

National Events - putting ONE programme in YOUR hands



VENTURE SCOUT CHALLENGE 2010

EVENT INFORMATION PACK

13th– 20th August 2010

Booking Code:10 NE 210

| Applicable Section(s) | National Event Summary | | |
|-----------------------|-------------------------------------|---|--|
| Beaver Scout | <input type="checkbox"/> | Venue | Wales & Ireland |
| Cub Scout | <input type="checkbox"/> | Closing Date | 12 – Feb – 2010 |
| Scout | <input type="checkbox"/> | The Generic Booking Form must be submitted in conjunction with the following National Event Forms: | |
| Venture Scout | <input checked="" type="checkbox"/> | NE 1 | NE 3 |
| Rover Scout | <input type="checkbox"/> | NE 2 | NE 4 <input checked="" type="checkbox"/> |

The Scouting Ireland 2010 Venture Scout Challenge will be based over **Wales & Ireland**. As well as being a physical, mental and personal challenge, the aim of the Venture Scout Challenge is explore your own culture and other cultures.

Members of the Expedition Team are currently developing a manual "How to get the most out of YOUR Challenge Expedition", this booklet will be distributed to all applicants following registration.

The basic elements of the Scouting Ireland 2010 Venture Scout Challenge are as follows

1. Five Days on the Road
 - a. Meet in Dublin as Group
 - b. Travel to Wales – where you will be dropped off to undisclosed locations in teams – Day ONE Commences
 - c. Carry out the challenges 2 – 8 as listed below
 - d. At the end of Day FIVE meet back at base camp in Ireland as a team
2. Work Together as a Team
 - a. Complete a number of prescribed projects as a team
 - b. Complete a number of personal challenges defined by you the individual
3. Walk 100 kilometres in total
 - a. Typically 80 - 90km in Wales
 - b. Each team will be given a return foot passenger ticket for the Hollyhead – Dublin Ferry (they will have approx 4 return ferries to choose from depending on their own route ~ *sweep safety staff will be at ferry terminal and on each ferry*)
 - c. Typically 10 – 20km in Ireland

4. Utilise 100km of a public transport allowance (max 20km journey per day)
 - a. 90km in Wales
 - b. 10km in Ireland
5. Carry all your belongings
6. Complete a major physical challenge
7. Survive on a Limited Budget
8. Take part in post-expedition Assessments
9. Achieve the Challenge Badge, Certificate and the infamous Expedition award – **the Challenge Woggle!**

The way in which you carry out these challenges is as important as completing them. Over the course of the Expedition you and your team-mate must do your personal best and demonstrate that you have done so through the Scouting Method and in line with the Scout Law & Promise.

A comprehensive training programme will be provided in which you must partake [failure to partake will result in you not being permitted to take part in the expedition]. The date for the compulsory training weekend is Friday 2nd April – Sunday 4th April 2010. There will also be an additional half day workshop in May/June - dates to be confirmed.

Information / Communication Process Overview

Regarding Parental / Guardian communications, the Expedition Team will go through the organising of the expedition in particular covering health & safety measures while on the road. Regular contact will also be made through postal correspondence prior to departure. Following the day of departure, parents / guardians will be sent a detailed letter giving details of base camp and the route overview along with contact numbers at which the Expedition Team can be contacted.

For the safety of all involved there will be regular contact between the teams and the Expedition Team Staff, details of how this will work will be discussed at the Information Meetings. Via this regular contact during the expedition, Parents/ Guardians can pass on messages from home if required. The Expedition Team will always be available to come out to teams at any time they are requested.

The Venture Scout Challenge is not easy from a physical point of view but with plenty of preparation and training, it is an achievable goal. It is important that Parents / Guardians and Venture Scout Leaders support the participants in every way possible through the preparation process.

Programme Commissioner (National Events)

Scouting Ireland
National Office
Larch Hill
Dublin 16

events@scouts.ie
www.scouts.ie/events
http://events.scouts.ie



National Events - putting ONE programme in YOUR hands

Payment Schedule

The cost of the expedition will be € 380.00 / £ 342.00 per participant. The payment scheme below will be applicable to all applicants.

| | | | |
|-------------|----------|-------------|------------|
| a) € 100.00 | £ 100.00 | Deposit | 12.02.2010 |
| b) € 140.00 | £ 121.00 | Installment | 12.03.2010 |
| c) € 140.00 | £ 121.00 | Installment | 09.04.2010 |

All participants **must** be available for the training weekend and workshop. All payments must be made in accordance with the payment schedule above; failure to do so may result in you losing your place.

If you are interested, sign-up for what will be one of the most challenging, rewarding and enjoyable experiences of your life by sending in the Generic Booking & the form NE4 [available from www.scouts.ie/events] along with the deposit of € 100.00 / £ 100.00 by the 12th February 2010 to:

National Events Team
Scouting Ireland
National Office
Larch Hill
Dublin 16

On receipt of your deposit you will be forwarded further detail regarding the payments schedule, training weekend & information meetings.

Stipulations

1. You and your partner **must** be 15 at the time of the Challenge departure
2. You and your partner **must** be 18 or under on the 31st August 2010
3. You and your partner **must** be an **active** and **registered** Venture Scout in Scouting Ireland at the time of application
4. You and your partner must have experience of camping and serious walking
5. You both must be comfortable with spending five to seven days on the road as a team
6. You will have to carry all you need on your back, plan your own route back to base camp and provide for yourselves from your limited budget.
7. Single applications are welcome and the National Events Team will endeavor to pair you with a suitable partner.
8. Where mixed gender teams are entered / formed please read NE6 [available from www.scouts.ie/events]

*Pick your partner well! You will have to spend every waking and sleeping minute with this person, on all aspects of the Venture Scout Challenge you are expected to work as a team, so **whom** you go with is very important. You should also do as much training together before you go as possible as this will help you to work better as a team.*

Programme Commissioner (National Events)

Scouting Ireland
National Office
Larch Hill
Dublin 16

events@scouts.ie
www.scouts.ie/events
<http://events.scouts.ie>

