

ADVENTURER – INSTRUCTING OTHERS





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.



CITIZENSHIP

To achieve the Adventurer Citizenship Target, the scout must complete all the requirements for No's 1 to 4, together with any three of the remaining five parts.

1. Ethics

a) Promise and Law

Assist and test a Pioneer Scout in the completion of part 1 of Pioneer Citizenship.

b) Spiritual development

Lead your Patrol in planning and participating in a Scouts' Own at a Camp or other Troop Activity (such as World Scouts' Day or a church service).

2. First Aid

a) Complete a recognised Senior First Aid Course.

b) OR Assist and test a Scout to pass the First Aid segment of the Pioneer Badge.

i) Demonstrate how to deal with fractures to the limbs and collarbone.

ii) With another Scout set up and run a 'mock' emergency to cover at least three of the tasks required in Pioneer and Explorer level and First Aid segment.

3. Leadership

In the Troop Council, or with your Patrol, plan and conduct three activities which will provide opportunities for your Patrol members to learn about leadership and being a productive member of a team.

4. Good turn

a) Assist at a Cub Scout camp or Joey Scout sleepover.

b) OR Seek out a worthwhile service to others and actively participate for a cumulative period of at least ten hours. If possible, involve members of your Patrol on appropriate occasions, to satisfy their Pioneer or Explorer level requirements.

c) OR With your Patrol or other Scouts, participate in a community service project for at least 10 hours with a local service club such as Apex, Lions or Rotary. Find out what services the organisation offers to the community.

5. Heritage

a) Report on the history, growth and present role of an Australian organisation of your choice. Examples: Royal Flying Doctor Service Defence Forces, The St. John Ambulance Association.

b) OR With your Patrol or other Scouts, visit an Australian historical site of national significance, and create a photographic, electronic or video record of your visit. Present this record to your Troop or other Scouts.

6. Activity

Do two of the following:

a) Make regular contact over a three month period of time by e-mail or letter with a Scout or Patrol in another country or other State or Territory.

i) Exchange ideas for games and activities, and

ii) Use at least one of these games or activities in your Troop program,

b) With your Patrol, investigate an agency that provides aid and assistance to overseas communities and countries such as Care Australia, Amnesty International, Red Cross International Aid, or World Vision. Find out how you can help them.

c) With your Patrol or other Scouts, choose an international issue that is making headlines in the media. Research and discuss the issue.

d) Organise for your Patrol a visit to the seat of either local, state or federal government.

e) With your Patrol, use the Internet or other sources to find out about Scouting in three other countries and present your findings to the Troop.

7. Community

Organise for your Patrol a visit to one of the service facilities outlined in Pioneer Citizenship 7, and understand the contribution made to the community by the organisation selected.

8. Environment

a) Complete the World Conservation Badge

b) OR With your Patrol participate in a discussion and activity about walking softly in the bush by following the minimum impact code for bushwalking as set down by the National Parks authority in your state or territory.

c) AND On a hike or camp with your Patrol or with other Scouts, examine the good and bad effects of man on the surrounding environment. Discuss the impact of this and include suggestions for any actions that could be taken to remedy the bad effects.

9. Fitness

a) Using a game or activity instruct your Patrol in the requirements for Pioneer level.

b) With your Patrol or other Scouts, participate in an activity and/or discussion that focuses on the negative effects of drugs, smoking and other substance abuse.



AIR ACTIVITIES

To achieve the Adventurer Air Activities Target, the Scout must complete all the requirements for No's 1 to 5.

1. Recognition

- a) Be able to recognise by sight twelve types of aircraft.
- b) Recognise and describe the difference between the piston engine and the turbojet engine and show that you understand how the power of these units is adapted to propel an aircraft.

2. Weather

- a) Know the various types of cloud and the weather usually associated with each type, and what effect these formations have upon the flight performance of an aircraft.
- b) Find out some of the factors required to estimate the time it would take to cover a certain distance in the air.
- c) Show a proficiency in interpreting weather maps.

3. Theory

- a) Describe the correct procedure for radio communication with the control tower or other aircraft on the ground and in the air.
- b) Do one of the following:
 - i) give a talk to your Patrol or Troop for at least five minutes on Australia's early aviation history
 - ii) compile a report on Australia's aviation pioneers
 - iii) find out, by discussion with a commercial pilot or flight instructor, what the main responsibilities are in performance of their work.

4. Activity

- a) Arrange to visit a Scout or Air Activity Centre and/or aerodrome, and find out:
 - i) who is responsible for the maintenance of airport services
 - ii) what is the function of a control tower
 - iii) what is the function of an Air Traffic Controller
 - iv) what airlines / aircraft use the aerodrome.
- b) Complete five of the tests from one of the following familiarization electives, or complete the aero modelling task.

5. AIR ACTIVITIES

LIGHT AIRCRAFT FAMILIARISATION

- a) Learn how to assist correctly in ground handling of an aircraft and find out the safety precautions required whilst refuelling.
- b) Describe cockpit checks performed by the pilot prior to takeoff and prior to the landing approach.
- c) Describe the primary effect of aircraft controls.
- d) Have two flights in a light aircraft.
- e) Know and demonstrate an elementary knowledge of aircraft controls - control column, rudder pedals, throttle, flaps, trim tabs, mixture control.
- f) With the use of a map, compass and protractor, show how to plot a course between two towns.
- g) Know the procedure to adopt in the event of an emergency.

OR, GLIDING FAMILIARISATION

- a) Learn and demonstrate handling and parking.
- b) Learn and demonstrate launching signals.
- c) Act as a satisfactory member of a ground-handling crew in an actual landing.
- d) Know the procedure to adopt in the event of an emergency.
- e) Have had two flights in a glider.
- f) with the use of map, compass and protractor show how to plot a course between two towns.

OR, AEROMODELLING

Construct two models selected from the following classifications (use of kit permitted). The models shall have the minimum flight times listed below:

- a) glider (hand launched) 17 seconds
- b) glider (hand launched) aerobatics
- c) rubber powered one minute
- d) engine powered (maximum 15 seconds motor run) two minutes.



CONSTRUCTION

To achieve the Adventurer Construction Target the Scout must complete all of the requirements for No's 1 to 4.

1. Planning

- a) Sketch and explain how you, along with your Patrol, would go about constructing one of the major projects.
- b) Assist and test another Scout to pass the requirements of Explorer Planning 1

2. Equipment and safety

- a) Demonstrate a knowledge of the sizes and strengths of materials (poles, ropes, and tackle) needed to safely build and use the structures specified for a major project.
- b) Explain to your Patrol the safety requirements for building and using the structures specified
- c) Explain to your Patrol or other Scouts, the main advantages and disadvantages of different types
- d) of ropes, e.g. manila, sisal, nylon, and polypropylene Include the best method of terminating the ends of these ropes.

3. Knots and structure

- a) Demonstrate the knots, splices and lashings in Adventurer Campcraft 1b.
- b) Assist and test your Patrol or other Scouts to pass the knots and lashings required in a major project.
- c) Demonstrate tensioning of ropes with and without pulleys, and rope ladder construction.

4. Organisation and management

Plan and lead your Patrol or other Scouts in the completion of two of the following major projects:

- a) braced footbridge at least 3m long
- b) monkey suspension bridge spanning at least 7m
- c) camp table or similar complex piece of camping equipment
- d) tower with a platform approximately 3m above the ground
- e) ballista / catapult capable of propelling a projectile at least 10m
- f) swing bridge suitable of safely carrying each Patrol member across a gap of at least 3m
- g) another project of equivalent safety or difficulty approved by Troop Council.
- h) If you have completed a major project at Explorer Level, a different major project must be selected for Adventurer Level.



EMERGENCIES

To achieve the Adventurer Emergencies Target, the Scout must complete all of the requirements of No's 1 to 5.

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).
- b) Know the additional precautions to be taken when applying EAR to a child.
- c) Know how to perform EAR when assisting someone who is applying CPR.
- 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

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) Teach your Patrol or other Scouts about:
 - i) the circulation of the blood
 - ii) how to control external bleeding
 - iii) the likely cause, symptoms and treatment of internal bleeding.
- b) Demonstrate the use of a knapsack spray and rakes in fighting a grass fire.
- c) Teach your Patrol:
 - i) the different types of fire extinguishers
 - ii) explain on what types of fire each should be used / not used, e.g. electrical, oil.
- d) Lead your Patrol or other Scouts in Explorer Emergencies 4 Activity.
- 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.
- f) Demonstrate to your Patrol how to treat a sprained ankle.
- g) Demonstrate to your Patrol how to treat a patient with an eye injury.

5. Lead your Patrol, or other Scouts, satisfactorily in dealing with two mock emergencies.

Some suggestions are: traffic accident; rescue from burning building; search for lost child; near drowning in backyard pool: electrocution; bushfire.



ENVIRONMENT

To achieve the Adventurer Environment Target, the Scout must complete all the requirements for No's 1 to 3.

1. Nature

- a) Identify where a waterway, or wetland, or river system in a local / national region has been environmentally effected by such as salinity, soil erosion, pollution, introduced species animal, fish or plant, and
 - i) discuss causes and suggest future actions
 - ii) suggest an action plan for improvement.
- b) OR Participate in a study of a local, national or international:
 - i) conservation area and discover the habitat and/or fauna species being protected
 - ii) prepare a report on your findings to the Troop.

2. Recycling

- a) With your Patrol plan and take a leading role in a recycling project.
- b) OR Lead a group of Scouts in designing and producing an environmental educational presentation (such as poster, demonstration, activity).
 - i) The presentation should show how humans have had an impact on the wetlands or waterways.
 - ii) What can be done to improve the present situation.
 - iii) Present your findings to your chosen audience.

3. Visit

- a) Plan and visit the origin of the local water supply and learn what purification measures are taken. Make notes on evidence of water pollution, and measures to protect the watershed.
- b) OR Plan and visit an organisation devoted to protecting the local, national or international environment.
 - i) Find out what aspects they cover (such as flora, fauna, vegetation, waterways), and
 - ii) Help out on a service activity for a total of twelve hours.



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 scores.

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.



WATER SAFETY

To achieve the Adventurer Water Safety Target, the Scout must complete all of the requirements for No's 1 to 4.

1. Safe entry and swim

- a) Perform a forward jump at least three metres into water greater than 1.5 metres deep fully clothed (long trousers, shirt, jumper, socks, as a minimum) and swim 50 metres. Remove clothing in deep water and demonstrate the use of trousers as a buoyant aid (inflated clothing).
- b) Use buoyant aid to support a tired swimmer for one minute, discard aid and tow patient 50 metres. maintaining a clear airway on the patient by correct positioning of the head.
- c) Swim 200 metres without an APFD, using it least four different strokes (not less than 25 metres for each stroke).
- d) Remain afloat for at least four minutes without the use of an APFD.
- e) Put on an APFD in water greater than 1.5 metres deep and swim 100 metres and remove it in water greater than 1.5 metres deep.

2. Rescue

- a) Perform two simulated rescues (situation to be nominated by Adviser). A complete knowledge of noncontact, contact and assisted carries is essential. Knowledge of how to avoid contact with a violent patient and a thorough knowledge of defence methods and releases will be necessary.
- b) Knowledge of the techniques needed to perform mouth-to-mouth resuscitation:
 - i) when in deep water
 - ii) when at side of a pool, boat or dock with patient in the water
 - iii) when on land.

3. Safety

- a) Demonstrate a thorough knowledge of the safety rules of one of the following activities: swimming, windsurfing, power boating, water skiing, canoeing, sailing, yachting, board diving, spear fishing and snorkelling.
- b) Make a display/poster for your hall/shopping centre on an aspect of water safety.
- c) Give a short talk to a group of Cub Scouts on water safety as it applies to them.

4. Have passed the requirements of Citizenship 2 at Adventurer Level.