



Cub Survivor 2026 – Adventure Awaits!

Ahoy, mateys! Welcome to the **3rd annual Cub Survivor Challenge** — a day (and night!) packed with discovery, teamwork, and wild adventure. Are your Cubs ready to walk the plank into an unforgettable experience?

What Is Cub Survivor?

Cub Survivor is a **L.O.N.E. (Locally Organised National Event)** designed to bring the thrill of survival skills to Cub Scouts at a County or Group level. Inspired by the National Survivor events for older sections, this challenge gives Cub Sixes the chance to test their abilities, grow their confidence, and maybe even spark a lifelong love of outdoor adventure.

Whether your Cubs are brand new explorers or seasoned trailblazers, there's a path for everyone:

- **Kappa Subcamp** – A beginner-friendly day-time journey full of fun, learning, and hands-on challenges.
- **Zeta Subcamp** – A tougher, more advanced experience for older or more confident Cubs, complete with an overnight survival challenge.

Throughout the event, Sixes will tackle activities like fire lighting, obstacle relays, creative crafts, and navigation missions. Along the way, they'll meet characters from the event storyline who can help them — but only if the Cubs complete a good turn first. Expect missing objects, tricky problems, and plenty of surprises.

By the end of the day, Cubs will have strengthened their teamwork, sharpened their outdoor skills, and created memories that will last a lifetime.





Suggested Event Structure

The adventure begins at check-in, where each Six receives the **first chapter of their comic book** — a story that unfolds as they complete each Programme Zone.

Programme Zones

The day is divided into **three themed Programme Zones**, each containing:

- **3 activities**
- **20 minutes per activity**
- **1 hour per zone**

Every Six rotates through the zones on a set schedule, ensuring everyone gets equal time at each activity. Scouters run the bases, guide the Cubs, and keep the energy high. A whistle or bell can help signal when it's time to move on.

Each activity includes two versions:

- **Kappa** – beginner-friendly
- **Zeta** – more advanced

At the end of each zone, the Six receives the **next chapter of their comic**, building toward a complete story by the end of the event.





Suggested Timetable

(Adjust as needed for your location and group size.)

Time	Activity
09:00	Arrival & Registration
09:30–10:00	Opening Ceremony + Subcamp Split
10:30–12:30	Morning Zone Rotations
12:30–13:30	Lunch Break
13:30–16:00	Afternoon Zone Rotations
16:00–16:30	Snack & Water Break
16:30–17:30	Kappa Closing Challenge + Badge Time
17:00–17:30	Kappa Ceremony & Departure Option
16:30–19:00	Zeta Shelter Building & Camp Prep
19:00–20:00	Zeta Dinner & Campfire Programme
22:00	Lights Out (Zeta Shelters)

Notes:

- The comic works in any order — no need to worry about rotation sequence.
- Adjust activity timing based on distance between zones or available space.
- Ensure each zone is staffed by qualified Scouters.
- Consider laminating activity cards for reuse and durability.





Choosing Your Level

Your team will need to decide which level suits your Cubs best. Both offer adventure, learning, and skill development — just at different intensities.

Kappa Survivor

- Follows the same daytime programme as Zeta.
- The Kappa challenge ends after the Programme Zones.
- Optional overnight experience with shelter building/camping and campfire fun.
- Ideal for Cubs working toward **Backwoods Adventure Skill Stage 1**

Zeta Survivor

- Begins Saturday morning with the survival scenario introduction.
- Sixes travel through all Programme Zones with their Scouter.
- Activities include challenge, maker, and skill bases.
- After dinner, Zeta Cubs build shelters in the woods and **sleep in them overnight**.
- Event staff supervise and support shelter construction.
- Recommended for Cubs who have already begun their Backwoods Adventure Skills journey.

Key Details

- **Cost:** €3 per Cub (minimum booking: 6 Cubs)
- **Format:** A flexible L.O.N.E. event that can be adapted for County or Group level
- **Levels:** Choose **Kappa** or **Zeta** based on your Six's experience

The Event Scenario

The scenario is the heart of Cub Survivor — a story that ties every activity together. Each base is designed to work with minimal specialist equipment, making it easy to adapt to your location.

Feel free to modify challenges to suit your environment, but keep them challenging enough to spark problem-solving and teamwork.

If printing the activity cards, consider:

- Multiple pages per sheet to reduce cost
- Laminating for reus



The Scouters Handbook

This handbook includes:

- Detailed instructions for each challenge
- Equipment lists
- Estimated run times
- Tips for youth engagement
- Links to skill demonstration videos

It's your go-to guide for running a smooth, fun, and safe event.

Event Programme Booklet

Each Six collects chapters of their **comic-style booklet** as they progress. By the end of the event, they'll have a complete story to take home — a souvenir of their adventure.

Cub Survivor Challenge Badge

Every Cub who completes the required challenges earns the **Cub Scout Survivor Challenge Badge**, worn on the Cub jumper above the Scouting Ireland badge (Activity Awards).

If you would like to join a mailing list for further updates please fill the form linked [Cub Survivor Challenge 2026 – Fill in form](#)

If You have any questions, feel free to contact us on survivorchallenge@scouts.ie.

