

# NORFOLK SCOUTS - CUB 100 CHALLENGE



Section 1 - Get Active	
5 Points for each challenge	
Archery	
Air Rifles	
Grass Sledging	
Pedal Go-KartS	
Kayaking,	
Open Boating	
Rowing	
Sailing	
Bell Boating	
Abseiling	
Crate Staking	
10pin Bowling	
Cycle ride with your group	
Balloon Badminton	
Water Games	
Blind Trail	
Catapults	

Section 2 - Adventure Camping	
10 points for each challenge	
Build and Light a fire	
Build a Raft	
Camp with another Pack	

5 points for each challenge	
Put up a tent	
Build a watertight shelter	
Tie 3 different knots	
Get Active	
Go Pond Dipping	
Go on a Bug Hunt	
Do some Backwoods Cooking	

2 points for each challenge	
Do a job for a leader	
Roll down a hill in your sleeping bag	
Make camp doughnuts	
Toast marshmallows	
Wash up	
Follow a trail	
Take part in a Wide Game	

Section 3 - Look around you	
10 Points for each challenge	
Celebrate a Festival eg Diwali, Chinese New Year	
Meet someone who helps in your Community	
Talk with someone who has attended a World Scout Jamboree	
Visit a Fire Station	
Take part in a sponsored event for a Charity	
Have a person come and talk about Fair Trade	

5 points for each challenge	
Go on a litter pick	
Participate in a Fire Drill	
Identify 5 different birds	
Identify 5 wild animals native to Britain	
Find out about an endangered animal	

Section 4 - Down the Cub Hut	
Do 10 of these to gain 25 points.	
Make a volcano with vinegar and baking powder	
Learn to tie a friendship knot	
Make and Fly a Kite	
Get 100 words from 'Cub Scout Centenary'	
Make and Fly a paper aeroplane	
Make a Leader a hot drink	
Make a Woggle	
Identify the characters of the Jungle Book	
Learn your name in Sign Language	
Discover the meaning of the World Badge	
Write your name in Morse Code	
Participate in a Onesie Night	
Make a model out of 100 pieces of Lego	
Participate in a Back to front Night	
Walk 100 steps during a pack night	
Make something with Loom Bands	
Tie the flag correctly	
Draw a portrait of one of your Leaders	
Bring a Friend to Cubs	
Identify 10 Road Signs	