

# PIONEER WATER ACTIVITIES



To achieve the Pioneer Water Activities Target, the scout must be able to recognise four different types of craft constructions AND complete all of the requirements for No's 1-4, together with any one of the electives A-D.

## 1. Weather

- a) Be able to locate weather forecasting information appropriate for your activity requirements.
- b) Explain the effects of weather on canoeing, sailing or rowing.

## 2. Safety

- a) Demonstrate wearing an approved personal flotation device and know when it should be worn while boating.
- b) Without a personal flotation device - stay afloat for three minutes.
- c) Be able to swim 50 metres.
- d) Explain the importance of staying with an overturned boat and never boating alone.

## 3. First aid

- a) Know the Citizenship First Aid requirement for Pioneer level.
- b) Know the most frequent medical hazards associated with boating (sunburn, eyestrain, sunstroke, seasickness, immersion, hypothermia).
- c) The appropriate treatment for these and precautions to avoid them.

## 4. Knots

- a) Know the Scoutcraft and Pioneer Campcraft knotting requirements.
- b) Learn and use the following knots for boating activities:
  - i) figure of eight knot
  - ii) anchor or fisherman's bend
  - iii) bowline.
- c) Learn and use a common rope whipping, e.g. simple whipping, west country whipping.

## **ELECTIVES**

### **A. CANOEING**

In an approved canoe, with the assistance of an Adventurer Level Scout who has appropriate qualifications, complete the following:

- 1) learn the main parts of a canoe and paddle
- 2) demonstrate paddling backwards and forwards and emergency stopping
- 3) paddle upstream, return and make a clean approach to the landing stage or bank
- 4) capsize canoe in water; bring it back to shore and empty canoe in correct manner
- 5) paddle a canoe for a minimum of 3 hours.

### **B. ROWING**

In an approved rowing boat, with the assistance of an Adventurer Level Scout who has appropriate qualifications, complete the following:

- 1) learn and name the various parts of an oar
- 2) learn by name and be able to point out a minimum of five parts of a rowing boat
- 3) demonstrate how to row a dinghy around a 50m triangular course.

### **C. SAILING**

In an approved sailing boat, with the assistance of an Adventurer Level Scout who has appropriate qualifications, complete the following:

- 1) learn the parts of a sail
- 2) learn the parts of a sailboat
- 3) be able to assist in rigging a boat
- 4) crew in a sailboat for a minimum of 6 hours.

### **D. COMPLETE THE:**

Australian Federation of Yachting Course. "Basic Skills 1 – Getting Into Small Boat Sailing"