

VenMx

Point Scoring Guide

While it is not necessary to attend VenMx and compete, it does provide another challenge for those teams that want to go further and set themselves another goal or two. There are 3 trophies to compete for

1. The campfire trophy. All teams regardless of how they are competing over the weekend are required to put on an item at the campfire. All the items are judged by a marking team and the best item is awarded the trophy
2. The special tasks trophy. Over the course of the weekend there are a number of special tasks that can be completed; these tasks can be done by any team regardless of how they are competing. Most tasks are to be done while walking, some will be required to be handed in at a check point, some will be required to be handed in Saturday night and the others will be handed in on Sunday night. Please be careful to read what is required when
3. The overall trophy. This is only available for teams that are competing in category 1. Points from all activities, including the campfire and the special tasks, along with the expedition report, route and time, equipment, pack weight, bonus and demerit points are totalled to determine an overall winner for this trophy

Scoring for the various sections of VenMx is broken up as follows

- Equipment - Personal
- Equipment - Patrol
- Average pack weight across the patrol
- Route completion (i.e. all checkpoints done in correct order)
- Time taken to complete the route compared to the average course time
- Expedition Report
- Special Tasks
- Campfire item
- Bonus' and demerits

Equipment – Personal

- Is marked based on the **required** personal gear that is outlined on the Venturer gear list
- Is marked out of 50
- Points are averaged over the patrol to a single mark out of 50

Equipment – Patrol

- Is marked based on the **required** patrol gear that is outlined on the Venturer gear list
- Is marked out of 50

Average Pack Weight

- Packs are weighed prior to departing in the morning and weights noted
- There is a designated average pack weight of 14kg per person
- This weight includes water
- Every kg or part thereof over the average results in a negative point allocated to the total equipment score

Route Completion

- Missed check points incur 50 demerit points for each check point missed

Time To Complete

- Each day has an estimated hike time to complete allocated to it
- 1 bonus point can be earned for every 5 minutes (or part thereof), rounded to the nearest 1/2 , that a patrol finishes ahead of the estimated hike time
- 1 demerit point is earned for every 5 minutes (or part thereof), rounded to the nearest 1/2 , that a patrol finishes behind the estimated hike time

Expedition Report (full details in Information Circular No. 3 on website)

- Presentation and format, 9 points (patrol number, margin for times, page views, sections in order and identified, all components in a secure, labelled plastic bag)

- Preamble, 21 points (title of report, contents list with page numbers, purpose of expedition, patrol details, safety & lost procedures, menu, rations, patrol equipment, emergency kit contents, first aid kit contents, weather maps for previous 4-5 days, forecast for weekend, transport arrangements)
- Hiking log, 90 points (narrative content from Friday night to end of hike Sunday, times & grid references, descriptions of nav fixes, references to illustrations, field specimens and other events, conclusion & summary, neatness and legibility)
- Report on field specimens, 15 points (covers the collection and presentation of field specimens, completeness & presentation of summary, quality & relevance of specimens, presentation of specimens)
- Report on special tasks, 5 points (completeness of summary)
- Illustration of report, 40 points (covers sketches and map updates, relevance of illustrations, quality of illustrations)
- Strip map, 70 points (cut and fold of base map, base map and overlay secure in log, ease of viewing relative to the log, alignment of overlay, true & magnetic north on overlay, legend of symbols used on overlay, title of overlay, details of reference map, author & date, check point locations & ids, biv site locations & ids, notations relating to events & features reported in hiking log – eg nav fixes, task locations, map updates, relevance of route taken to most logical route, neatness & legibility)
- Field notes, 15 points (logical/suitable format, correlation to main body of report, neat & tidy presentation)

Special Tasks (full details in Information Circular No. 3 on website)

- Field specimens (name of subject, sample, sketch, location – i.e. map & grid ref, collector & date, other relevant information – eg why collected, usefulness, etc, presentation)
- Thumbnail sketch (name/title, location – i.e. map & grid ref, reason for sketch/purpose of subject, sketch detail with notations, size, scale, direction of viewing, author & date)
- Map update (size, selected scale, grid lines and numbers, scale shown, grid & magnetic north shown, legend of symbols, details of reference map, title of map update, author & date, detail & accuracy)
- Panorama sketch (title, author & date, point of origin i.e. map & grid ref, centre bearing, edge bearings, distances into sketch, names of features, content/detail, presentation/neatness)
- Bush emergency (situation analysis, immediate action to contain, approach to subsequent action, knowledge of first aid procedures, knowledge of search & rescue procedures, neat & logical submission)
- Estimation/Field measurement (method & explanation, result, presentation)
- Saturday night dinner, if not a patrol dinner then all patrol meals are scored then averaged (substantial, nourishing, variety of ingredients, hot)
- Campfire item (introduction – i.e. patrol name, title, cast, presentation – i.e. facing audience, can be heard, props, participation of all patrol members, topicality/originality, audience reaction, time)

Bonus Points

- Patrol hats or shirts, up to 25 points (innovativeness & uniqueness, visibility/eye catching, construction & durability, team identity, wow factor)
- Eye for detail, up to 10 points (noticing something out of the ordinary and reporting it to a check point or pacman)
- Patrol spirit, up to 5 points (reward for those patrols continuing to show high spirits despite a tough day or adversity)
- A lending hand, up to 10 points (reward for patrols that go out of their way to lend a helping hand)
- Points can be allocated by any leader on the course if they consider they have been earned

Demerit Points

- Not complying with any special notes in the route instructions, up to 20 points
- Not complying with any items in the rules for participants, up to 10 points
- Not complying with any items in the etiquette & courtesy instructions, up to 10 points
- Not checking into a check point as a patrol, 10 points
- ID tags not visible, 5 points
- Hiking with a suitable hat or shirt, 1 point per person per instance
- Purchasing water from a check point, 3 points per litre
- Using a mobile phone when not required, 10 points per instance
- Using an iPod or similar while walking, 10 points per instance
- Discarding rubbish, 10 points per instance
- Late submission of tasks or report, at the marking co-ordinators discretion
- Any other action deemed to not be in the spirit of VenMx or scouting, at the marking co-ordinators discretion