



Barking & Dagenham Cub Scouts invite you

to

Jungle Rally

Competition

on

Saturday 18th November 2006

at

17th Barking & Dagenham HQ
Wilmington Gardens
Barking

9 a.m. for 9:30 start



Contact Numbers

Organising Team

Rosemary Oakwell (ADC Cubs)

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Darren Dowling (Activity Team)

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Rules

- Each pack may enter a **single** team consisting of up to 6 cubs (no more than 2 sixer's and no more than 2 seconder's)
- Each team must be present in **full** uniform. They are also asked to bring a change of clothes and a packed lunch.

Bases

Each team will be examined at a variety of bases. The leader in charge of each base will give the team a total score out of 100 marks. Marks will be awarded for teamwork and behaviour as well as ability and skill. Each base will usually last between 10-20 minutes, although this may vary. There will be a short break for lunch halfway through the event. At the end of the event, the scores will be totaled and presentations will take place.

Knotting

Each team member will be expected to be able to know what each knot is called, be able to tie the knot and know its common use. The knots that they will be examined on will consist of at least four from the following list: Reef Knot, Sheet Bend, Round Turn & Two Half-Hitches, Bowline, Clove Hitch, Highwayman's Hitch, Sheepshank, Figure-of-Eight

Mapping

Each team member will be expected to be able to recognise at least 10 common map symbols from an Ordnance Survey Landranger 1:25 000 map. They must be able to recognise the symbol both from a card and from the actual map itself. One of the team will be expected to be able to plan a route from point-point approximately 10 km in distance. The map symbols that will be tested will consist of the majority on the map key, paying particular attention to Footpath, Bridleway, Tourist Information, General Features, Abbreviations, Motorway, A, B and secondary roads, Railway, and Railway station. Other symbols may be used as more difficult tests although these would only ever earn a few 'bonus' points.

Compass

Each team member will be expected to know the 8 main points of the compass (and their order). At least one of the team will be expected to be able to use a Silva-type compass to follow a given bearing in degrees. The team as a whole will be expected to be able to work together to follow a simple route using a compass. The route may consist of a set of bearings/main points to be followed in order with a given distance to travel at each step. This may take the form of an actual route using a compass and a rope, or it may be using squared paper, pencil and a ruler to form a shape.

First Aid

Each team member will be expected to know the importance of first aid. They must know when and how to get help. As a particular example they must know how to make an emergency telephone call. They will also be expected to know how to apply simple first aid and how to make a patient comfortable and reassure them. They must know how to stop bleeding by using direct pressure and be able to show two uses of a triangular bandage. They will be tested on nose bleeds, cuts & grazes, burns & scalds, bleeding, fainting, broken arm/

wrist.

Tracking

Each team member will be expected to be able to construct and recognise the 8 main tracking symbols (This way, turns, no entry, cross obstacle, water ahead, 'split group', 'message' and gone home). They must be able to construct these from a variety of materials, especially natural materials. They will be expected to recognise alternate forms (e.g. For This Way – simply twig arrow, stone arrow, stacked stones, leaf through a twig). They will have to be able to construct and follow a simple tracking trail accurately, carefully observing their surroundings.

Carrying a Message

Each team member will be tested on their communication skills and memory. Exact details of this base will vary but they will be expected to be able to memorise and later relay a message accurately. The message will usually take the form of a short passage. Marks will be awarded for speed and accuracy.

Countryside Code

Each team member will be expected to know the 12 main points of the countryside code and understand their use. Each cub must have a good understanding of each point and be able to explain why and how we should follow the code, giving specific examples. They may be asked questions relating to similar principles such as on which side of the road do you walk where there is no pavement.

Packing a Rucksack

Each team member will be expected to know how to pack a rucksack for a day/weekend hike. They must be able to choose the correct items from a selection containing some inappropriate items. They will also be tested on their ability to correctly and neatly pack the rucksack with special items in their correct place (e.g. First aid kit, water proofs on top).

Kim's Game

Each team member will be tested on their observation, recognition and memory skills. Exact details of this base will vary but previous years have included: Memory game be able to recall and describe a selection of 20 items seen for 2 minutes only, Touch be able to recognise and describe 20 common items held unseen in a bag by touch only, Smell be able to recognise and describe 20 common items by smell alone (while blindfolded), Sound be able to recognise and describe 20 common sounds heard twice each on a tape.

British Sign Language

Each team member will be tested on the British Sign Language Alphabet and be expected to complete a simple word (such as their name) using British Sign Language.

European Flags

Each team member will be tested on their ability to recognise 10 European flags.

Nature Trophy

The Nature Trophy is a separate competition from the Jungle Rally. This will consist of a single base where the cubs will be tested on knowledge related to the natural world. Details will vary from year to year (depending on who is examining the base) but topics in past years have included: Silhouettes of common birds & animals, Recognising leaves and seeds from common trees and plants, Tree recognition