



Things you need to learn

- Tracking skills
- Stalking skills
- How to move quickly on rough terrain
- Nature navigation - stars and nature indicators
- Signalling
- Map reading
- How to make a compass
- Disguise and make up

Get out of that - evade and capture



This adventure is all about a wide game. Think The Great Escape film or similar chase type theme movies, you have to escape, then travel through 'enemy' territory and reach the border and be rescued.

The game will involve escapees and guards that are hunting you down. If you have a small number in your Venture Unit you might want to link up with another section perhaps or another Venture Unit..have you every tried to escape from a Pack of Cub Scouts...its not easy.

If you twin with another section the Venture Unit should run a wide game for that section in return at another time.

So, lots of fun to be had, it can be as simple or complex as you like and can run for a few hours or over a weekend.

use the basic idea and fill it up with all your wide and wacky ideas and concepts.

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