



NATIONAL CUB CHALLENGE 2022



WORLD EXPLORER

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Launch pack

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This pack contains information on:

- Date/Time
- Location
- Cost
- Qualifying rules
- Registration
- Theme
- What's new

What do you need to know right now?

1. Date & Time:

Saturday 18th June at 12 noon – Sunday 19th June at 1pm

2. Location

- Kilcully Scout Centre, Co. Cork
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3. Cost

- €180 per team includes:
 - Team of 6 – 8 Cubs
 - 2 Scouters
 - Event badge
 - Team Certificate
 - Team neckers

4. Qualifying rules:

4.a Cub Scouts

- Participants must be registered Cub Scouts and, **must be aged no older than 12 years and 364 days on or before the 31st August 2022** * 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 be on different points along their personal progression journey. A mix of Turas – 1st yr complete, Taisteal – 1st and 2nd yr complete, and Tagann 1st, 2nd and 3rd yr complete
 - Teams who register with just older Cub Scouts (all 3rd year Cubs – Tagann award) will not be permitted.
 - Note: Therefore, the maximum number of 3rd yr Cubs (Tagann) should be no more than a 3rd of the total number of Cubs on your registered team
 - 6 members = 2 Tagann Cubs
 - 7 & 8 = 3 Tagann Cubs
 - Teams with more than 8 cubs will not be accommodated



4.b How packs can qualify

There will be 48 sites in the 2022 National Cub Challenge

Counties holding a qualifying event

- Teams whose Counties hold a county qualifier event*¹, 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 packs*² who participate in the County qualifying event.
 - Note: Packs not teams. Therefore, if one pack registers 2 teams for a County Qualifier than the event organiser can only count this as 1 pack attending
- Counties who hold a qualifying event may need to provide a list of packs who participated in said event.

Number of Registered Packs who took part in the County qualifying activity (inclusive)	Maximum number of Teams permitted to register for the National Championship
1 -10	2
11 - 15	3
16 or more	4

Counties NOT holding a qualifying event

- Teams whose Counties are NOT in a position to hold a county qualifier should follow the following qualifying rules:
 - Each County CPC/CC (or PC if there is no County team in place) should extend an invitation to each Cub Pack in its County to enter into its county’s Cub Challenge lottery
 - Interested packs should then be entered into a lottery managed by a member of the County team and at least 2 other Scouters all from separate groups.
 - The results of which should be made public to all Cub Packs in the County.
 - These Counties can send forward 1 team to the National Cub Challenge 2022

Wildcard entries – Lottery system only

- Groups who are not selected via their county’s lottery OR who are members of a County where neither a qualifying event or a Lottery has taken place will be given an additional opportunity to apply as a wildcard. The number of wildcard places will be announced once bookings have closed.
 - Note: If your county has 1 group already registered then there will only be 1 possible wildcard position available for your county.
 - All wildcard entries will be placed into a lottery
 - Places will be offered out based on the number of available sites after registration has closed for the event.

5. Registration:

- Teams can be registered via the database once your Scout County Qualifier or Lottery has taken place. Registration opens 25/04/2022 and closes on 15/05/2022
- Wildcard applications can be submitted from 16/05/2022 to the 19/05/2022
- Wildcard teams will be contacted from 22/05/2022



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 present 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. Whats new at the National Cub Challenge 2022:

- The age range restrictions have been lifted. **Cubs must be aged no older than 12 years and 364 days on or before the 31st August 2022**
- The number 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. The quiz is not a traditional head down, pen and paper quiz.
- The camp craft judging will no longer take place during the day. Judging will commence once all Cubs have left the site for the Scouters field and will continue while the quiz and Campfire are taking place.
- Scouters will not be permitted onto the Cub field until all judging is completed.
- There will be 6 subcamps each with its own dedicated sub camp staff for the duration of the event.
 - Scouters who need to pitch a tent next to their teams' site for sleeping must consider
 - That there will be limited space for 1 scouter only
 - That this tent cannot be pitched until judging is completed
 - They should bring for this purpose a 1-man lightweight tent only.
 - This tent will need to be taken down before 9am on Sunday morning
 - This scouter is not permitted to enter the site to assist their cubs on Sunday morning as the challenge is continuing
- Cubs will be given to 11am to break site on Sunday morning. This aspect will be supervised and judged.
 - Cubs will be given certain site breaks jobs to do during this time to keep them on track
- Scouters may enter the Cub field from 11am on Sunday to assist with site break.
- Waste separation



- Cubs will need to ensure that they separate their waste OR better yet produce as little as possible.
- General waste will be weighed on Saturday evening before disposal and again on Sunday morning
- Recycled waste will also be weighed and deducted from the general waste weight

- Pioneering - each team will be scored on 2 pioneering gadgets, Gadget A and Gadget B
 - Gadget A – of their own design
 - 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 – Gate OR Kitchen
 - 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 further information pack will be released to teams as they register.
Please contact cubchallenge@scouts.ie with any queries

Yours in Scouting
National Cub Challenge 2022 core team

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