

ADVENTURER CAMPCRAFT



To achieve the Adventurer Campcraft Target the Scout must complete all of the requirements for No's 1 to 8.

1. Knots and lashings
 - a) Teach and test a Scout those knots and lashings required for the Explorer Campcraft.
 - b) Learn and use in a Scout activity the following:
 - i) backsplice and eye splice
 - ii) hunter's bend
 - iii) fisherman's knot or prussick knot (for synthetic rope)
 - iv) Japanese and Filipino lashing
 - v) alpine butterfly knot (for synthetic rope).
2. Fire and fuel
 - a) Teach and test a Scout the skill required in Explorer Campcraft 2(c).
 - b) Show how to make sure a campsite complies with the fire regulations in your state.
 - c) Explain the three principles of how to survive a bush fire. Give three examples of how to apply them.
 - d) Explain and demonstrate the use of and differences between two types of portable hike stoves.
3. Safety and survival
 - a) Instruct and test a Scout in the safety and survival requirements for Explorer level Safety and survival.
 - b) Demonstrate two methods of obtaining water under survival conditions.
 - c) Know how to find and improvise shelter in the bush, and to maintain body temperature.
 - d) Demonstrate to your Scout Leader that you are familiar with the contents of the Troop First Aid Kit and know the correct use of these items.
 - e) With your Patrol, discuss the natural dangers and hazards that can occur in your local area. Discuss ways to stay safe from these dangers and hazards.
4. Navigation
 - a) With another Scout, set up and run an orienteering course for your Patrol and other Scouts, either in a local park or at a camp.
 - b) Demonstrate how to plan a route for a hike from a topographic map, including an understanding of Naismith's Rule.
 - c) Demonstrate how to establish your location on a map using back bearings and triangulation or resection.
 - d) Help other Scouts to pass the requirements of Explorer level Navigation.
5. Cooking
 - a) Discuss and demonstrate with members of your Patrol the advantages and disadvantages of
 - i) fresh foods
 - ii) dehydrated foods
 - iii) pre-packaged foods.
 - b) Plan and cook for your Patrol two of the following:
 - i) a three course meal using a gas / fuel stove or an open fire
 - ii) a two course meal using a camp oven
 - iii) a backwoods meal comprising three courses for at least two people, without the use of utensils.
6. Camp activity
 - a) Instruct and test a Scout in requirements of Explorer Campcraft 6b.
 - b) Complete two of the following:
 - i) estimate, across water, a distance of at least 10 metres and a height of not more than 30 metres using improvised apparatus and your own personal measurements. Use three different methods to an accuracy of +/-10 %.
 - ii) demonstrate how to repair minor tears in tents, and how to care for a hike tent of your choice.
 - iii) with members of your Patrol or with other Scouts, assemble the personal and Patrol equipment required for a camp held in extreme weather conditions and participate in such a camp. Prepare the menus and organise the purchase of food for this camp. The safety of the Scouts is top priority when assessing the conditions under which the camp is to be held. All government and Branch rules and regulations must be complied with.
7. Journey

Plan and undertake a hike of at least 30 km with at least four other Scouts into unfamiliar terrain requiring two nights out-of-doors. Use lightweight equipment and foods as far as practicable. The hike must be monitored by an Adult Leader to ensure the safety of the Scouts. All government and Branch rules and regulations Must be complied with. Canoes or bicycles may be used but the distance covered should be increased accordingly. If canoes or bicycles are used the team should be self sufficient, as with hikes, and carry all items required for the journey. Report on your experience through the use of an illustrated log.
8. Camps

With your Patrol or other Scouts have camped out in tents for a minimum of 15 nights.