive plates on the ground that the unit must walk over blindfolded while the person directing gives them directions in an alien language. The activities can be complex or they can be as simple as finding an item hidden in a maze or a field. A requirement of HH is that you try to be able to get 6 teams in your stunt at once. This doesn't mean you have to have 6 activities so long as you can keep 6 teams busy eg. Looking for a pirates chest, if you had several chests and different keys to open the different chests you could have multiple teams doing the same part of the activity at the same time. Whatever activity you decide upon it needs to relate to your chosen theme.

STEP THREE: Pick a stunt site

The next step is to reserve a stunt site for your stunt. There will be 2 site inspections for HH2012

1. Sunday 20th November 2011
2. Sunday 26th February 2012.

These Site visits will be promoted heavily on the VicRovers email and website, as well as by region reps at local region meetings. These site inspections will be from 10am to 2pm and provide you a chance you to explore the forest and chose a site that's right for your activity. Details of a meeting place will be provided closer to the date.

STEP FOUR: Don't forget the basics

As you put together the last pieces of your costumes, perfect your soundtrack or put the final coat of paint on your props, don't forget the basics. Each stunt site is required to provide; A sign in tent, Cover

for Venturers to put their packs and rest and A Water Drum for the Venturers to refill their water bottles.

The following should all carefully be considered an incorporated into you stunt site:

- Presentation of the stunt site and stunt crew
- Clear Instructions given to venturers
- Team Handling throughout the stunt
- Challenging & Instructive activities
- Creative & Fun activities
- Staff Attitudes toward the stunt and venturers
- Consistent Team Assessment throughout the event

These are all important not only for running a great stunt, but they also form the main assessment criteria for the Best Stunt Award.

BEST STUNT AWARD

- All Teams will be asked to vote for the Best Stunt Award each evening with an award plaque presented at the Final Parade to the:-
 - Best Overall Stunt
 - Best Stunt in each Region
 - Runner's Up Stunt in each Region

The final Best Stunt award will be a weighted combination of scores from Venturer Scout Teams and Hide HQ judging.

For more information on winning a Best Stunt Award, refer to HOW TO WIN THE BEST STUNT AWARD.

WHERE CAN YOU FIND MORE INFO?

The NEW Hoadley Hide website

www.hoadleyhide.com

- This time around there will be online registrations for stunts
- Great place to find info about the event

Like Us on Facebook

www.facebook.com/hoadleyhide

- Receive updates about the event
- Participate in discussions about how you want the event to be run.

Vic Rovers

www.vicrovers.com/hoadleyhide

- Receive updates about site inspections and stunt information
- Tailored for information rovers need to know

HOPE TO SEE YOU THERE

Stunt Queries? Feel free to contact me:

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