ADVENTURER EMERGENCIES

1.Recognition			Together with a qualified instructor, teach and test your Patrol about eight different types of emergencies and how to react to these emergencies.																							
2.Knowledge	a		Together with a qualified instructor, teach and test your Patrol the correct technique for Expired Air Resuscitation (EAR).																							
AND	b		Know the additional precautions to be taken when applying EAR to a child.																							
AND	c		Know how to perform EAR when assisting someone who is applying CPR.																							
AND	d		Be able to recognise dynamite, gelignite, a detonator, live ammunition, and know what to do if you should find any of these.																							
3.Visit	a		Organise for your Patrol or other Scouts to visit one of the locations listed in Pioneer 3 This is not to be one of the same locations visited during the earning of the Pioneer and Explorer Levels.																							
4.Treatment	a	i	Teach your Patrol or other Scouts about the circulation of the blood																							
AND		ii	Teach your Patrol or other Scouts about how to control external bleeding																							
AND		iii	Teach your Patrol or other Scouts about the likely cause, symptoms and treatment of internal bleeding.																							
AND	b		Demonstrate the use of a knapsack spray and rakes in fighting a grass fire.																							
AND	c	i	Teach your Patrol or other Scouts about the different types of fire extinguishers																							
AND		ii	explain on what types of fire each should be used / not used, e.g. electrical, oil.																							
AND	d		Lead your Patrol or other Scouts in Explorer Emergencies 4 Activity.																							
AND	e		Set up emergency communications between two points 500m apart and out of sight of each other. Teach and test a Scout at Explorer level how to deal with fractures to the limbs and collarbone.																							
AND	f		Demonstrate to your Patrol how to treat a sprained ankle.																							
AND	g		Demonstrate to your Patrol how to treat a patient with an eye injury.																							
5: Activity			Lead your Patrol, or other Scouts, satisfactorily in dealing with two mock emergencies.																							