

PIONEER EMERGENCIES



To achieve the Pioneer Emergencies Target, the Scout must complete the following:

1. Recognition

Be able to suggest at least five different situations that could be classified as an emergency.

2. Knowledge

Learn the following:

- a) the importance of checking for any dangers to yourself and others before approaching an unconscious person
- b) how to correctly check if a person is breathing
- c) the common causes of a blocked airway, and how to clear it
- d) how to open the airway.

3. Visit

With your Patrol or other Scouts visit one of the following and report on their preparations for particular emergencies

- a) Fire Station
- b) Police Operations Room
- c) State Emergency Services Station
- d) Casualty at a public hospital
- e) Ambulance Station
- f) Surf Life Saving Club
- g) Meals on Wheels kitchen
- h) Railway breakdown crew
- i) An airport
- j) Quarantine Station
- k) Air/Sea Rescue Station.

4. Treatment

The basic principles of first aid:

- a) learn how to control bleeding from a badly cut arm or leg
- b) learn how to treat a nose bleed
- c) know four uses of a triangular bandage
- d) learn the treatment for minor burns and scalds sustained at camp
- e) learn how to treat fractures to the lower arm and leg.

5. Activity

In a Scout activity:

- a) learn two types of hand seats and know when each should be used
- b) assist in carrying a patient on a stretcher
- c) with another Scout:
 - i) inspect your Troop meeting place or home garage/storage shed
 - ii) list the things which may be dangerous, and
 - iii) help fix at least one of them
- d) with your Patrol, or other Scouts, assist in one mock emergency activity.