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VENMX

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INFORMATION CIRCULAR No.3

MVI3

THE COMPETITION POINTS SYSTEM

Rev
 Mar10

1. INTRODUCTION

1.1 The purpose of this circular is to explain, to Leaders and Venturers, the basis of assessment of the overall performance of patrols in the competitive section of the Venture.

1.2 The points system has been developed to allot an appropriate proportion of the total points to each assessment category or activity, commensurate with:

- (a) The importance, from the point of view of safety or of Venturers' health and well being, of complying with specific requirements, and
- (b) The time and effort necessary for a patrol of well trained Venturers to satisfactorily complete that activity.

1.3 The system as outlined below may be varied slightly, from year to year, depending on specific circumstances of each year's route and tasks, but it can certainly be used as a guide for training and determination of priorities, as variation will be relatively minor.

1.4 All patrols are expected to compete however the patrols that choose to carry only the specified equipment for the day and to gain access to their stored gear on Saturday night (i.e. DAY PACKS) will be awarded reduced ROUTE & TIME points and no AVERAGE PACK WEIGHT points.

2. MAJOR CATEGORIES OF THE POINTS SYSTEM

2.1 The overall points are allocated in FIVE major categories as follows:-

- Prescribed Equipment	50 points (i.e. 25 personal & 25 patrol)
- Average Pack Weight within limits	50
- Route and Time	400 ± speed points
- Expedition Report	265
- Special Tasks	235
Total	1000 points ± speed bonus

The basis of allotment of points and the criteria for assessment within each of the above major categories is detailed in Section 3.0 below.

2.2 It can be seen from the above that a good performance in the Venture means more than just getting from point A to point B to point C, etc, in the shortest possible time. The successful patrol is the one which prepares properly, can navigate properly, is fit enough, can observe and appreciate the countryside, has a good grasp of general bush craft and emergency procedures, can report fully and lucidly on their expedition, can operate as a team and, above all, has enough initiative and common sense to get on with the job.

3. CRITERIA FOR ASSESSMENT

3.1 PRESCRIBED EQUIPMENT (50 points)

The required equipment is listed in Information Circular No.1 - "General Information", Section 8.0. This is a gift - 50 points just for taking the trouble to prepare and bring the right equipment for the job. All Venturers who do not have the specified will lose points for any item that they do not have.

On average 1 point will be lost per missing item

3.2 AVERAGE PACK WEIGHT

(50 points)

Refer to Information Circular No.1, Section 14 (c).

Again, this is a gift - 50 points for taking the trouble to select, allocate and weigh the right gear before VenMX.

One (1) point will be lost for each kilogram (or part thereof) by which the total weight of the patrol's equipment (including water, equipment worn on belts and heavy coats being worn) exceeds 14kg multiplied by the number of patrol members.

3.3 ROUTE AND TIME

FULL PACKS

(400 points)

There are 200 points for completing the whole of the set route, within the allowed time, on each of the two days of the competition. Where, for any reason, any section of the set route cannot be completed by a patrol, proportional credit will be given for, all sections (from checkpoint to checkpoint) successfully completed.

DAY PACKS

(100 points)

There are 50 points for completing the whole of the set route when only carrying a DAY PACK, within the allowed time, on each of the two days of the competition. Where, for any reason, any section of the set route cannot be completed by a patrol, proportional credit will be given for, all sections (from checkpoint to checkpoint) successfully completed.

One (1) point will be lost for each five (5) minutes (or part thereof, rounded to nearest 1/2pt.) taken over the allowed time, eg. 7 minutes over would be 1.5 points lost.

One (1) bonus point will be gained for each five (5) minutes (or part thereof, rounded to the nearest 1/2 pt) under the allowed time, eg. 8 minutes under would be 1.5 points gained.

Allowed time, for the route on each day of the hike, will differ for each Venture, depending on the actual route and the Special Tasks set, but is usually planned to be in the order of 7 1/2 to 8 hours per day.

Allowed times are calculated on the basis of Naismith's Rule: -

- Time for measured map distance in rough country at - 1.6km/hr.
- plus - Time for measured map distance in open country at - 3.2km/hr.
- plus - One (1) hour for each 450 metres rise in elevation.
- plus - One (1) hour for each 900 metres fall in elevation.
- plus - One (1) x 5 minute rest break every hour.
- plus - An extra 5 minute rest break (ie. 10 minutes) every 2nd hour.
- plus - A 30 minute lunch break on each day.
- plus - Allowance for each Special Task to be undertaken during the hike.

3.4 EXPEDITION REPORT

(265 Points)

- Refer: Inform. Circular No.4 - "Rules for Participants".
 Guidelines No.1 - "Production of an Expedition Report".
 Guidelines No.2 - "Production of a Strip Map & Updates".
 Guidelines No.3 - "Field Notes".

Break up of Expedition Report Assessment: -

- Presentation & Format	9 pts
- Preamble	21
- Hiking Log	90
- Report on Field Specimens	15
- Report on Special Tasks	5
- Illustration of Report	40
- Route Map	70
- Field Notes	15
Sub-total	265 pts

In the following sections, all references (eg. Refer 6.3) refer to Guidelines No.1-"Production of an Expedition Report", unless otherwise stated.

NOTE: - A small number of points are allocated to various written submissions for neatness and legibility, but loss of any of these points would not be the only penalty for sloppy work, as assessors who have been on the go all day and are working under imperfect, lighting, will not, despite their best intentions, be able to extract the full value from badly presented work.

3.4.1 PRESENTATION and FORMAT (9 points)

- Patrol number on outside	1 pts
- Margin for times (in hiking log section)	2
- Pages viewed from same direction	3
- Sections in correct order and clearly identified	1
- All components of report - book, field notes, special tasks, field specimens, etc all presented in a secure plastic bag, labelled with Patrol number.	2
Sub-total	9 pts

3.4.2 PREAMBLE. (Refer 5.1 & 6.2) (21 points)

- Title of Expedition Report	1 pts
- Contents list with page numbers	3
- Purpose of expedition, where, when, who, why, etc. (refer Info. Circ. No.1)	2
- Patrol details - competition number eg. 1B, members - numbers and/or first names, hiking experience, fitness, pack weights, special skills, etc.	2pts
- Safety & lost procedures (refer General Hike Instruction No.2 - Safety & Lost Procedures)	1
- Menu	2
- Ration list	2
- Patrol equipment list	2
- Separate listing of emergency kit contents	0.5
- Separate listing of first aid kit contents	0.5
- Weather maps for preceding 4-5 days	2
- Forecast for weekend	2
- Transport arrangements (including to/from bus pick-up)	1
Sub-total	21 pts

3.4.3 HIKING LOG (Refer 5.2 & 6.3) (90 points)

- Narrative content and detail (the mental picture)	
Friday night & Saturday - to start of hike	4 pts
Covering the hike	20 pts / day 40
- Times & grid references	6 pts / day 12
- Descriptions of Nav. Fixes	5 pts / day 10
- References to: -	
illustrations	2 pts / day 4
field specimens	2 pts / day 4
other significant events	1 pt / day 2
- Conclusion & Summary	4
- Neatness & legibility	10
Sub-total	90 pts

3.4.4 REPORT ON FIELD SPECIMENS (Refer 5.2.4 & 6.4) (15 points)

Also refer Guideline No.3 - "Field Notes".

This covers the collection and presentation of field specimens (other than those for Special Tasks) and also the summary (as in ref.6.4) of ALL field specimens.

- Completeness & presentation of summary		3 pts
- Quality & relevance of specimens	2 pts / day	4
- Presentation of specimens	4 pts / day	8
	Sub-total	15 pts

3.4.5 REPORT ON SPECIAL TASKS (Refer 6.5)

- Completeness of Summary		5 pts
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3.4.6 ILLUSTRATION OF REPORT (Refer 5.2.5 & 5.2.6) (40 points)

Also refer Guideline No.2 - "Production of a Route Map & Map Updates"

Also refer Guideline No.3 - "Field Notes".

This covers the illustration of the Hiking Log or other sections of the report by the use of Thumbnail Sketches, Panorama Sketches and Map Updates (other than as Special Tasks).

- Relevance of illustrations	5 pts/ day	10 pts
- Quality of illustrations	15 pts / day	30
	Sub-total	40 pts

3.4.7 STRIP MAP (Refer 6.6) (70 points)

Also refer Guideline No.2 - "Production of a Route Map & Map Updates"

The Guidelines No.2 needs to be rewritten or ignored

Comment [B1]: Should be rewritten. I will look at them.

- Sensible fold of base map	0.5 pt / day	1 pts
- Base map secure in log book	0.5 pt / day	1
- Convenient viewing relative to Hiking Log	1 pt / day	2
- Grid lines numbered	2 pts / day	4
- True & Magnetic North on map	2 pts / day	4
- Legend for all symbols used on map	2 pts / day	4
- Title of map (fully descriptive)	1 pt / day	2
- Details of Ref. Map (Name, Scale, Sheet No.)	1 pt / day	2
- Author & date	1 pt / day	2
- C.P. locations & identification	2 pts / day	4
- Biv. Site locations & identification	2 pts / day	4
- Notations relating to events or features reported in hiking log: -		
Navigational fixes	6 pts / day	12
Task locations	3 pts / day	6
Map updates	3 pts / day	6
- Relevance of actual route taken to most logical route	4 pts / day	8
- Neatness & legibility	4 pts / day	8
	Sub-total	70 pts

3.4.8 FIELD NOTES (Refer 6.7) (15 points)

Also refer Guideline No.3 "Field Notes"

- Logical / suitable format		4 pts
- Correlation to main body of report (times, locations, events, distances, etc.)		10
- Neat & tidy presentation		1
	Sub-total	15 pts

3.5 SPECIAL TASKS (235 points)

Special Tasks can cover a wide range of activities and it is difficult to generalise the assessment criteria and points allocation. However, there are some types of tasks that pop up fairly regularly on VenMX. The following are typical criteria and points for such.

3.5.1 FIELD SPECIMENS (Typically 8 - 10 points)

- Name of Subject (tree etc.)		2 pts
- Sample (leaves, seeds, bark, etc.)		1.5
- Sketch (showing size, shape of tree etc.)		1.5

- Location (map & grid ref.)	1
- Collector and date	1
- Other information (reason for collection, usefulness, etc)	2
- Presentation	1
Sub-total	10 pts

Total points gained to be multiplied by a factor (0% to 100%) for correctness of identification.

3.5.2 THUMBNAIL SKETCH (Typically 6 - 8 points)

- Name / Title	0.5 pts
- Location (map & grid ref.)	1
- Reason for sketching or purpose of subject	1
- Sketch detail with notations, size, scale, direction of viewing, etc.	3
- Author & date	0.5
Sub-total	6 pts

3.5.3 MAP UPDATE SKETCH (Typically 20 points)

- Size of paper (log book sheet size)	0.5 pts
- Scale selected to show required detail	0.5
- Grid lines and numbers correspond to reference map	1
- Approx scale shown	1
- Grid & magnetic north shown	1
- Legend for any symbols used	1
- Details of reference map shown (name, scale sheet etc.)	1
- Title of map update	1
- Author and date	1
- Detail and accuracy	12
Sub-total	20 pts

3.5.4 PANORAMA SKETCH (Typically 25 points)

- Title	1 pts
- Author and date	1
- Point of origin (map & grid ref.)	1
- Centre bearing	1
- Edge bearings	2
- Distances into sketch	2
- Names of features	5
- Content / detail	9
- Presentation / neatness	3
Sub-total	25 pts

3.5.5 BUSH EMERGENCIES (Typically 25 - 30 points)

These usually take the form of a requirement for a written submission describing how the patrol would deal with a hypothetical situation arising during their hike. (question & answer at same check point, therefore speed important).

- Situation analysis	2 pts
- Immediate action to prevent situation worsening.	6
- Reasoned approach to subsequent action	5
- Knowledge of first aid procedures	6
- Knowledge of search & rescue procedures	5
- Neat, & logical submission	1
Sub-total	25 pts

3.5.6 ESTIMATION OR FIELD MEASUREMENT (Typically 10 points)

- Method (adequately explained)	5 pts
- Result (progressively less marks for less accurate answers)	3
- Presentation (neat, easy to understand)	2

	Sub-total	10 pts	
3.5.7 CAMPFIRE ITEM			(Typically 25 points)
- Introduction (patrol name (not Group), title of sketch)	3 pts		
- Presentation (players facing audience, clearly heard, props, etc.)	4		
- Participation (all members participating, approximately equally - not one or two dominating)	4		
- Topicality / Originality (VenMX or scout theme, old or new sketch)	8		
- General audience reaction	3		
- Time (1 point / minute)	3		
	Sub-total	25 pts	

3.5.8 COOKING (Dinner Saturday Night)			(Typically 15 points)
The Patrol's main course for dinner on Saturday night should be prepared, cooked and presented to a nominated panel for assessment. The meal should be prepared as a Patrol and be substantial, nourishing and hot.			
- Genuinely substantial	5 pts		
- Genuinely, nourishing	5		
- Variety of ingredients	3		
- Hot when presented	2		
	Sub-total	15 pts	

4. LOSS OF POINTS

The above sets out the basis for awarding points, and in some cases reasons for losing points are stated. The following section sets out reasons for deducting points from those already gained, i.e. demerit points.

4.1 INCORRECT NAVIGATION (These points are deducted from the Route & Time points)

4.1.1 Missing a Check Point but completing the route

- Each C.P. missed - Lose 50 pts

4.1.2 Occasionally, a check point operator will set up in the wrong place. If any C.P. is not at the nominated location (within 100 metres) this fact must be reported to the C.P. operator whose CP is in the incorrect location and must be clearly recorded in the "Hiking Log".

Written acknowledgment of the reporting must be obtained from the C.P. Operator whose CP is in wrong location.

- Each failure to carry out the above Lose 50 pts.

4.1.3 Use of GPS where not specified in Route Instructions

- 20% of Route & Time daily points [Full Packs] Lose 40 pts per day
- 20% of Route & Time daily points [Day Packs] Lose 10 pts per day

4.2 INCONSIDERATE ACTIONS (These points are listed separately as Demerit Points)

4.2.1 Not complying with any "Special Note" in the Route Instructions.

- Each infringement - Lose 20 pts

4.2.2 Not complying with any item of Information Circular No.4 "Rules for Participants".

- Each infringement - Lose 10 pts

4.2.3 Not complying with any item of General Hike Instructions No.1 - "Etiquette & Courtesy" (Litter, fences, fire pits, gates, etc.)

- Each infringement - Lose 10 pts

4.2.4 Not checking into each checkpoint as a complete patrol.

- Each occurrence Lose 10 pts

4.2.5 Not showing, identification tag at each check point (every member of patrol).

- Each infringement - Lose 5 pts

4.2.6 Not supplying or using a waterproof plastic bag for sleeping gear where specified in instructions for water crossing activities.

- Each Venturer - Lose 10 pts

4.2.7 Supply of water at a checkpoint other than a dedicated Water Resupply station

- For each litre provided up to checkpoint 4 - Lose 10 pts

- In normal weather conditions, for each litre provided at checkpoints after checkpoint 4
- Penalty reduced by 1 pt/base

- In extreme weather conditions (as decided by the marking co-ordinator) for each litre provided at checkpoints after checkpoint 4

- Penalty reduced by 2pts/base

4.3 LATE OR INCORRECT SUBMISSIONS (These points are deducted from the Expedition Report points)

4.3.1 Late submission of Special Tasks.

- Each 15 mins late - Lose 10% of allocated points.

4.3.2 Late submission of Expedition Report.

- Each 15 mins late - Lose 5 pts

4.3.3 Not submitting Day 1 special tasks in notebook by 7:30 pm on Day 2.

- Each task (except field specimens) - Lose 5 pts

4.3.4 Using other than patrol number, individual Venture number or first name in any submission (Expedition Report, Special Task – including camp fire item, etc.)

- One or more errors - Lose 5 pts

4.3.5 Incorrect notebook for Expedition Report- Lose 5 pts

5. Theme Bonus Points

To encourage teams to be actively involved in each year's VenMX bonus points are allocated to teams who theme their manner of dress or equipment, particularly if they incorporate the VenMX theme.

A team's theme will be marked at checkpoint 1/1 by the Marking Co-ordinator or their nominee. Points will be determined as follows:

- | | |
|--|---------------|
| • Innovation and uniqueness of concept | 5 pts |
| • Visibility and eye-catching nature ("wow factor") | 5 pts |
| • Clearly identifies members as belonging to the same patrol | 5 pts |
| • Construction and durability | 5 pts |
| Total | <u>20 pts</u> |

6. LIST OF TROPHIES

6.1 **Dunlop Trophy** – Overall trophy – The team that has the highest amount of points over all in awarded this trophy however the team must carry FULL PACKS with no access to their stored gear for two days.

6.2 **Ivan Cash Trophy** – Special Tasks trophy – Along the route there are special tasks to be performed, the team that scores the most points on these special tasks wins this trophy

6.3 **Lynette Kingston's Campfire Trophy** - Campfire Trophy – Every team whether competing for the overall trophy or not has a chance to compete against each other in a campfire skit to win this trophy.

6.4 **Logbook Trophy** – Awarded to the team with the best Logbook

6.5 **Kathy Wright Trophy** – Venturer of the Mountain – On Monday of the venture there is a cross country race, with the individual winner being crowned the Venturer of the Mountain. This can be won by a male or female Venturer, although Rovers and Leaders join in a friendly competition for the 'Oldie of the Mountain' (sorry no trophy!).

Orig. JAN. 86 /IJC

Amend Mar 87

Retyped – Mar 90

Converted to Word Perfect – Mar 92

Upgraded to Word 97 – Mar 99/GCR

Additional penalty 4.2.6 – May 00/GCR

Upgraded to Word 2000 – Apr 03

Minor amendments and converted to PDF – Apr 04

Amendments to existing rules and upgraded to include new technology – Oct 09

Add 4.2.7 for water supply demerit points and section 5 for points for using a theme.

Existing section 5 renamed to section 6. – Mar 10