



NATIONAL CUB CHALLENGE 2020



WORLD EXPLORER

The Challenge will be a fun and inclusive activity that encourages Sixes to participate, with or without Scouter support. It is designed to support the Scout Method in the Cub Scout section by having Sixes operate independently, in an age appropriate manner, in a camp setting with programme tasks that will develop their leadership, teamwork, & scouting skills.

This year packs are being tasked with looking beyond their Cub map. Each Cub should look at the big open sky and ranging mountains to the back of their map, they should look at the tall ship sitting offshore ready to set sail on the 7 seas. What new exciting world can you find? What are you waiting for, go and explore new worlds and show your creative ideas at the 2020 National Cub Challenge!

This pack contains information on:

1. Date/Time	7. Attending Scouters
2. Location	8. Group responsibility
3. Cost	9. Friday Night Arrival
4. Qualifying rules	10. Awards
5. Registration	11. Staff
6. Theme	12. Whats new at the National Cub Challenge 2020



What do you need to know right now?

1. Date & Time:

Saturday 20th June at 12 noon – Sunday 21st June at 1pm

2. Location

- Kilcully Scout Centre, Co. Cork
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3. Cost

- €20 per cub
- €10 per scouter

4. Qualifying rules:

- Participants must be Cub Scouts and **must be aged no older than 12 years and 364 days on or before the 31st August 2020** * Please note the change for the upper age limit
- Each team will be made up of a minimum of 6 Cubs to a maximum of 8, from a mix of ages, not just older Cub Scouts. These Cub Scouts should ideally be on different points along their personal progression journey. Teams with more than 8 cubs will not be accommodated.
- Teams whose Counties hold a County qualifier, can only qualify for the National Cub Challenge by attending their Scout County qualifying event.
- The number of teams that can represent a County at a National activity which is a Competition and/or Championship will depend on the number of Registered Sections who participate in the County pre-requisite activity.

Number of Registered Sections taking part in the County activity (inclusive)	Maximum number of Teams permitted
1 -10	2
11 - 15	3
16 or more	4

5. Registration:

- Teams can be registered via the database once your Scout County Qualifier has taken place. Registration opens 05/05/2020 and closes on 22/05/2020

6. Theme:

- World Explorer
- Cubs should take a look at their cub map. Look past the lands visible on their map, look to the mountains, and big blue open sky. Look to the seas and the adventures beneath and beyond the waves. Cubs should pack up their rucksacks and go exploring. Discover a new world not mentioned in their lands of Adventure. This new world is your theme and should be reflected in the following:
 - Team name
 - Site decoration
 - Menu
 - Overall environment that cubs are trying to create

Cubs are encouraged to learn as much about this new land as possible, and have some cool fun facts about this world to share with the judges on the day, including whether or not this new land has Scouts of their own.

7. Attending Scouters:

- Each team should adhere to normal ratios.
- Accompanying Scouters will not play a role in the event. i.e. they will not be staffing any aspect of the event however must remain on site for the entirety of the event.



- During the campcraft element of the Challenge, Scouters will not be permitted onto the sites. Scouters will be permitted onto the Challenge field once judging has been completed in full on Saturday evening.

8. Group responsibility:

- All groups attending must provide their own materials for their campsite.
- Groups are responsible for providing food, drinks, etc. for their Six and Scouters

9. Friday night arrival:

- Groups who wish to arrive on Friday evening can do so, but must book and pay for this additional night camping with Kilcully directly at <http://kilcully.com/> a designated camping area will be assigned for any groups arriving on Friday evening.

10. Awards:

The Sixes can compete in the event as:

- Assisted for reduced marks
 - Can only gain a Silver or Bronze standard
 - Scoring will be adjusted to reflect the extent of assistance received.
- Unassisted for full marks
 - Can gain Gold, Silver or Bronze standard
 - Cannot have any assistance either verbally or otherwise from the event team or accompanying scouters
- **GOLD STANDARD AWARD** - obtain between 80% and 100 % inclusive of the overall marks
- **SILVER STANDARD AWARD** - obtain between 65% and 79% of the overall marks
- **BRONZE STANDARD AWARD** - obtain between 30% and 64% of the overall marks

Each Team member will be presented with their awarded standard Cub Challenge Badge and a team certificate. The overall winning Six will be awarded with the perpetual trophy.

11. Staff:

Please note this does NOT include accompanying scouters

The fee for all staff (Scouter, Rover, Venture) is €10. This covers camping fees and food for the duration of the event.

Staff places are limited. Staff will be selected according to the individual's skill set and the requirements of the event.

Those interested in applying as event staff should do so by going to scouts.ie, accessing the 'National Cub Scout Challenge Event Staff' event through the calendar below your profile, and create a booking.

Safeguarding and Vetting must be up to date.

There will be a limited number of Venture Scout Staff roles which will also be allotted according to the individual's skills set and the requirement of the event, and with due regard to how participation in staffing the event can assist in the personal development of that young person.

You'll not be required to submit payment until you have been accepted onto the event team

NOTE: Closing date for event staff applications 30/04/2020

Looking forward to meeting you and your Cubs

Yours in Scouting

Eva Grant

Eva Grant - National Cub Challenge 2020 – Team Lead



Appendix 1

Whats new at the National Cub Challenge 2020:

- The age range has been extended, **Cubs must be aged no older than 12 years and 364 days on or before the 31st August 2020**
- The amount of cubs per team has increased by 2 (6 – 8 cubs per team)
- The Adventure Skill question element that normally takes place during the site build will be replaced with an interactive quiz. The quiz will take place in the evening time after site build is complete. Cubs will have a break between the completion of site build and the start of the interactive quiz, this break will take place in the scouter field with their scouters. This way all Cubs can work as a team utilising their strengths and creativity.
- Scouters will not be permitted onto the Cub field after the site build is finished. Scouters will have the opportunity to look at the sites and prepare them for night time once judging has been completed later in the evening.
- Pioneering - each team will be scored on 2 pioneering gadgets, Gadget A and Gadget B
 - Gadget A
 - Must have a minimum of 2 different lashings
 - Must have a useful purpose and be used throughout the event
 - Must be sturdy and sound
 - Gadget B
 - Must be either a Gate OR a Kitchen Gadget that can be used for preparation or cooking of their meal
 - Must have minimum of 2 different lashings
 - Must be sturdy and sound

NOTE: Spars should be appropriate to your Cubs size and stature. Spars that are deemed to be too heavy or long for cub use will be pulled from a site for health and safety. There will be no replacement spars.

A comprehensive information pack will be released well in advance of the event.