

EXPLORER WATER ACTIVITIES



To achieve the Explorer Water Activities Target, the Scout must complete all of the requirements for No's 1 to 5. together with one of the electives A-F.

1. Weather

- a) Know the Pioneer level requirements for Weather.
- b) Demonstrate and apply weather forecasting to a water activities event with a duration of two days.

2. Safety

- a) Know the Pioneer level requirements for Safety.
- b) Swim 100 metres whilst wearing a personal flotation device.
- c) Be able to remove your clothes in water and then swim 100 metres
- d) Know local boating rules applicable to your own region of operation.
- e) Have an understanding of either:
 - i) tides and Currents in coastal areas or
 - ii) water behaviours in rivers and creeks.
- f) Be able to recognise five common distress signals, including at least one each of sight, sound and light,
- g) Demonstrate a knowledge of buoys, beacons and navigation signs used in your region of operation.

3. First aid

Know the Citizenship First Aid requirements at Explorer level.

4. Knots

- a) Know the Pioneer level requirements for Knots.
- b) Make and use, in a boating activity, two of the following splices:
 - i) eye splice
 - ii) back splice
 - iii) short splice
 - iv) long splice plus the following:
 - v) palm and needle whipping
 - vi) barrel hitch.
- c) Demonstrate the meaning and use of :
 - i) Parbuckling
 - ii) barrel hitch
 - iii) Spanish windlass.

5. Basic skills

Learn the nautical terms generally used in boating, with the assistance of an Adventurer level Scout. These are found in, e.g. the Nautical Glossary in the Scout Field Book.

ELECTIVES

A. CANOEING

- a) Demonstrate the following:
 - i) sweep forward and reverse
 - ii) draw
 - iii) slap
 - iv) support scull
 - v) J stroke.
- b) Paddle upstream 50 metres and return, using paddle on one side only.
- c) Demonstrate ferry glide.
- d) Capsize loaded canoe in water greater than 2m deep and return with it to bank and empty in correct manner.
- e) Re-embark standing in knee-deep water.
- f) Demonstrate H rescue, both as rescuer and rescued.
- g) Have a good knowledge of the principles of working a canoe in waters of your region of operation.
- h) Demonstrate how to pack a canoe for an overnight journey.
- i) Be able to estimate the time that it would take to cover a given distance on water.
- j) Participate in an overnight canoeing expedition.

B. SAILBOARDING

- a) Know and name the various parts of a sailboard.
- b) Be able to rig a sailboard.
- c) Demonstrate your ability to use your sailboard in sheltered waters.

C. ROWING

- a) Pass, or have passed, all tests prescribed for Pioneer level elective
- b) Demonstrate knowledge of correct methods of loading and trimming a pulling boat.
- c) Participate in launching and recovery of a pulling boat.
- d) Demonstrate sculling a dinghy with one oar:
- e) Row a pulling boat as part of a crew, over a distance of 2 kilometres
- f) Demonstrate the correct method of towing and being towed.

D. SAILING

- a) Pass, or have passed, all tests prescribed for Pioneer level elective.
- b) Be able to rig a sailboat.
- c) Understand how and when to reef down
- d) With an Adventurer level Scout who has appropriate qualifications, capsize and recover a small sailboat.
- e) Describe the advantages and disadvantages of lee and weather shores.
- f) Demonstrate the correct method of towing and being towed.
- g) Participate in two overnight sailing expeditions.

E. COMPLETE THE:

Australian Federation of Yachting Course. "Basic Skills 2 - getting into Small Boat Sailing"

F. POWER

- a) Learn and know the parts of the powerboat
- b) Learn and know the parts of engines
- c) Participate in a power boat crew for a minimum of 6 hours.