

Sydney North Region Cub scout Challenge 2022

The Region Cub Scout challenge is designed to enable patrol of youth members to work as a team to complete a range of activities that are both challenging and rewarding. The key to success for the patrol is to “Be Prepared” and to be willing to work together, with the Patrol Leader delegating activities rather than endeavouring to do everything themselves (which is quite often the norm).

To attend the Region Cub Scout Challenge, each patrol should have already attended a similar event at the District Level. This means that they should be familiar with the nature of activities and what is expected of them both in advance of the day and on the day. As leaders, it is your role to support the patrol when preparing for the challenge and then facilitate the activities during the challenge, supervising and intervening where necessary to deliver a fun and incident free event.

As with all things we do in Scouts, there is an element of risk involved. Risk is a good thing because it is what makes what we do fun and exciting. However, risk needs to be managed to make sure that what we do can be delivered safely for the youth members. To this end when planning the activities and preparing the youth members for the Region Cub Scout Challenge it is important that we consider the activities and how to deliver them safely.

The most significant activity for the Cub Scout Challenge is the cooking base. This requires the Cubs to do some work in advance of the event so that they are fully aware of what they have chosen to cook, how they will cook it, what equipment they will need and who is going to do what. With the youth members planning how they will do all of this (with leader support) we deliver an event that is truly “Youth led and Adult supported.”

Tips for preparing for the Region Cub Scout Challenge

- Have a planning session with the patrol well in advance of the day
- Let the youth members decide what they will cook, paying particular attention to what can reasonably be achieved in the time available and which meets the challenge criteria
- Choose food that is easy to prepare (i.e. Some vegetables are harder to prepare than others)
- Talk about safety in the kitchen and around fire
- Practice using knives to prepare food. Get the youth members to help Mum and Dad at home or run a Pack night.
- Make a list of all the things that they need to bring (cooking equipment, wood, etc)
- Take the patrol shopping. Let them buy the food
- Discuss how the youth members should behave on the day and what delegation means
- Talk about the importance of wearing their full uniform and being presentable

- Focus on the fun they are going to have, rather than the need to win (the competition is absolutely secondary to the event itself).

Competition Criteria

Each pack enters one team comprising 2 x 8 year olds, 2 x 9 year olds and 2 x 10 year olds. Younger Cubs can take the places of older Cubs if required but not vice versa. If the patrol comprises of older Cubs they can take part but the team is considered non-competitive (i.e. they cannot win the challenge)

Entry for each team is \$10.

Bases

Base Timing

With the exception of the cooking base, the time at each base is limited to 30 minutes. The time should be split up as follows:

5 Minutes	Introduction to the base: How the base is run What they need to do/achieve How points are awarded
20 Minutes	Activities Activities should (as far as possible) be practical testing of what the cubs should know about the subject. Theory testing is allowed but resist the temptation just to give the cubs a quiz to answer. Think about how you can build the testing into a fun and practical activity. Tailor the activities to include tasks for the three ages groups (i.e. Don't let the sixer do it all why everyone else is just watching)
5 Minutes	Tidy up and transfer to next base. Make sure cubs leave your base before the 30 minutes are up. If they have not finished the activity that is their problem

Points

With the exception of the cooking base (160 points), a maximum of 100 points can be earned at each base. The breakdown will be as follows:

20 Points	Behaviour and Presentation Are the cubs polite Do they listen to instruction Do they do what they are told (either by you or the sixer) Do the cubs look smart and respectful of their uniform
20 Points	Leadership and Teamwork Are the sixer and second leading the team Are the less able cubs being assisted Is everyone included/getting involved Does the six appear to be harmonious Are they task focussed
60 Points	Activities Were the activities completed successfully Did the cubs follow the rules How well did they perform What was the quality of what they produced

Construction base

Objective and outcome: By the end of 45 minutes the youth members should have a better understanding on how to use different knots to build different constructions. The youth members will cover parts of stage 1 to stage 3 of the core outdoor adventure skills.

Duration: 45 minutes. Refer to the base information page on how the time is broken down.

The base needs to incorporate the following things into their base.

- Stage 1:
 - Put up a clothesline using a clove hitch.
 - Pack away the ropes
- Stage 2
 - Choose 3 knots (square lashing, clove hitch, reef knot, sheet bend, sheepshank or round turn two half hitches)
- Stage 3:
 - Make a shelter or gadget using different knots

- **Other activities you can do**
 - Build a chariot
 - Flag pole
 - Wash stand

First aid base

Objective and outcome: By the end of 45 minutes the youth members should have a better understanding on how to use first aid and recognise different situations that may require the youth members to use their first aid knowledge.

Duration: 45 minutes. Refer to the base information page on how the time is broken down.

The base needs to incorporate the following things into their base.

- **Stage 1**
 - Put a small personal first aid kit together
- **Stage 2**
 - I know what appropriate action I should take in the case of an accident.
 - I know about proper hygiene practice at camp.
- **Stage 3**
 - I know the first aid treatment for burns from hot water, grease, and food.
 - I know how to treat cuts and minor bleeding.
 - I know what DRSABCD stands for.
- **Other activities you can do**
 - Put together a first aid kit i.e have all different pictures of different items and get the youth members to work as a patrol to work out what they would put in their first aid kit.
 - Use first aid scenarios with burns, bleeding and using the DRSABCD.
 - Have DRSABCD and what each letter stands for jumble up like a puzzle and get the youth members to work as a patrol to match the letter with the word.

Compass & Navigation

Objective and outcome: By the end of 45 minutes the youth members should have a better understanding of what a compass is and how to use it.

Duration: 45 minutes. Refer to the base information page on how the time is broken down.

The base needs to incorporate the following things into their base.

- **Stage 1**
 - I can identify the four main cardinal points on a compass
 - I can name the parts of the compass.
- **Stage 2**
 - I know how many degrees of the cardinal points.
 - I can find the four main cardinal points without using a magnetic compass.

- **Other activities you can do**
 - Have a big compass laid out on the floor and have the degrees and cardinal points on paper or cardboard and get the youth members to work as a patrol to put all the cardinal points and degrees on the compass.
 - Have a map per patrol and get the youth members to find a particular place on the map and also you could use cordanitors to find.
 - Make a picture using compass directions. One youth member read the cordanitors out and get the rest of the youth members to pace it out and put a mark there.
 - Get the patrols to make a simple compass.

Safety

Objective and outcome: By the end of 45 minutes the youth members should have a better understanding of what safety is and how to recognise risks.

Duration: 45 minutes. Refer to the base information page on how the time is broken down.

The base needs to incorporate the following things into their base.

- **Stage 1**
 - I know what the buddy system is.
 - I know three reasons why I should build a shelter.
- **Stage 2**
 - I know the benefits and risks with fire.
 - I know what protective clothing I should wear when outdoors.
 - I know how to call emergency services
 - I what safety precaution I should take when hiking
- **Stage 3**
 - I know how to put together a survival kit
 - I know how to keep myself and others safe in the surroundings.
 - I know how to avoid becoming lost.
- **Other activities**
 - Safety scenarios
 - Set up a mock campsite with risks and get the youth members to work as a patrol and identify the risk and how to make them low risks.
 - Have different items and get the youth members to work out what they would put into their survival kit.
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Cooking base

Objective and outcome: By the end of 90 minutes the youth members should have built a fire, cooked their meal, eat their meal and tidied up afterwards.

Duration: 90 minutes. Refer to the base information page on how the time is broken down.

Note: Three patrols will be cooking at the same time on this base.

A maximum of 160 points will be awarded for this base as follows:

20 Points	Behaviour and Presentation
20 Points	Leadership and Teamwork
120 Points	Activity

Cooking will be done in half steel drums with legs . The youth members are required to bring all their own food and cooking equipment. It is also advised that the youth members bring some “natural” firewood and paper to save time having to look for wood. Matches will be provided.

Each patrol is required to cook/prepare the following:

Damper

Meat and two vegetables cooked in tin foil

Hot drink.

The meat and vegetables should be fresh (not tinned, minced or frozen).

The youth members must prepare the food as part of the base (this includes washing and cutting up vegetables etc). Leaders to ensure youth members are able to peel/slice vegetables safely prior to attending the Cub Scout Challenge.

The youth members should prepare enough food for themselves and one portion for the judges.

The patrol must:

- Prepare and light a fire
- Boil enough water to make a cup of tea/coffee/hot chocolate for the leaders (and themselves if desired)
- Cook their food (defined above)
- Put the fire out
- Wash up their cooking equipment
- Return the site back to the condition it was before they arrived

