



**HOW TO WIN THE  
BEST STUNT  
AWARD**

## **THE BEST STUNT AWARDS**

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

All Venturer Teams will be asked to vote for the Best Stunt Award each evening at their VOCs and an award plaque presented at the Final Parade to the:-

- **Ralph Sims Best Overall Stunt Award**
- **Best Stunt in each Region Group**
- **Runner Up Stunt in each Region Group**

The criterion for the best stunt award is outlined in detail later on.

### **RALPH SIMS BEST OVERALL STUNT AWARD**

Hoadley Hide has a perpetual trophy for the Overall Best Stunt in memory of Ralph Sims, who passed away in August 2009. **The Ralph Sims Best Stunt Award Trophy.**

Ralph was known as "Ark" (RK) by his scouts and the leaders in Caulfield District. He inspired all of his scouts from 15th Caulfield (SM, GL, SSL) and many became Leaders at Branch, Area and District level. He was the SSL of 15th Caulfield, when one of their teams were the first Co-Holders of the Hoadley Hide Shield in Caulfield District. This rivalry with Neil Westaway (4th Caulfield SSL) started a long running and successful interest in Hoadley in Caulfield District and later Somers Area.

Ralph was key part of the team led by Bob Swinton (then Branch Commissioner - Senior Scouts) who reinvigorated interest in the Hoadley Hide as a major Victorian event in the 1960's through to his retirement from Scouting in the mid 1980's.

Ralph had little time for "officials" but on every HH he insisted on visiting every stunt he was responsible for to lift spirits, where necessary, and usually have a cup of tea. There was always time for a cup of tea and a chat with the stunt staff, a feature reflected in the design of the trophy.

Ralph was always quick with the pun, and his stories no matter how old always held the interest of youth. Many still remember a story that Ralph told them to make a point.

This trophy is a fitting memorial to a dedicated Leader who was instrumental in developing the Best Stunt Award concept to promote friendly rivalry between activity Stunts and took an active role in over 30 Hoadley Hides.

Extracted from Interchange- March 2010

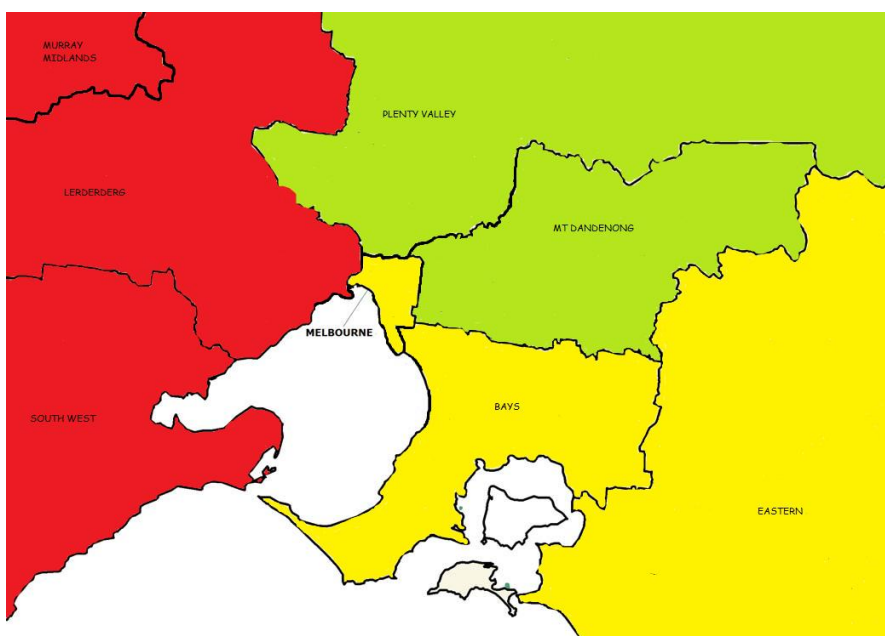
## **BEST STUNT AWARD REGION GROUPS**

Due to the decision made by Branch to reorganise the regions, we too have had to redefine the region groups for Hoadley Hide's Best Stunt Awards.

The new groups were based around the number of crews who ran stunts at past Hoadley Hide events (and the previous Best Stunt Award Regions).

They are now the following:

- **North & Western:** *Lerderderg, South West & Murray Midlands*
- **North Eastern:** *Plenty Valley & Mt Dandenong*
- **South Eastern Regions:** *Melbourne, Bays & Eastern*



**North & Western  
Group**



**North Eastern  
Group**



**South Eastern  
Group**

## **Stunts are judged on the following criteria:**

### **PRESENTATION**

Dressing up as characters and having props around your stunt is a great way to get venturers enthusiastic about your stunt. Stunts that look great and have characters rate very well with venturers and make your stunt interesting. If your stunt is about being stranded on a tropical island, dress in theme!!



Criteria:

- Stunt relates to (chosen) theme
- Good use of colour and design
- All members in theme dress and standard retained over event
- Good layout of stunt activities in relation to the environment.
- Stunt site is noticeable and set-up in the correct location.

### **CLEAR INSTRUCTIONS**

- Clear and concise without need for further explanation.
- Preferably written. When verbal, instructions are consistent in delivery.
- Given in a manner that relates to the theme of the stunt.



Giving clear instructions is very important for the venturer's leadership and team participation scores. Giving instructions in the theme of your stunt is an interesting twist. For example here: The rovers ran a Top Gun training camp and

gave their instructions in a military format, complete with having the participants line up in formation answering 'sir yes sir'.

## TEAM HANDLING



- Is able to accommodate multiple teams at once.
- Provides a pass or overtaking facility for competitive or waiting teams.
- Stunt site provides water for venturers, and shelter for up to six teams.
- Readily available First Aid Kit.
- Stunt can be completed in less than 20 minutes

Team handling is particularly important. Basically having more than one person manning your stunt whilst the rest hang out in your campsite. If you have a few activities, mix up the order in which venturers can complete them, or for example in this stunt: Have multiple twister sets. The last thing a highly competitive teams wants to do is sit around.

## CHALLENGING & INSTRUCTIVE

- Activities challenge venturer's skills.
- Provides the opportunity for venturer's to use their initiative

Mix up your stunt a little bit, this outside the box about what your stunt could be. How can they use their venturering skills in a new way?



## CREATIVITY & FUN

- Use of originality in activity.
- Use of theme to create a variation not experienced at other stunts.
- Understand the mechanism of an activity to provide fun as well as training.
- Stunt staff enjoys their activity, and are engaging with venturers.



## STAFF ATTITUDE

- Use of theme characters in addressing venturers.
- Non-discriminatory attitude towards all venturers.
- Encourage venturers to participate in the stunt.
- Show genuine interest in the venturer teams.



## TEAM ASSESSMENT



- Consistent scoring throughout Hide and with all stunt staff.
- Accompaniment of all Teams throughout the activity for accurate assessment and to monitor “Duty of Care”
- Assessed as points out of 10 for each category

## WANT A HEAD START ON POINTS?

**Extra points are up for grabs.**

Extra points will be given to stunts that:

- Attend one of the two site inspections
- Attend the rover stunt briefing night.
- Provide a list of all staff attending the event and their completed health forms
- Read and understand the Emergency Management Plan (provided in your stunt packs)
- Read and understand the stunt duty statement (provided in your stunt packs)

## USE THE STUNT ASSESSMENT FORM!

The stunt assessment form can contribute up to 100 points towards your stunt in the judging process. Go over the form with your stunt crew and make sure you’ve covered as much as possible. A copy of the form is on the next page.

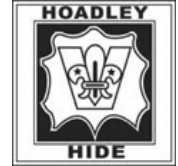
Stunt Queries? Feel free to contact me:

Claire-Maree Crowe  
(HH 2012 Stunt Co-ordinator)

[hh.stunts@vicrovers.com](mailto:hh.stunts@vicrovers.com)



# Hoadley Hide 2012 Best Stunt Award



Stunt Number:

Stunt Name:

Organisers:

Region:

<b>CATEGORIES</b>		<b>POINTS</b>
<b>Presentation: Staff Dressing, Stunt Dressing &amp; Signage</b> <ul style="list-style-type: none"> <li>Stunt relates to (chosen) theme</li> <li>Good use of colour and design</li> <li>All members in theme dress and standard retained over event</li> <li>Good layout of stunt activities in relation to the environment.</li> <li>Stunt site is noticeable and set-up in the correct location.</li> </ul>		/20
<b>Instructions</b> <ul style="list-style-type: none"> <li>Clear and concise without need for further explanation.</li> <li>Preferably written. When verbal, instructions are consistent in delivery.</li> <li>Given in a manner that relates to the theme of the stunt.</li> </ul>		/15
<b>Team Handling</b> <ul style="list-style-type: none"> <li>Is able to accommodate multiple teams at once.</li> <li>Provides a pass or overtaking facility for competitive or waiting teams.</li> <li>Stunt site provides water for venturers, and shelter for up to six teams.</li> <li>Readily available First Aid Kit.</li> <li>Stunt can be completed in less than 20 minutes.</li> </ul>		/10
<b>Challenging &amp; Instructive</b> <ul style="list-style-type: none"> <li>Activities challenge venturer's skills.</li> <li>Provides the opportunity for venturer's to use their initiative.</li> </ul>		/10
<b>Creativity &amp; Fun</b> <ul style="list-style-type: none"> <li>Use of originality in activity.</li> <li>Use of theme to create a variation not experienced at other stunts.</li> <li>Understand the mechanism of an activity to provide fun as well as training.</li> <li>Stunt staff enjoys their activity, and are vibrant and engaging with venturers.</li> </ul>		/10
<b>Staff Attitude</b> <ul style="list-style-type: none"> <li>Use of theme characters in addressing venturers.</li> <li>Non-discriminatory attitude towards all venturers.</li> <li>Encouraging and supportive to venturers who participate in the stunt.</li> <li>Show genuine interest in the venturer teams.</li> </ul>		/10
<b>Team Assessment, Preparation &amp; Scoring</b> <ul style="list-style-type: none"> <li>Consistent throughout Hide and with all stunt staff.</li> <li>Has a clear registration place that is manned by a staff member during the day.</li> <li>Accompaniment of all Teams throughout the activity for accurate assessment and to monitor "Duty of Care"</li> <li>Assessed as points out of 10 for each category.</li> </ul>		/10
<b>Administration</b> <ul style="list-style-type: none"> <li>Attendance at one of the two site inspections (November or February)</li> <li>Attendance at the Stunt Briefing night.</li> <li>Provide a list of all staff attending the event and their completed health forms</li> <li>Has read and understands the Emergency Management Plan and Duty Statements provided</li> </ul>		/15
<b>Assessment Total</b>		<b>/100</b>
<b>Venturer Voting (at VOCs)</b> Each vote a stunt receives equals one additional point.	<b>Number of Venturer Votes</b>	
<b>Total Score for Stunt</b>		

