



Walter Murphy - Wombat State Park - 28th April, 2024

Patrol Program & Information for Scouts

Before the Weekend

Be sure to register your patrol via your Scout Leader.

Patrols can be between 4 to 8 scouts

A Patrol name must be provided on registration

There must be a nominated Patrol Leader and Assistant Patrol Leader per patrol

Cost is as follows

- \$7 per scout for Walter Murphy activities

Skills to refresh prior to Walter Murphy

- Basic navigation skills including map reading, 6 figure grid references and using a compass.

Overview of Walter Murphy

Scouts need to arrive at the marked “Walter Murphy base” located on the Greenhills Road, (at the sharp corner along Greenhills Road. (see <https://maps.app.goo.gl/chmteqMEAMWQ7VwMA>) at 8:00am on Sunday. Patrol Leaders will need to ensure all their members are in attendance and checkin to the registration desk. Access to Greenhills Road is via Ballan-Greendale Road.

At 8:20am, opening parade will be held that will outline rules and safety elements of the hike. At the conclusion of the opening parade, Patrol Leaders will be provided with a map and instructions about the hike. Patrols will need to work out their route based on the information provided and verify the route with the nominated Scout Leader. Once verified, Patrols can commence their hike.

Scouts will then hike in their patrols undertaking a number of activities and challenges along the route.

Points will be awarded for time taken for the hike and how well they completed the activities. These points will determine the winner of Walter Murphy.

A BBQ will be provided at the conclusion of the hike.

Gear

Required While Hiking For Each Scout	
Raincoat (properly waterproof)*	Warm clothes i.e. jacket / long trousers * (weather dependant - check the forecast)
Lunch and healthy snack to munch whilst walking *	1 litre of water * at a minimum
Personal first aid kit*	Sun hat*



Reasonable shoes (runners okay)*	Waterproof Overtrousers (optional)
Whistle #	Beanie and gloves (optional)
Other items can be taken if Patrol or Scouts wish	
All items need to be stored in a pack * (i.e. day pack or backpack)	
If Scout does not have asterisked items (*), he/she cannot hike which may stop the entire Patrol from hiking.	
If Scout does not have hashed items (#), they may lose points for their patrol	

Required Shared Patrol Gear while Hiking	
Map case or other similar plastic cover to protect the map #	Notepad and pencil or pens # (used for activity bases and determining the route.
2 Compasses *	Sunscreen #
Watch to assist with timing sections.	Small shovel and toilet paper #
Mobile Phones (please don't use them to navigate!)	List of patrol members and emergency contact numbers *
If a Patrol does not have asterisked items (*), it may stop the entire Patrol from hiking.	
If a Patrol does not have hashed items (#), the patrol may lose points	

Program

7:00am onwards	Leaders arrive and start to set up activity bases.
8:00am	Registrations open
8:20am	Registrations close
8:20am	Safety briefing, information about the route etc.
8:30am	Patrol Leaders provided with instructions and map, hike commence.
2:30pm	All hikers expected to be completed by this time
2:00pm to 2:50pm	Lunch/BBQ – pack up area.
2:50pm	Closing parade, winners announced. Conclude hike and go home.



Scoring

Location determination and route determination.

Patrols will be provided with a map that has 15 points that the patrol will need to locate and mark on the map.

Patrols will need to draw on the map provided the route they will take.

All patrols must visit the Activity Bases in order (i.e. Activity 1 before Activity 2...)

No help will be provided for this phase until the patrol presents their completed map (or what they can do) to the reviewer.

The reviewer will score the map based on their first attempt.

After the first attempt, the Scouts can ask for help but no additional points will be awarded.

Leaders will ensure the marked points are correct and the route is acceptable.

A limit of 20 minutes will be allocated for mapping and routing.

Activities

There will be 4 activities through the course that will provide a simple challenge for the Patrol to complete.

Points will be awarded for how well they complete the activity, teamwork and leadership.

Patrols will check-in when they arrive and the time will be recorded. When the patrol completes the activity, they will be “checked-out” recording when they have completed the activity. Patrols can rest at the Activity bases but the resting time will go toward their overall hiking time.

Puzzles

Throughout the hike, there will be a number of puzzles that Scouts can solve. Take note of all puzzles as each will provide a hint for another puzzle. It could be that you cannot solve a puzzle straight away but may get that bit of a mental nudge to help you solve. Be sure to have pen and paper, or perhaps a camera/phone to take a photo.

Overall Hike Time

Patrols will be awarded points for their overall hike time based on how long the hike will take time. This time will be exclusive (i.e. won't include) time spent performing activities at the 3 bases. The speed is based on the following ranges.

Km/h lower range	Km/h upper range
>= 3.5km	Or faster
>=3.25km	< 3.5km
>=3.0km	<3.25km
>=2.75km	<3.0km
>=2.5km	<2.75km
>=2.25km	<2.5km
	<2.25



Assuming you started the hike at 8:50am and each activity takes 15 minutes (5 minutes for activity 4), below are times you would need to be at each and complete the activity and then the expected time back at the end.

Km/h lower range	Km/h upper range	Activity Base 1	Activity Base 2	Activity Base 3	Activity Base 4	Finish
>=4.0km	Or faster	9:24	10:30	11:30	12:12	12:32
>= 3.5km	< 4.0km	9:27	10:40	11:47	12:34	12:56
>=3.25km	< 3.5km	9:29	10:46	11:57	12:47	13:11
>=3.0km	<3.25km	9:31	10:54	12:09	13:03	13:29
>=2.75km	<3.0km	9:33	11:02	12:23	13:22	13:50
>=2.5km	<2.75km	9:36	11:12	12:39	13:44	14:15
>=2.25km	<2.5km	9:39	11:25	13:00	14:11	14:46
	<2.25	9:44	11:41	13:26	14:45	15:24

Note – the read times will mean you won't make the cut off times!

Cut Off Times

In order to ensure Walter Murphy concludes at 3:00pm, there will be cut off times for patrols when arriving at the activity bases.

Activity Base 1: It is expected that everyone will reach this base but a time of 12:30pm is set for this base.

Activity Base 2: The cutoff time for this base is 1:00pm. Scouts will be directed back to the Start/Finish at this time, but may have the option to complete Activity 3 along the way back.

Activity Base 3: The cutoff time for this base is 1:30pm. Scouts will be directed back to the Start/Finish at this time.

Activity Base 4: The cutoff time for this base is 2:00pm

These times will see the patrol not completing the entire hike and not being able to collect all of the puzzles and/or complete the activities. This will result in no additional points being allocated for Activities or puzzles.



Roads and Tracks

All tracks and roads are defined in the same way but on the hike you will come across the following types of tracks.



Main roads/tracks

Map legend



WARNING: Be aware of traffic on these roads.



Track (car based)

Wide enough for a car, has two wheel marks on either side, can be rough and muddy.

Map legend



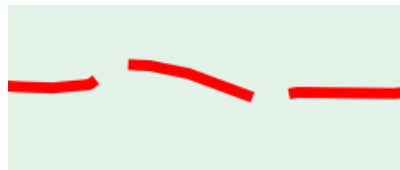
Watch for cars but unlikely



Tracks (hiker)

Only wide enough for a walker

Map legend





Signs

There will be a number of signs placed on the route to assist with navigation, undertake an activity or collect.

Please use these to validate your location on the map.

Most signs are two-sided, one side having the Walter Murphy and Scout logo and the other side having what type of sign it is.



**WALTER
MURPHY**

Walter Murphy sign.

Every sign has one.

**MAP
POINT
#Z**

A sign to help you
validate your location.

They are on the map as
represented by



PUZZLE

#Z

These are locations
where you will find a
puzzle that you will
need to solve and
record it on the Walter
Murphy Answer card.

Remember there will
also be a clue to
another puzzle that
might help you solve it.

**START
AND
END**

The start and end of the
hike!