



WOW MOOT 2027

PARTICIPANT

HANDBOOK

Version 1 – October 2026

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DOCUMENT CONTROL

Version	Date	Editor	Overview of changes
1	30/09/2026	R. Jones	Document created

1 PRE-EVENT CONTACTS

Before WOW Moot begins, your **Contingent Team should be your first point of contact** for questions about your attendance, travel arrangements, applications, payments or other pre-event matters.

Contingent	Contact
Tasmania	tascontingent@tas.rovers.com.au
South Australia	wow2027@sarovers.com.au
Victoria	wow.leader@vicrovers.com.au
Western Australia	Chloe.Lock@scoutswa.com.au
Northern Territory	2977@nt.scouts.com.au
New South Wales	wow.contingent@nsw.scouts.com.au
ACT	wow.contingent@scoutsact.com.au
Queensland	conqr.rovers@scoutsqld.au

If you are unsure who to contact, you can also reach the WOW Moot team at:

General enquiries: wow27@scoutswa.com.au

Expedition enquiries: expeditions.wow27@scoutswa.com.au

Once you arrive at WOW Moot, the **Event Operations Centre (EOC)** becomes your main point of contact for assistance during the event.

2 WELCOME

Welcome to Way Out West Moot 2027 – the 23rd Australian Rover Scout Moot.

From 31 December 2026 to 10 January 2027, Rover Scouts from across Australia and around the world will come together in Western Australia to Journey Beyond.

Your home for the Moot will be Woodman Point Recreation Camp, south of Fremantle on Whadjuk Noongar Country. From here, you will head out on expeditions across Western Australia before returning to Woodman Point for the Core Camp, featuring onsite and offsite activities, evening entertainment and plenty of opportunities to meet Rovers from across Australia and beyond.

This handbook contains the information you need to prepare for and make the most of your WOW Moot experience. **Keep a copy accessible throughout the event** and make sure you are familiar with the emergency, transport, program and Health & Wellbeing information before arriving. We'll update this document as we get closer to the event.

3 EVENT OPERATIONS CENTRE

The **Event Operations Centre (EOC)** is your one-stop shop if you need assistance during WOW Moot. The EOC can assist with event administration, incidents, lost property, participant enquiries and general event support.

For Health & Wellbeing matters, you may be directed to the Health & Wellbeing Centre.

The Event Operations Centre will be staffed throughout the event between **TBC** and **TBC**. The EOC phone number, **TBC**, will be answered by a Duty Officer 24 hours a day during the event.

3.1 IN AN EMERGENCY

If you are dealing with a life-threatening emergency, call 000 first.

Once emergency services have been contacted, notify the Event Operations Centre by calling **TBC**, or send someone to the EOC to advise that a 000 call has been made. The Event Management Team will coordinate the event response and provide further assistance.

All non-life-threatening incidents should be reported to the Event Operations Centre by calling **TBC** or attending the EOC in person.

4 BEFORE YOU ARRIVE

Before leaving for WOW Moot, participants should make sure that their event application and contact information are up to date.

Participants should also ensure that any requirements set by their Contingent have been completed and that they meet any prerequisites associated with their allocated expedition. WOW Moot eligibility requires participants to be registered Rover Scouts or equivalent and complete applicable mandatory training and Contingent requirements. Some expeditions also have activity-specific prerequisites.

5 ARRIVING TO WOW MOOT

Wednesday 31 December 2026 is the official arrival day for WOW Moot, with the Opening Ceremony taking place that evening. Expeditions commence the following day.

Participants should plan to arrive on 31 December 2026. All participants must be onsite by 4:00pm, ready for the start of the event.

Shuttle busses will be operating regularly throughout the day from selected locations. Perth Airport, Cockburn Train station and the WOW Moot Long Term Carpark.

If you're flying in, please keep in mind that the last event bus will depart the airport at 3:00pm. We strongly recommend booking flights that arrive well before this time to allow for any delays, baggage collection, and transfer to the departure point. Maybe this is a good excuse to arrive the night before and spend a day seeing Perth! Reach out to your contingent to see if they have support for you flying in early.

On arrival at Woodman Point, participants will complete event check-in before proceeding to their allocated Unit/campsite.

6 COMMUNICATION DURING WOW MOOT

There will be several ways to receive information and contact the Event Team during WOW Moot.

6.1 PARTICIPANT UPDATES

Important operational updates, transport changes, program information and emergency information will be communicated through official WOW Moot channels. A PA system will be utilised throughout the site for emergency communications.

Participants should ensure they regularly check official communications throughout the event.

7 EVENT SCHEDULE

Date	What's happening
Thursday 31 December	Participant arrivals and Opening Ceremony
Friday 1 January	Expeditions commence
Saturday 2 January	Expeditions
Sunday 3 January	Expeditions
Monday 4 January	Expeditions
Tuesday 5 January	Expeditions return to Woodman Point during the afternoon
Wednesday 6 January	Core Camp
Thursday 7 January	Core Camp
Friday 8 January	Core Camp
Saturday 9 January	Closing Ceremony
Sunday 10 January	Contingent departures

8 DAILY SCHEDULE

Our team are currently working on finalising the Daily Schedule, and we'll share more information closer to the event.

9 PROGRAM

WOW Moot is split into two major stages: the **Expedition phase** and the **Core Camp**.

During the first part of the Moot, participants will travel throughout Western Australia on their allocated expedition. Everyone then returns to Woodman Point for Core Camp, where the program will include a mix of onsite activities, offsite experiences and evening entertainment.

9.1 EXPEDITIONS

Expeditions commence on **1 January**, with participants returning to Woodman Point during the afternoon of **5 January**. Expeditions range from relaxed experiences exploring Perth and the South West through to hiking, diving, paddling, sailing and other adventure activities.

Participants should check the information for their **allocated expedition** before leaving for Moot, particularly:

gear requirements, activity prerequisites, departure arrangements, accommodation arrangements and any expedition-specific instructions.

Detailed expedition information is available through the WOW Moot website and through your expedition lead.

For expedition enquiries, contact expeditions.wow27@scoutswa.com.au.

9.2 ONSITE PROGRAM

Our action-packed onsite program contains the below 7 zones:

Activity Zone	What's happening
The Beach Aquatics and Paddling Zone	The Beach is the Aquatics and Paddling Zone, with direct beach access from the site. Activities may include stand-up paddleboarding, beach sport, snorkelling, kayaking, surfing and fishing.
The Bush Core Skills Zone	The Bush is the Core Skills Zone, located in the adjacent bushland and grassed area near the Isolation Hospital. Develop your outdoor skills with activities like orienteering, rogaining, survival first aid, bush cooking, advanced pioneering and campcraft.
The World Creating a Better World and Environment Zone	The World is the Creating a Better World and Environment Zone, located in the day-use area. Explore activities like terrarium making, eco-heritage tours, environmental projects, international Scouting, WOSM opportunities and personal spirituality.
The Gallery Arts and Literature Zone	The Gallery is the Arts and Literature Zone, located between the Dining Hall and Owen Dorms, with indoor space also available. Get creative with activities like radio, Gang Show workshops, dance, painting, candle making, sewing, clothing repair, storytelling and short story writing.

The Workshop Growth & Development and STEM & Innovation Zone	The Workshop is the Growth and Development, STEM and Innovation Zone, located outside Grevillea Dorm. Build practical skills with activities like construction, drone workshops, radio and technology, trailer reversing and hands-on tinkering.
The Stadium Adventure and Sport Zone	The Stadium is the Adventure and Sport Zone, using the onsite soccer field, basketball court and beach. Get active with activities like basketball, beach volleyball, beach cricket, tennis, lawn bowls, wheelchair sports, coastal cycling and water play.
The Arena	The Arena is located on the grassed area in front of Jervoise Dorm and is managed by the WOW Moot Entertainment team. Explore activities like DJ workshops, behind-the-scenes production and a photo booth.

The onsite program follows a challenge by choice approach, with seven activity zones open each day for you to choose from. Most activities allow you to simply turn up at the scheduled time, while some may have limited places or require booking through the Moot App.

The onsite activity zones will operate across morning and afternoon sessions, with some special activities, like sunrise yoga, held outside these times. Check the Moot App for activity times and booking requirements.

9.3 OFFSITE PROGRAM

Participants will also have opportunities to take part in offsite activities during Core Camp. Participants have **9 points** to use when selecting offsite activities. Rankings reflect the points required, rather than an activity's difficulty or quality.

Bronze: Bronze activities use **3 points** each, allowing you to select up to three Bronze experiences.

Activity	Description
Mountain Quarry Abseiling	Challenge yourself with an abseiling experience at Mountain Quarry.
Bibbulmun Track Day Hike	Explore a section of the Bibbulmun Track on a day hike through the bush.
Scarborough Beach Day	Enjoy a day by the ocean at Scarborough Beach, with time to relax and explore the beachfront.
City of Fremantle Walking Tour	Discover Fremantle's streets, historic buildings and local character on a walking tour.
Perth Cultural Centre	Explore Perth's cultural precinct and discover its arts, history and cultural attractions.
Fremantle Train Line Pub Crawl	Travel along the Fremantle train line and visit a selection of pubs along the way.
Omeo Snorkel Tour	Explore the waters around the Omeo shipwreck on a snorkelling adventure.
Swan River Sailing	Experience sailing on the Swan River and enjoy views from the water.
Whiteman Park	Spend a day exploring Whiteman Park's outdoor spaces and attractions.

Silver: Silver activities use **4 points** each, allowing you to combine two Silver experiences or one Silver and one Bronze experience.

Activity	Description
AQWA Day Tour	Discover Western Australia's marine life during a visit to the Aquarium of Western Australia.
Canning River Kayaking Tour	Explore the Canning River by kayak and experience its surroundings from the water.
Perth Zoo Day Trip	Spend a day exploring Perth Zoo and learning about wildlife from Australia and around the world.
Maritime and Shipwreck Museums	Discover Western Australia's maritime history through stories of ships, shipwrecks and life at sea.

Perth Aqua Park	Take on floating obstacles, slides and challenges at Perth Aqua Park.
The Cube (Onsite)	Take part in The Cube experience at the Moot site, with activity details to be confirmed in a later edition of this handbook.
Ice Skating	Hit the ice for a skating session, whether you are a beginner or an experienced skater.
Perth Wake Park	Challenge yourself with a cable wakeboarding experience at Perth Wake Park.
Optus Stadium Skyview Tour	Experience Optus Stadium from above and take in views across the stadium and surrounding area.

Gold: Gold activities use **6 points** each, leaving enough points for one Bronze experience.

Activity	Description
WASP Paintball Experience	Put your teamwork and strategy to the test in a paintball experience.
Mandurah Giants and Dolphin Cruise	Discover the Giants of Mandurah and enjoy a cruise with the opportunity to spot local dolphins.
Yanchep National Park & High Ropes	Explore Yanchep National Park and challenge yourself on a high ropes course.
Adventure World	Enjoy a day of rides, waterslides and attractions at Adventure World.

Platinum: Platinum activities use **6 points plus an additional fee**, leaving enough points for one Bronze experience.

Activity	Description
Wadjemup Rottnest Day Tour	Discover Wadjemup / Rottnest Island on a day trip exploring its scenery and island atmosphere.
Matagarup Bridge Climb	Take on the Matagarup Bridge Climb and enjoy elevated views across Perth and the Swan River.
Swan Valley Gourmet Tour	Explore the Swan Valley through a selection of local food and drink experiences.
Optus Stadium Vertigo Tour	Test your nerve with the Vertigo experience high above Optus Stadium.
AQWA Shark Snorkel	Experience a snorkelling encounter with sharks and other marine life at AQWA.
Perth City Overnighter	Enjoy an overnight experience in Perth, with the itinerary and accommodation details to be confirmed.

Further information on each activity will be published on the Moot Website shortly. Bookings opening mid October.

9.4 EVENING ENTERTAINMENT

The Moot's evening entertainment will bring everyone together to celebrate, unwind and make memories after a day of adventure. From welcoming the New Year on 31 December to the final celebrations on 9 January, each night will have its own theme. Check the Moot Website for the full entertainment lineup, times and details closer to the event.

- 31 December: **New Year's Eve & Opening**
- 5 January: **Main Site Night**
- 6 January: **Western Australiana Night**
- 7 January: **Beyond Your Horizons Night**
- 8 January: **WOW Night**
- 9 January: **Closing – Memories Made Night**

9.5 SOCIAL SPACES

The Moot's Social Spaces offer a place to relax, meet other Rovers and enjoy entertainment outside the Arena. A dedicated chill-out space will be available **24 hours a day**, with activities like board games, table tennis, badge trading and mindfulness colouring, alongside scheduled low-sensory sessions. The program will also feature activities like karaoke, movie nights, creative workshops, yoga and friendly challenges at the **Program Hall** and Mini Stage. Check the Moot App for the latest activity times and details.

10 CORE CAMP ACCOMODATION AND UNITS

Your **Expedition is also your Unit** for WOW Moot. The people you travel with on expedition will form your Unit, and you will camp together when you return to Woodman Point for Core Camp.

Your Unit will be your home base throughout the Moot. It is where you will camp, receive information and spend time with the other members of your expedition.

10.1 YOUR UNIT

Participants will be allocated to a Unit based on their expedition allocation.

Your Unit will travel together during the Expedition phase of the Moot and will then camp together at Woodman Point during Core Camp.

Each Unit will have an allocated camping area at Woodman Point. Please only set up within your Unit's designated area and follow any directions provided by the Event Team.

10.2 TENTS & SLEEPING EQUIPMENT

Participants are required to **bring their own tent and sleeping equipment** to WOW Moot.

You should bring a tent suitable for the conditions and large enough for yourself and your personal equipment. Participants may choose to share a tent where appropriate.

Your camping equipment should include, at minimum:

- tent, poles, pegs and any required groundsheet
- sleeping bag
- sleeping mat or stretcher
- pillow
- suitable clothing for sleeping
- any other personal camping equipment you require.

Any expedition-specific camping or equipment requirements will be communicated separately as part of your Expedition information.

10.3 CAMPSITES

Each Unit will have a designated campsite within the WOW Moot site.

Participants are responsible for keeping their campsite tidy and ensuring tents, guy ropes and other equipment are set up safely.

Access routes, emergency lanes and neighbouring campsites must be kept clear at all times.

At the end of the Moot, Units will be responsible for leaving their campsite clean and free of rubbish before departure.

10.4 FACILITIES

Toilets and showers will be available within the event site. There are limited laundry facilities onsite, but please remember to BYO washing powder.

11 TRANSPORT

Participants are responsible for arranging their own travel to one of the designated WOW Moot pickup locations. From these locations, WOW Moot will provide transport to the event site.

11.1 GETTING TO WOW MOOT

WOW Moot bus transfers will operate from:

- **WOW Moot Car Park**
- **Perth Airport**
- **Cockburn Train Station**

When completing your transport information, you will need to nominate your preferred pickup location and provide your travel details, including relevant flight numbers and arrival times where applicable.

If you are travelling by car, you will also need to provide your vehicle registration number and details of anyone travelling with you.

Participants who do not require a WOW Moot transfer can select **Not Required**.

Your travel arrangements **to and from WOW Moot** must be kept up to date so the Transport Team can coordinate transfers appropriately.

If you experience difficulty arranging your travel to WOW Moot, or have questions about your arrival or departure arrangements, please contact your **Contingent Leader**.

11.2 TRAVELLING BY AIR

Participants arriving through **Perth Airport** can nominate Perth Airport as their pickup location.

You will need to provide your:

Flight number • Arrival date and time • Departure flight number • Departure date and time

Further information about airport meeting points and transfer times will be provided closer to the event.

11.3 TRAVELLING BY TRAIN

Participants travelling via Perth's public transport network can nominate **Cockburn Train Station** as their pickup location.

WOW Moot will provide transfers between Cockburn Train Station and the event site.

Further information about meeting locations and transfer times will be provided closer to the event.

11.4 TRAVELLING BY CAR

Participants and event staff travelling to WOW Moot by car will generally park in the designated **Long Term Car Park**.

Once your vehicle has been parked, it is expected to remain there for the duration of the event. Access to the Long-Term Car Park during WOW Moot will only be available in exceptional circumstances. All participants who drive to WOW Moot will be expected to hand their keys in at the start of the event and will get them back after moot closes.

From the car park, WOW Moot transport will take you to the event site.

11.5 SHORT TERM CAR PARKING

A very limited number of Short Term Car Park spaces will be available for participants or staff who have a genuine operational need to access their vehicle during the event.

Short Term parking must be **approved in advance**.

If you believe you require Short Term parking, please contact the WOW Moot team and provide the reason for your request. Note: Requests will be assessed on a case-by-case basis, as there are a very, very limited number of bays available.

11.6 LEAVING WOW MOOT

Participants must also provide details of their travel arrangements home from WOW Moot.

WOW Moot will coordinate return transfers to the relevant transport locations based on the information recorded in your application.

Participants should ensure their departure details are accurate, particularly where they have a flight or other time-sensitive connection.

11.7 OFFSITE ACTIVITY TRANSPORT

Our team are currently working on finalising Offsite Transport information, and we'll share more information closer to the event.

12 CATERING

All meals during WOW Moot will be provided as part of the event.

There is **no need to bring a dilly bag for Core Camp**, as meals and required catering equipment will be provided.

Mealtimes are currently being finalised and will be published closer to the event. Participants should follow the daily program and event communications for confirmed breakfast, lunch and dinner times.

12.1 DIETARY REQUIREMENTS

If you have any dietary requirements, allergies or food intolerances, these must be recorded in **your online registration** before the event.

Please ensure the information in your application is accurate and up to date so the Catering Team can plan appropriately.

If your dietary requirements change after you have submitted your application, update them in OLEMS as soon as possible.

13 HEALTH AND WELLBEING

Your health and wellbeing are important throughout WOW Moot.

A **Health & Wellbeing Centre** will operate during the event to support participants who are unwell, injured or need wellbeing assistance.

If you require Health & Wellbeing assistance, you can attend the Centre directly or contact the Event Operations Centre on **TBC**.

For an immediate life-threatening emergency, always call **000 first**, then notify the EOC via phone.

13.1 MEDICAL INFORMATION

Participants are responsible for ensuring the medical information contained in their event application remains current.

13.2 LOOKING AFTER YOURSELF

Because WOW Moot involves long days, travel and outdoor activities, participants should remember the basics: stay hydrated, eat properly, use sun protection, get enough rest and seek assistance early if they become unwell.

14 SAFETY & EMERGENCY PROCEDURES

Remember: If you are dealing with a life-threatening emergency, call 000 first.

Once emergency services have been contacted, notify the Event Operations Centre by calling **TBC**, or send someone to the EOC to advise that a 000 call has been made. The Event Management Team will coordinate the event response and provide further assistance.

14.1 ONSITE SAFETY

All participants have a responsibility to maintain their own safety and the safety of those around them by following the WOW Moot Code of Conduct, event rules, and instructions from staff at all times. Participants are expected to treat others with respect, act responsibly, and avoid behaviour that may place themselves or others at risk. If you ever feel unsafe, uncomfortable, or concerned about someone else's wellbeing, please speak with a fellow Rover, staff member, or the Health & Wellbeing Team, who are available to support you. Concerns can also be reported through the onsite reporting channels, and no concern is too small to report.

14.2 EVACUATION PROTOCOL

The muster point for emergencies is located Southwest of the Site Office.

Should an emergency arise, the direction may be given for all event participants to gather at the muster point. This direction will be communicated via text message to all participants onsite.

Witches' hats and signs will be set up at the muster point for each of the following groups:

Contingents - Contingent Leaders or their delegate is to check attendance and determine whether any people are missing.

Event Staff Teams - Directors or their delegate will be provided with a participant list to check attendance and determine whether any people are missing.

Contingent Leaders and Directors are to report any missing people to the Administration Director.

Further instructions will be provided dependent on the nature of the emergency.

14.3 LOCKDOWN / SHELTER IN PLACE

Should an emergency arise, the direction may be given for all event participants to return to their Expedition campsite (or dining hall for Event staff) and remain there until further instructions are given.

Lockdown locations are as follows:

- Contingents: Line Leaders or their delegate are to check attendance and determine whether any people are missing. If there are no contingent leaders or responsible persons associated with a contingent, a substitute will be appointed by WOWMoot.
- Event Staff Teams (Executive, Program, Operations, Health & Wellbeing): will gather in the dining hall. Directors or their delegate are to check attendance and determine whether any people are missing.

Contingent Leaders are to report to the Administration Director any missing people.

All event participants are to remain at their location until the lockdown is lifted. Instructions will be communicated via Expedition Leaders. Further instructions will be provided dependent on the nature of the emergency.

14.4 INCIDENT REPORTING

Remember: If you are dealing with a life-threatening emergency, call 000 first.

All incidents, hazards, injuries and near misses should be reported through the Scouts WA incident Report forms which can be found at scoutswa.com.au under 'Contact Us'.

The WOW Moot Risk & Safety Team will review any submissions made and will take any relevant actions as required.