

# ADVENTURER WATER ACTIVITIES



To achieve the Adventurer Water Activities Target, the Scout must complete all the requirements for No's 1 to 3 , together with one of the electives A-F.

## 1. Weather

- a) Instruct and test Pioneer and Explorer level Scouts in the weather requirements for those levels.
- b) Show a proficiency in interpreting weather maps
- c) Demonstrate and apply weather forecasting to a water activities event with a duration of two days.

## 2. Safety

- a) Demonstrate proficiency in Explorer Water Activity requirements for Safety
- b) Swim 150 metres whilst wearing a personal flotation device.
- c) Be able to remove your clothes in water and then swim 200 metres.
- d) Teach Pioneer and Explorer level Scouts the local boating rules applicable to your own region of operation.
- e) Teach Pioneer and Explorer level Scouts to understand tides and currents in coastal areas OR water behaviours in rivers and creeks
- f) Teach Pioneer and Explorer level Scouts to recognise five common distress signals at least one each of sight, sound and light.
- g) Teach Pioneer and Explorer level Scouts to recognise buoys, beacons and navigation signs used in your region of operation.

## 3. Seamanship

- a) Instruct and act as Adviser for Pioneer and Explorer knots, splices and whippings.
- b) Teach Pioneer and Explorer level Scouts the nautical terms generally used in boating.
- c) In a craft of your choice, demonstrate getting in and out in deep water and mooring and anchoring
- d) In a craft of your choice, take a leading part in:
  - i) making minor repairs
  - ii) cleaning and/or painting
  - iii) correctly loading with crew and stores.

## ELECTIVES

### A. CANOEING

- a) Pass or have passed all tests prescribed for Explorer level canoeing elective.
- b) Demonstrate T and H rescue techniques.
- c) Teach Pioneer and Explorer Scouts the sweep forward and reverse, draw, slap, support sculling for support, J stroke, and other requirements for Pioneer and Explorer level.
- d) Demonstrate how to pack a canoe for an overnight journey.
- e) Organise and participate in an overnight canoeing expedition.

### B. SAILBOARDING

- a) Pass or have passed all tests prescribed for Explorer level sailboarding elective.
- b) Have a good general knowledge of the sport of sailboarding including principles used in the surf.
- c) Have participated in the sport for at least a total of 20 hours.

### C. ROWING

- a) Pass, or have passed, all tests prescribed for Explorer level rowing elective.
- b) Teach a Pioneer level Scout the requirements of Rowing.
- c) Act as Coxswain and take a pulling boat crew through all Explorer level requirements.
- d) Demonstrate ability to anchor and weigh and to free a fouled anchor, including bending the line or cable to an anchor beforehand.
- e) Know correct pulling and other orders and demonstrate coming alongside a jetty, to a buoy and hold water, back water and complete short turn around.

### D. SAILING

- a) Pass, or have passed, all tests prescribed for Explorer level sailing elective.
- b) Teach a Pioneer Scout to rig a sailboat.
- c) Teach an Explorer Scout how and when to reef down.
- d) Teach an Explorer Scout to capsize and recover a small sailboat
- e) Teach your Patrol or other Scouts about the advantages and disadvantages of lee and weather shores.
- f) Participate in an overnight sailing expedition.

### E. COMPLETE THE:

Australian Federation of Yachting Course." Better Sailing Level" of the "Getting into Small Boat Sailing

### F. MOTOR

Complete the Australian Federation of Yachting TL3 Power Boat Certificate. As legislation requirements differ between States. check with your local governing body regarding these.