

Quest 2022 – MOVIE MADNESS

Smiley's Provincial Park, 109 Clayton McKay Rd, Newport, NS B0N 2A0

September 30 - October 2, 2022

ATTENTION: ALL Rangers, Bridging Members, and Guiders (Unit, District, Trefoil etc.)

We are looking for awesome people like YOU to implement projects for **QUEST 2022** being held at Smileys Provincial Park from September 30 to October 2, 2022. Quest is for all Pathfinders, and Trex members of Pathfinder age.

To have a successful Quest, we need projects!

WHAT IS A PROJECT?

A Project consists of a team of people (Guiders, Rangers, Link, TMBR, and Trefoil members, friends, etc.) who prepare a challenging event for the Pathfinders to experience. The Project should take a team of 4 Pathfinders about 20-30 minutes to complete. If possible, your project should be able to accommodate 2 teams at the same time. You will score each team on their ability to work together, timing and courtesy (a detailed score sheet will be supplied). The Project should incorporate the Quest theme – MOVIE MADNESS - and be skill based. Projects must run from 10:00 am - 10:00 pm on Saturday, October 1. You are responsible for all equipment required for your Project, including lighting for your Project area.

Favourite projects in the past have physically challenged the teams. Some popular Projects have included: obstacle courses involving rope ladders or mazes; first aid scenarios; erecting a tent while experiencing certain challenges; compass courses; fire starting & outdoor cooking; gadget making; giant catapults; STEM activities – anything that excites the Pathfinders! Just use your imagination and think safety, fun and challenge.

Please contact the Project Coordinator by emailing ns-quest@girlguides.ca if you have an interest in providing a Project and do not know where to begin. There are always Projects that could use a helping hand, which is a great way for a Pathfinder Guider to help out, and sometimes there are ideas but no people to run the projects.

PROJECT SITES AND ACCOMMODATIONS

Those who are running a Project will be able to camp overnight at or near their Project site, or they can come for the day (in by 9am, out after 10:30pm). Most sites have a fire pit and a pit toilet/water tap (not potable) nearby. Project teams are responsible for their food and camping equipment (tents, kitchen items, lighting, etc.).

Smileys allows for a wide variety of Project sites. Remember that it gets dark early, so please have adequate lighting at your site AND leading into your site, especially if hard to find or difficult terrain. Remember that this event proceeds regardless of the weather - rain or shine! Some sites are very windy and tarps or shelters are highly recommended – especially if your project will include papers or stacked objects. 😊

As the Pathfinder teams do not return to their campsites during the 12 hours of the Quest, we would ask that some stations have a hot water available for the Pathfinders to make a hot drink from their own supplies.

The Project Coordinator must be made aware of your Project details in order to assign an appropriate Project site and to ensure that there are no duplicate projects. These details are collected via the registration form.

PROJECT TEAM MEMBERS

Typically, a Ranger unit might run one or more Projects, or a Pathfinder unit might run a project in addition to bringing Participant Teams. We also welcome Trefoil groups, or other groups of Guiders – we would not be able to run a successful Quest without these extra helping hands!

A First Aider will be available for emergencies during Quest hours of Saturday 10 am to 10pm, but each Project group should also have a First Aider nearby. If you are preparing food, someone is required to have their Food Safety certification. Teams including Rangers must meet the 1:7 ratio for supervision under Safe Guide.

We recommend that you have a minimum of three people working on your Project to allow for breaks (and water fetching trips, as required). The Registration Form for Projects asks for the Project details and the names of all people working on your Project. Please read the below information when choosing your Project and considering your needs to hold a successful Project on site.

Non-Guiding members are welcome; however, we must have a current PRC and A7 completed and submitted to GGC prior to QUEST in order for these individuals to attend. Remember all Adult Guiding Members must ALSO have a current PRC and signed Code of Conduct recorded in iMIS. ALL Rangers/Trex/Bridging Members must be accompanied by at least one Guider.

Please consider participating in this exciting event. The enthusiasm shown by Pathfinders at **Quest** in the past has been overwhelming. You will be truly rewarded by their participation and appreciation of the efforts you put into preparing your Project.

Please do not hesitate to contact us at ns-questchampion@girlguides.ca if you have any further questions.

DEADLINES AND DUE DATE

If you are planning to run a project (or two!), please have your project information form in by September 9. We will continue to accept projects until September 16, but the sooner the better. It makes planning a lot easier if we know how many projects to expect and what their needs are!

NOTE - All Rangers/Trex members must be registered for the 2022-2023 Guiding year and must provide an SG2 and H1 form to the Quest Registrar by September 16, 2022. The H1 form must include a photo.

Registration Link will be available under Camping > Quest in July/August.

PROJECT PREPARATION

What you need to think about and information to know before submitting a Project for Quest:

Detail of how you will lay out your Project so you can decide what kind of terrain it will suit best...

Questions to ask:

Do you need treed space or an open area? If open, how big? If treed, for orienteering or games?

Do you need a flat area? How big?

Do you require a fire pit? Is it needed for the Project?

Are you involved with more than one Project? Is it important that you are in the proximity of the other Project? What is most important – the type of space requested or proximity to the other Project?

Anything that is specific to your Project, please indicate on the **Project Registration Form**.

Other Project site requirements:

Are you camping? How many tents?

How many people?

Do you want a fire pit for your campsite or are you bringing a stove? While you must provide your own fuel if using a stove, wood for fires will be provided by the Park (DO NOT bring wood in – kindling is permitted).

Think about items you will need for your site, such as shelters, lights and camp stove.

Things to remember:

- Projects that require specific conditions or space will get priority for sites. **We will do our best to meet your requirements but keep in mind we do have limited space.**
- There is space for limited vehicles in Project areas. Vehicles may not be moved during the event. There is a designated parking lot for other vehicles.
- Projects may set up any time after 6 pm registration on Friday but must be completely set up by 9:30 am Saturday. For those projects that also have participant teams, please plan to leave them at the opening ceremony to go and complete your project setup.
- Pathfinders participate in Quest Projects from **10:00 am to 10:00 pm** on Saturday.
- For safety reasons on Saturday, you must stay at your site until Security has completed the final check and specifically given you an **“All Clear”**. This is to ensure that any team walking through the Projects that gets into trouble knows the closest location for help. This could be as late as 11:00 pm so be prepared to wait that long.
- This also includes any Projects that have Participant Teams that will be finished so plan for one Guider to head back early and meet your teams.
- Projects are to be packed up by 11:00 am on Sunday. Sites must be cleaned and then inspected Core Crew with all refuse removed before leaving. **Remember Leave No Trace camping!**