



## 2010 National Events – Broad Outline / Narrative

Further details will be contained in the event information packs, which will be available in due course on [www.scouts.ie/events](http://www.scouts.ie/events). If you have any queries in relation to any of the events listed please do not hesitate to contact the National Events Team on Wednesday nights between 20:00 – 21:00 on (01) 495 6300 in National Office, or myself by email on [events@scouts.ie](mailto:events@scouts.ie).

Yours in Scouting

  
IAN DAVY

Programme Commissioner (National Events)

2010 Event Booking Code	Name of Event	Broad Outline / Narrative
10 - NE 196	<b>SUMMIT, Sluaíocht na Sléibhte - Winter</b>	<p>The Sluaíocht na Sléibhte – Winter is designed to be an extension into the Venture Scout &amp; Rover Scout age range of the SUMMIT Mountain Programme offered to the Scout age range through the Sionnach / MPC and PEAK activities; however the similarity must end there.</p> <p>It is for a Team of 3 made up of Venture Scouts, Rover Scouts or a combination of both, (no Adult Scouter is required to accompany the team). As it is a winter expedition the days will be shorter, the environment colder and the conditions more volatile. Having the appropriate equipment and skills will be paramount.</p> <p>A winter pack is normally heavier as there should be more clothes, more fuel for the stoves, and more food seeing as you burn off more energy in cold conditions. The safety net of the Adult Scouter has also been removed.</p> <p>Adult Scouters who do turn up can accompany the teams to the start point but will be deployed to assist the event staff and will not be permitted to hike with their team. They will also need to carry their own food and gear to allow them to operate independently of any team.</p>
n / a	<b>Founders Day</b>	Contact your County Commissioner / Provincial Commissioner for local events.
10 - NE 197	<b>VIBE 2010, Connecting People, Ideas &amp; Knowledge</b>	<p>This weekend event is for Venture Scout Groups. It is recommend that as many Venture Scouts as possible from each Group attend. However, the event will facilitate any Venture Scout who wishes to attend on their own or with another Group.</p> <p>What is VIBE about?</p> <ul style="list-style-type: none"> <li>• THE INDIVIDUAL</li> <li>• A SYMPOSIUM of Venture Scouts</li> <li>• Discussing Ideas</li> <li>• Being Creative</li> <li>• Self Expression</li> </ul>



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		<ul style="list-style-type: none"> <li>• An opportunity to develop and expand your programme</li> <li>• Challenging yourself in fun and friendly setting</li> <li>• Scouting</li> <li>• Life!</li> <li>• and everything else that's PURPLE!</li> </ul> <p>What will happen?</p> <ul style="list-style-type: none"> <li>• Outdoor Activities</li> <li>• Entertainment</li> <li>• Programme Workshops</li> <li>• Launch of VMOOT IV</li> <li>• Knowledge Cafés</li> </ul>
10 - NE 198	<b>The Star Scout Show 2010</b>	<p>The Star Scout Show is the performance not to be missed in 2010. The show is about bringing young people involved in many aspects of Scouting in Ireland together to realise their talents in the performing arts.</p> <p>In attending and supporting this year's Star Scout Show, you will assist Scouting Ireland in continuing to provide a platform for Scouts to display such talents.</p> <p>The show is also open to <u>all</u> Sections to perform or bring their talents to the fore. Auditions are held for the show between the months of October 2009 &amp; January 2010.</p> <p>If you don't enter the show to perform, make the <b>CALL TODAY!!!!</b> Get your ticket before they are sold out, there are three shows to choose from [an afternoon and evening performance on the Saturday with an afternoon performance on the Sunday] – perfect for a Section day out or night out.</p>
10 - NE 199	<b>PEAK, Patrol Expedition Adventure Kamp</b>	<p><b>PEAK</b> is a weeklong training adventure for Scouts run over Easter week in Cappanalea Outdoor Education Centre in Kerry. This unique opportunity is aimed at any scout over the age of 14 with hiking experience who wishes to be challenged. It is an intense rollercoaster of a week where participants are immersed in a week of challenge and adventure. At its heart it teaches team building, leadership, navigation, orienteering, initiative, route planning and mountain skills.</p> <p>The climax of the week is an overnight expedition in the heart of the Reeks, which every other aspect of the week has been preparing them for.</p> <p><b>PEAK</b> is facilitated by experienced and enthused staff who all contribute to the unique personal development experience. <b>PEAK</b> veterans have more than just a deserved reputation; they are the ones who take the initiative, the ones willing to take the lead, willing to share their skills with others. But most of all they're not afraid to make mistakes and learn from them. They know what its like to be in the dirt and to have to recover and you could too.</p>
10 - NE 200	<b>RoverLIFE</b>	<p>This weekend event is for Rover Scouts, as individuals or part of a Group.</p> <p>What is RoverLIFE about?</p> <ul style="list-style-type: none"> <li>• Young Adults in Ireland</li> <li>• Discussing Ideas</li> <li>• Being Creative</li> </ul>



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		<ul style="list-style-type: none"> <li>• Self Expression</li> <li>• Challenging yourself</li> <li>• Exploring yourself &amp; your abilities</li> <li>• Relaxing &amp; Time Out</li> <li>• Scouting</li> </ul> <p>What will happen / be there?</p> <ul style="list-style-type: none"> <li>• Scouting Skills</li> <li>• Outdoor Activities</li> <li>• Music &amp; Entertainment</li> <li>• Discussion Docks</li> <li>• Expression Zones</li> <li>• Mental &amp; Physical Health Tents</li> <li>• Life Skill Zones</li> <li>• Programme Workshops</li> </ul>
10 - NE 201	<b>SUMMIT, MPC - Munster</b>	<p>As part of the SUMMIT mountaineering programme specifically geared to the Scout Section, it is a weekend challenge for a team of four scouts over the age of 14 to hike a given route in mountainous terrain accompanied by one of their Adult Scouter team. The event starts on a Friday night and finish generally at lunchtime on the Sunday to allow for travel. This event is one of the 4 part SUMMIT, MPC programme.</p>
10 - NE 202	<b>National Adventure Skills Challenge</b>	<p>The National Adventure Skills Challenge is a 2 day camping event for the Cub Scout, Scout and Venture Scout Sections [three separate sub events, i.e. one per section].</p> <p>The event is for teams of 8 Cub Scouts / 8 Scouts / 4 Venture Scouts who have been selected to represent their Scout County through a Scout County pre-qualifying event(s).</p> <p>The teams in attendance will be challenged across the set of Adventure Skills over the two day event. The adventure skills being [age / section appropriate divisions will be in place]:</p> <ul style="list-style-type: none"> <li>• Air Activities</li> <li>• Backwoods</li> <li>• Camping</li> <li>• Emergencies</li> <li>• Hill Walking</li> <li>• Paddling</li> <li>• Pioneering</li> <li>• Sailing &amp; Rowing</li> </ul> <p><i>Please note that some challenges may not utilise the whole team – the team will have to select members themselves based on their strengths.</i></p> <p>This event in 2010 will replace what was the National Challenge Day for Cubs and the National Challenge Day Scouts.</p> <p>A prerequisite event is <u>mandatory</u> for all three sections. It is suggested that Scout Counties maintain their “usual” prerequisite events [what they have had in place for the National Challenge Days in the past] for the Cub Scout and Scout sections in order to maintain variety in the programme experienced as a whole.</p>



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		<p>Given that this is a new concept for the Venture Scout section, it is suggested that the Venture Scouts in the Scout County “set their own criteria” for the selection of Venture Scouts to represent the Scout County under the following headings:</p> <ul style="list-style-type: none"> <li>• Camping</li> <li>• Hill Walking</li> <li>• Programme – Group</li> <li>• Individual Challenges – Members of the Group</li> </ul> <p>[As part of the event application process the Scout County must submit the criteria decided upon by the Venture Scouts and how the chosen Venture Scouts were selected]</p> <p>Please note the proportional representation as per NE1 &amp; NE1 notes which has applied in the past will apply to this event also. This document can be found on the website under the events applications forms <a href="http://www.scouts.ie/events">www.scouts.ie/events</a>.</p>
10 - NE 203	National Youth Fora	<p>Scouting Ireland emphasises that the involvement of young people in decision-making is an integral and essential part of the Scout Method, defined as a system of progressive self-education. It aims to facilitate and support the highest level of Youth Involvement in Scouting and the wider Community.</p> <p>Through the small group system, young people are encouraged to participate, according to their stage of development, in decision-making relating to the choice and organization of activities, the evaluation of group life, the determination of common rules and the evaluation of personal progression.</p> <p>The National Youth Forum is an educational tool to support the process of developing youth participation in partnership with adults for youth members in the Scout and Venture Scout Sections in 2010 [going forward in 2011 it may be expanded to facilitate other sections in some form].</p> <p>The National Youth Forum is an event that empowers and inspires young people through a participatory approach, helping them to develop skills in decision-making, which can be used within Scouting and in society.</p> <p>The Forum is a place for information, training, and concrete experience of discussing and acquiring a deeper understanding of various issues. It is also a source of inspiration by providing the contact with new people, fresh ideas, innovative thoughts, different experiences, and working methods. It should also be a relatively relaxed and enjoyable environment where dialogue and the sharing of ideas occur in a Scouting atmosphere.</p> <p>The National Youth Forum, therefore, provides a dual opportunity for youth members:</p> <ul style="list-style-type: none"> <li>• To discuss and express their views on issues of interest to them, preparing inputs and reporting to the National Programme Teams, and motions for National Council; and</li> <li>• To develop the skills necessary to strengthen their capacity to take part in decision-making processes and to actively being involved in</li> </ul>



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		<p>their own Scout Groups and Counties.</p> <ul style="list-style-type: none"> <li>• The National Youth Forum aims to enable young people to:               <ul style="list-style-type: none"> <li>○ Share their ideas and experiences on current issues affecting young people in Scouting and Irish society;</li> <li>○ Suggest ways of strengthening national youth policies and training young people for citizenship; and</li> <li>○ Contribute new ideas to Scouting Ireland, and the Scout Movement, on how to enrich educational programmes for young people.</li> </ul> </li> </ul> <p>The National Youth Fora shall be organised in order to facilitate and underpin the commitments of Scouting Ireland with respect to the Youth Member &amp; Adult Scouter Involvement Principles with respect to Shared Decision Making.</p> <p>Who can go from the Scout Section</p> <p style="padding-left: 40px;">3 Scout County Youth Reps from each of the 42 Scout Counties AND 2 Representative from every Count of Honour / Watch or Patrol leaders Council [1 voting and 1 observer]</p> <p>Who can go from the Venture Scout Section</p> <p style="padding-left: 40px;">3 Venture Scout County Youth Reps from each of the 42 Scout Counties AND 2 Representative from every Venture Scout Group Executive [1 voting and 1observer]</p>
10 - NE 204	<b>SUMMIT, MPC - Leinster</b>	<p>As part of the SUMMIT mountaineering programme specifically geared to the Scout Section, it is a weekend challenge for a team of four scouts over the age of 14 to hike a given route in mountainous terrain accompanied by one of their Adult Scouter team. The event starts on a Friday night and finish generally at lunchtime on the Sunday to allow for travel. This event is one of the 4 part SUMMIT, MPC programme.</p>
10 - NE 205	<b>SUMMIT, Sluaíocht na Sléibhte - Summer Climb-AX</b>	<p>The Sluaíocht na Sléibhte – Summer Climb-AX is designed to be an extension into the Venture Scout &amp; Rover Scout age range of the SUMMIT Mountain Programme offered to the Scout age range through the Sionnach / MPC and PEAK activities; however the similarity must end there.</p> <p>It is for a Team of 3 made up of Venture Scouts, Rover Scouts or a combination of both, (no Adult Scouter is required to accompany the team). It is a summer expedition, this means that the days will be longer, the environment milder and the need to carry the appropriate equipment is paramount. A summer pack is normally lighter as there are fewer warm layers required, although the mountain environment can still be cold. The SNS although in summer has encountered snowfields and strong winds! The safety net of the Adult Scouter has also been removed.</p> <p>Adult Scouters who do turn up can accompany the teams to the start point but will be deployed to assist the event staff and will not be permitted to hike with their team. They will also need to carry their own food and gear to allow them to operate independently of any team.</p>
10 - NE 206	<b>National Wildlife Awareness</b>	<p>This event is designed for the Beaver Scout &amp; Cub Scout Sections. It is</p>



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	<b>Day - Dublin</b>	<p>more than a day trip to the zoo, it is an activity aimed at increasing awareness for wildlife and the environment in general. Programme ideas and support will be provided for the lead up to the event.</p> <p>What is Wildlife Awareness Day about?</p> <ul style="list-style-type: none"> <li>• Experiencing Dublin Zoo</li> <li>• Interaction with Nature</li> <li>• Environmental Projects</li> <li>• Fun in the out-of-doors</li> </ul> <p>What happens at Wildlife Awareness Day?</p> <ul style="list-style-type: none"> <li>• Programme Activities</li> <li>• Entertainment</li> <li>• Picnic</li> <li>• Facilitated and suggested transport from across Ireland</li> </ul>
n / a	<b>National Beaver Scout Camp</b>	Contact the Programme Commissioner (Beaver Scouts) for further details
10 - NE 207	<b>The National Raft Race</b>	<p>The National Raft Race is aimed at promoting Water Activities in the Scout &amp; Venture Scout sections.</p> <p>What is the Raft Race about?</p> <ul style="list-style-type: none"> <li>• Patrol Challenge</li> <li>• Water Activity</li> <li>• Building your own raft</li> <li>• Challenge in a fun and safe environment</li> </ul> <p>What happens at the Raft Race?</p> <ul style="list-style-type: none"> <li>• Building of rafts</li> <li>• Rafting Challenges</li> <li>• Barbeque</li> </ul>
10 - NE 208	<b>VMOOT IV, 2010</b>	<p>This camp is for Venture Scout Groups. It is recommend that as many Venture Scouts as possible from a Group attends. However, the event will facilitate any Venture Scout who wishes to attend on their own or with another Group.</p> <p>What is V-Moot about?</p> <ul style="list-style-type: none"> <li>• Venture Scout Camp</li> <li>• Celebration</li> <li>• External Groups &amp; Exhibition</li> <li>• National Gathering of Venture Scouts</li> <li>• Themed Zones</li> <li>• Decide on Year's Programme/Theme Focus</li> </ul> <p>What happens at V-Moot?</p> <ul style="list-style-type: none"> <li>• Adventure Activities</li> <li>• V-Moot Ball and Entertainment</li> <li>• Programme Workshops</li> <li>• V-Moot Fire</li> </ul>
10 - NE 209	<b>Explorer Belt 2010</b>	The Scouting Ireland 2010 Rover Scout Explorer Belt will be based in <b>The Benelux Region</b> . As well as being a physical, mental and personal



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10 - NE 210		<p>challenge, the aim of the Explorer Belt is to get to know different cultures.</p> <p><b>The basic elements of the Scouting Ireland Rover Scout 2009 Explorer Belt are as follows</b></p> <ul style="list-style-type: none"> <li>• Ten to twelve days of traveling covering a minimum of 200km of countryside through towns and villages</li> <li>• 200km must take place by hiking, and an additional 100km may be traveled using certified public transport</li> <li>• Keeping a log of your journey and experiences</li> <li>• Completing a number of prescribed challenges assigned to you by the Expedition Team</li> <li>• Each team member completing two personal challenges agreed upon by themselves and assigned mentors</li> <li>• Living on a limited budget</li> </ul> <p>The way in which the team carries out these challenges is as important as completing them. Over the course of the 2010 Rover Scout Explorer Belt the team of two must do their personal best and demonstrate that they have done so through the Scouting Method and in line with the Scout Law &amp; Promise.</p> <p>The destination is <b>The Benelux Region</b>, but nobody will know what region until the teams arrive. Teams will however be given further detail of the destination at the time of the Participants Information Meetings in early 2010 (Venues and dates will be confirmed upon receipt of applications), participants may bring parent/guardian/partner or friend along if they wish. Once in the country, the team of two Rover Scouts will have ten - twelve days to reach base camp from your drop-off point while completing the necessary elements of the challenge.</p> <p>Those wishing to partake in the Rover Scout Explorer Belt should read the manual developed for the Explorer Belt &amp; Challenge – "Expedition Hints &amp; Tips", this booklet is available on the events page of the website. There is also a Participant Competency Document to assist in preparations for the expedition.</p> <p>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]. This consists of a compulsory training weekend from the Friday – Monday of the Easter weekend and a one day Personal Challenge mentoring day in April / May.</p>
	<p><b>Venture Scout Challenge 2010</b></p>	<p>The Scouting Ireland Venture Scout Challenge will be based in Ireland and the UK.</p> <p><b>The basic elements of the Scouting Ireland 2009 Challenge are as follows</b></p> <ul style="list-style-type: none"> <li>• Five Days on the Road</li> <li>• Work Together as a Team</li> <li>• Walk 100km</li> <li>• An additional 100km may be traveled using certified public transport</li> <li>• Carry all your belongings</li> <li>• Complete a major physical challenge</li> </ul>



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		<ul style="list-style-type: none"> <li>• Survive on a Limited Budget</li> <li>• Experience real Ireland</li> <li>• Post-expedition Assessments</li> <li>• Achieve the Challenge Badge, Certificate and the infamous Expedition award – <b>the Challenge Woggle!</b></li> </ul> <p>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 &amp; Promise.</p> <p>Those wishing to partake in Challenge should read the manual developed for the Explorer Belt &amp; Challenge – “Expedition Hints &amp; Tips”, this booklet is available on the events page of the website. There is also a Participant Competency Document to assist in preparations for the expedition.</p> <p>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]. This consists of a compulsory training weekend from the Friday – Sunday of the Easter weekend and a one day Personal Challenge mentoring day in April / May.</p>
10 - NE 211	<b>The Phoenix Challenge 2010</b>	<p>This is event is for the Scout Section and is designed to underpin the idea of inter patrol activity and challenge at section level.</p> <p>Participants must be Scouts and 15 or under on the 31<sup>st</sup> August 2010. It is suggested that team members are not under the age of 11 on the 31<sup>st</sup> August 2009; however this is at the discretion of the Adult Scouter team, with regards to assessing the ability of the scout in question.</p> <p>The participating Scout Sections must have competed in a Scout County pre-qualifying event. The participating Scout Sections must have / be going on an “Annual Camp” during the 2010.</p> <p>Teams are to consist of 8 Scouts and will be exposed to many different challenges based on the adventure skills and progressive scheme.</p> <p>Please note that depending on the Number of “Scout Sections” in the Scout County (calculated on one Patrol per Troop) the number of Patrols accepted into The Phoenix Challenge is proportional. The NE1 form, which must be completed by the Scout County, determines the number of Team entries permitted. A troop application will not be accepted until the CC / CPC submits the NE1 form for that Scout County.</p>
10 - NE 211	<b>Venture Scout Challenge 2010</b>	<p>The Scouting Ireland Venture Scout Challenge will be based in Ireland and the UK.</p> <p><b>The basic elements of the Scouting Ireland 2009 Challenge are as follows</b></p> <ul style="list-style-type: none"> <li>• Five Days on the Road</li> <li>• Work Together as a Team</li> <li>• Walk 100km</li> <li>• An additional 100km may be traveled using certified public transport</li> <li>• Carry all your belongings</li> </ul>



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		<ul style="list-style-type: none"> <li>• Complete a major physical challenge</li> <li>• Survive on a Limited Budget</li> <li>• Experience real Ireland</li> <li>• Post-expedition Assessments</li> <li>• Achieve the Challenge Badge, Certificate and the infamous Expedition award – <b>the Challenge Woggle!</b></li> </ul> <p>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 &amp; Promise.</p> <p>Those wishing to partake in Challenge should read the manual developed for the Explorer Belt &amp; Challenge – “Expedition Hints &amp; Tips”, this booklet is available on the events page of the website. There is also a Participant Competency Document to assist in preparations for the expedition.</p> <p>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]. This consists of a compulsory training weekend from the Friday – Sunday of the Easter weekend and a one day Personal Challenge mentoring day in April / May.</p>
10 - NE 212	<b>RAW - Rover Action Week</b>	<p>Rover Action Week is event open to both Rover Scouts and Adult Scouters 26 and under. It takes place over 7 days however the preparation for this event will commence in March 2010 when it is launched at National Council, where over the course of the 6 month build up to the event we will be looking for active participation.</p> <p>It is split into three parts:</p> <ul style="list-style-type: none"> <li>• Community Challenge / Service Project in Ireland [4 days, Thurs - Sun]</li> <li>• Action Team &amp; Community Celebration [1 day, Mon]</li> <li>• Celebration of Success [2 day, Tue &amp; Wed]</li> </ul> <p>The purpose of this event is to bring together Rover Scouts and Young Adult Scouters with their skill sets both gained in Scouting, through their professional careers, further education and other activities. So we can collectively utilise these in a dynamic and cross functional team, for the benefit of a chosen Community Challenge / Service Project in Ireland.</p> <p>This event will see members of the Rover Scout Section &amp; Adult Scouters 26 and under come together using their skills to manage, execute and make the project a success for the community concerned.</p> <p>The event over the 6 month period will allow people to utilise their own experiences and skills to benefit those in need as well as those who wish to gain knowledge in a given skill / discipline by working with those more experienced. Be it accountancy students / professionals running the budgets, marketing professionals selling the project outside of Scouting Ireland, catering students / professionals feeding the troops over the four days, electricians working on the building, to someone wanting to brush up on DIY skills.</p>



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		Projects being examined at present include building / refurbishing a playground in a deprived area, renovating an old persons residential home / facility, renovating an old facility to be used as a drop in centre for those experiencing violence in the home amongst others.
10 - NE 213	<b>SUMMIT, MPC - Connaught</b>	As part of the SUMMIT mountaineering programme specifically geared to the Scout Section, it is a weekend challenge for a team of four scouts over the age of 14 to hike a given route in mountainous terrain accompanied by one of their Adult Scouter team. The event starts on a Friday night and finish generally at lunchtime on the Sunday to allow for travel. This event is one of the 4 part SUMMIT, MPC programme.
10 - NE 214	<b>SUMMIT, Sionnach Adventure</b>	As part of the SUMMIT mountaineering programme specifically geared to the Scout Section, it is a weekend challenge for a team of four scouts over the age of 13, who preferably have experience of camping and hiking to hike a given route in mountainous terrain accompanied by one of their Adult Scouter team. The event provides Scouts with an introduction to backpacking and an opportunity to develop mountaineering: navigation, lightweight backpacking and an understanding of the effects of weather, hypothermia, etc. The event starts on a Friday night and finishes generally at lunchtime on the Sunday to allow for travel.
n / a	<b>Scout Liffey Descent</b>	Contact the Programme Commissioner (Water Activities) for further details
10 - NE 215	<b>Tri-zone</b>	<p>Tri-zone is the National Venture Scout Triathlon. It is a tri-part challenge held over two days. It is open to teams of two Venture Scouts.</p> <p>What is Tri-Zone about?</p> <ul style="list-style-type: none"> <li>• Personal Challenge</li> <li>• Team Work</li> <li>• Variety of physical activities</li> <li>• Navigation</li> <li>• Mountain Craft</li> <li>• Water Activity</li> </ul> <p>What happens at Tri-Zone?</p> <ul style="list-style-type: none"> <li>• Canoeing Course</li> <li>• Cycle Course</li> <li>• Mountain Stage</li> <li>• With an overnight camping &amp; BBQ</li> </ul>
10 - NE 216	<b>SUMMIT, Sionnach Adventure</b>	As part of the SUMMIT mountaineering programme specifically geared to the Scout Section, it is a weekend challenge for a team of four scouts over the age of 13, who preferably have experience of camping and hiking to hike a given route in mountainous terrain accompanied by one of their Adult Scouter team. The event provides Scouts with an introduction to backpacking and an opportunity to develop mountaineering: navigation, lightweight backpacking and an understanding of the effects of weather, hypothermia, etc.
10 - NE 217	<b>SUMMIT, MPC - Ulster</b>	As part of the SUMMIT mountaineering programme specifically geared to the Scout Section, it is a weekend challenge for a team of four scouts over the age of 14 to hike a given route in mountainous terrain accompanied by one of their Adult Scouter team. The event starts on a Friday night and finish generally at lunchtime on the Sunday to allow for travel. This event



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		is one of the 4 part SUMMIT, MPC programme.
10 - NE 218	<b>National Beaver Scouting Day - Galway</b>	<p>This event is designed for the Beaver Scout Section. Programme ideas and support will be provided for the lead up to the event.</p> <p>What is Beaver Scouting Day about?</p> <ul style="list-style-type: none"> <li>• Beaver Colonies interacting</li> <li>• Personal and Lodge Challenges</li> <li>• Personal Progression</li> <li>• SPICES Programme Activities</li> <li>• Adventure Skills</li> <li>• Fun and Celebration</li> </ul> <p>What happens at Wildlife Awareness Day?</p> <ul style="list-style-type: none"> <li>• Programme Bases</li> <li>• Entertainment</li> <li>• Picnic</li> </ul>
10 - NE 219	<b>National Beaver Scouting Day - Dublin</b>	<p>This event is designed for the Beaver Scout Section. Programme ideas and support will be provided for the lead up to the event.</p> <p>What is Beaver Scouting Day about?</p> <ul style="list-style-type: none"> <li>• Beaver Colonies interacting</li> <li>• Personal and Lodge Challenges</li> <li>• Personal Progression</li> <li>• SPICES Programme Activities</li> <li>• Adventure Skills</li> <li>• Fun and Celebration</li> </ul> <p>What happens at Wildlife Awareness Day?</p> <ul style="list-style-type: none"> <li>• Programme Bases</li> <li>• Entertainment</li> <li>• Picnic</li> </ul>
10 - NE 220	<b>An Chéim - National Youth Conference</b>	<p>This is a weekend long event for Scouts, Venture Scouts &amp; Rover Scouts [Friday – Sunday], with it being a day long event for Cub Scouts on the Saturday.</p> <p>The National Youth Fora members elected at the Fora earlier in the year collectively with the Programme Commissioner (National Events) and other programme team representatives appointed will be responsible for the organising and hosting of An Chéim, a single venue conference with facilities provided to encourage and enable the Youth Members in attendance to express their views in relation to youth related issue both in Scouting Ireland and the broader community.</p> <p>The members of An Chéim will be defined on a representation basis per Scout Group. The attendance tickets shall be issued per applicable programme section and shall be non-transferrable.</p> <ul style="list-style-type: none"> <li>• 2 Cub Scouts per programme section</li> <li>• 1 Scout per programme section</li> <li>• 1 Venture Scout per programme section</li> <li>• 1 Rover Scout per programme section</li> </ul>



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		<p>Youth representation from other appropriate organisations shall be invited to attend An Chéim at the discretion of the National Youth Fora &amp; Event Organising Team.</p> <p>This will be a conference not like National Council.... or Commissioners &amp; Group Leaders Conference.... or Youth Fora of the past. .... It will be a style of Youth Conference and indeed any Conference new to Scouting Ireland.</p>
n / a	<b>JOTA, Jamboree On The Air - LONE</b>	Contact the International Commissioner for further details
n / a	<b>JOTI, Jamboree On The Internet - LONE</b>	Contact the International Commissioner for further details
10 - NE 221	<b>SUMMIT, Sionnach Adventure</b>	<p>As part of the SUMMIT mountaineering programme specifically geared to the Scout Section, it is a weekend challenge for a team of four scouts over the age of 13, who preferably have experience of camping and hiking to hike a given route in mountainous terrain accompanied by one of their Adult Scouter team. The event provides Scouts with an introduction to backpacking and an opportunity to develop mountaineering: navigation, lightweight backpacking and an understanding of the effects of weather, hypothermia, etc. The event starts on a Friday night and finishes generally at lunchtime on the Sunday to allow for travel.</p>
10 - NE 222	<b>National Cub Scouting Day - Down</b>	<p>This event is designed for the Cub Scout Section. Programme ideas and support will be provided for the lead up to the event.</p> <p>What is Cub Scouting Day about?</p> <ul style="list-style-type: none"> <li>• Personal and Sixes Challenges</li> <li>• Personal Progression</li> <li>• SPICES Programme Activities</li> <li>• Adventure Skills</li> <li>• Fun and Celebration</li> </ul> <p>What happens at Cub Scouting Day?</p> <ul style="list-style-type: none"> <li>• Programme Bases</li> <li>• Entertainment</li> </ul>
10 - NE 223	<b>National Cub Scouting Day - Cork</b>	<p>This event is designed for the Cub Scout Section. Programme ideas and support will be provided for the lead up to the event.</p> <p>What is Cub Scouting Day about?</p> <ul style="list-style-type: none"> <li>• Personal and Sixes Challenges</li> <li>• Personal Progression</li> <li>• SPICES Programme Activities</li> <li>• Adventure Skills</li> <li>• Fun and Celebration</li> </ul> <p>What happens at Cub Scouting Day?</p> <ul style="list-style-type: none"> <li>• Programme Bases</li> <li>• Entertainment</li> </ul>
n / a	<b>Master Mariner Competition</b>	Contact the Programme Commissioner (Water Activities) for further details



National Youth Programme Committee

# Scouting Ireland

Programme Commissioner (National Events)



2010 Event Booking Code	Name of Event	Broad Outline / Narrative
n / a	National Swimming Gala	Contact the Programme Commissioner (Water Activities) for further details

**Please Note:** The LONE [locally organised national events] Initiatives have been removed from the 2010 calendar of National Events – Youth Programme, to allow Scouts & Adult Scouters to experience the new challenges and programme accessible to Scouting Ireland’s members post the launch of its new programme in April 2010.

Sections, Scout Groups and Scout Counties can still continue to run their own Trail Days, Orienteering Days and so on, utilising the tools and awards available in the new programme, however for now they will not be supported with a National Events badge as in previous years.

It is the intention of the Programme Commissioner (National Events) to; where appropriate make the contents of the packs previously accessible through the LONE Initiatives available on the Associations website: [www.scouts.ie](http://www.scouts.ie) over the course of the year 2010.