



- Shield 2023
- Overnight Hike
- New Sailing requirements
- Sail to & camp in Fota
- Annual Camp







Shield 2023

location: Cork summer show grounds.

Date: 21st to 23rd of April

- There will BE 8 camp craft and cooking inspections
 - Friday Progress (100 marks) 8:30pm Friday
 - Saturday Main 1 and 2 (250 marks) 12:00am Saturday
 - Saturday Main 3 and 4 (250 marks) 12:00am Saturday
 - Saturday Test Meal (200 marks) 5:00pm Saturday
 - Sunday Progress and Breakfast (150 marks) 9:30am
 - Sunday Final Site and Uniform (50 marks) 12:30pm Sunday
- This year's programme bases will consist of 4 zones, each 90 minutes in length. Some zones will see your patrol travelling to a different timeline. In the other zones, you will be helping Doc out in his lab
- Each zone will challenge your patrol's leadership, teamwork and creativity. As always, completion of any task is beneficial but not essential. Instructions and/or a tutorial will be provided for all tasks that require them.







ZONE 1 SIEGE OF THE SHOWGROUNDS

Travel back in time to Middle Ages, to the year 1023, where your patrol will be caught in the middle of a battle for control of the showgrounds. The enemy is fierce and their defences strong. You must build a siege weapon to breach the stronghold. This zone will test both pioneering skills and your aim!

ZDNE 2 - DDC 5 LABORATORY

Science experiments to challenge your patrol with a focus on plan, do, review. Explosions, fire, food making, and strength tests will all feature - but not in the ways you might normally expect! Mayhem and mighty fun are guaranteed.

ZONE 3 BACK TO THE BASICS

You travelled too far into the future, post-apocalyptic 2123, with little resources available. Using 'old-fashioned' cooking methods, your patrol must survive on the land, creating food from what you can scavenge in your surroundings. Just hope Marty and Doc come to your rescue soon!

ZDNE 4 TIME TRAVEL TROUBLE

Travelling between the past and the future is exhausting! It's a good thing you're staying in the same timeline at this base. Time to relax... but wait! Disaster has struck. The flux capacitor is broken, and you need to figure out how to fix it. Be prepared to work with your patrol and use all your scouting skills to save the day. Navigation, teamwork, and ingenuity are the name of the game... and make sure your trusty Scouting Trail is never too far from hand.







- Overnight Hike
 - Possibly end Feb / early March
 - Likely Kerry
 - 1 day hiking + 1 overnight in a hostel







Sailing

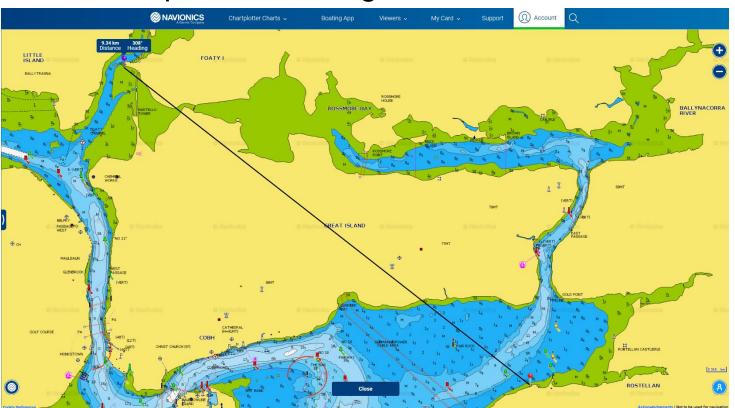
- A change to sailing requirements this year.
 - Anyone wishing to crew with other scouts will need to have a minimum Sailing Skills Level 4.
 - Anyone wishing to helm will need to have a minimum Sailing Skills Level 5.







- Sail to & camp in Fota
 - Looking at suitable weekends to sail from Aghada to Fota & camp there overnight







- Annual Camp
 - Possibly 22nd -> 29th July or some part of that week
 - Either
 - Portlick, Athlone or
 - Boyle, Co. Roscommon

