



cubs



Stanmore & District

Phyllis Eltringham Challenge Trophy
Ten -Pin Bowling Evening
Sunday 10th October 2010



As you will already know last year's winners (9th Kenton) have chosen that this year's Phyllis Eltringham Challenge trophy will be a ten-pin bowling competition again. The event will be held at the **Hollywood Bowl at the Woodside Leisure Complex, Garston on Sunday evening, 10th October 2010.**

We will meet at 6.15pm - register and notify the organiser of team names, etc and start to change shoes.

We start bowling at 6.30pm with two games to be played with up to 6 Cubs on a lane.

We should finish at around 8.30pm when the total scores will be added up and the Phyllis Eltringham trophy awarded. Parents are more than welcome to stay and watch the bowling.

To avoid complications we have decided to purchase a package which does not include any food, therefore you will either need to ensure your Cubs have eaten before they arrive, purchase your own food from the food outlet within the Bowling Alley or bring a snack for each of them with you. Fruit squash will be available for the Cubs as the evening progresses.

Cost for this event will be **£5.50 per child**
The cost of this event has once again been subsidised by the District



Would you please be kind enough to let me know your final numbers coming by **9.00pm on Friday 1st October** so that I can confirm them with the Bowling Alley.

I will also need your payment for the Cubs playing on the night of 10th. Please make your cheques payable to **'Stanmore and District Scout Council'**. In order to avoid disappointment and having to chase for payments for weeks after this event - if we do not receive a cheque, or cash, for the children in your Group playing on the evening they will not be allowed to take part in this event.

Basic rules

- Each Group taking part must have a Cub Scout Leader, Assistant or Sectional Helper to supervise their team(s).
- All Cubs taking part must be of Cub age according to the POR or Beavers in the process of coming up to Cubs.
- The scores from both games will be added together to arrive at a total score per Cub.
- Each Group can have as many Cubs playing as possible and we will take the scores of the highest six to decide the Challenge Champions. If a Group has less than six Cubs playing then we will use their number as the cut off for scoring i.e. four, however to participate each Group must have at least three Cubs forming each of their teams.
- The winning team will be the one with the highest total score between them.

