

PIONEER – PARTICIPATION & LEARNING





CAMPCRAFT

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

1. Knots and lashings

- a) Know the Scoutcraft knots.
- b) Learn the following lashings
 - i) square lashing
 - ii) round lashing
 - iii) prussick square lashing for synthetic rope.

2. Fire and fuel

- a) Know the fire regulations that apply outdoors in your State or Territory.
- b) Explain the safety precautions to be taken with fires in camp.
- c) Learn how to light and extinguish a fire in dry conditions.
- d) Demonstrate how to set up and operate two types of stoves, either gas or fuel, or how to select and cut firewood.
- e) Know the dangers of gas or fuel lanterns.

3. Safety and survival

- a) Learn the precautions to be taken for the following
 - i) to avoid becoming separated from your Patrol and lost
 - ii) to avoid sunburn, sunstroke, heat exhaustion and skin cancer
 - iii) swimming in unknown waters.
- b) Demonstrate an understanding of
 - i) practical traffic safety for a Patrol hike
 - ii) the correct footwear to use at Scouting activities

4. Navigation

Learn and demonstrate the following:

- a) the eight principal points of the compass and their equivalent in degrees
- b) the use and care of a compass
- c) the relationship between true and magnetic north
- d) how to set and follow a bearing
- e) how to read a map including scale, legend, date of issue, grid references and contour lines

5. Cooking

Assist in the cooking of at least three camp meals.

6. Camp activity

With your Patrol:

- a) Learn about the following:
 - i) personal hygiene in camp
 - ii) care of bedding
 - iii) protection against insects
 - iv) learn how to pitch, strike, dry and score a tent.
- b) Assemble personal equipment for a weekend camp.
- c) Assist in the preparation of a menu and food list for a weekend camp.
- d) Select and lay out a Patrol camp site.

7. Journey

With at least four other members of your Patrol, plan and go on a hike for at least one day on tracked terrain in a familiar area. The purpose of this hike should be to provide an environment to put into practice relevant skills learnt. 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.

8. Camps

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



CITIZENSHIP

The Citizenship Target is the other obligatory badge of the Target Scheme. This badge allows you, as a Scout, to fulfil the Aim of the Scout Association.

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

1. Ethics

a) Promise and Law

- i) Know and understand the Scout Promise and Law
- ii) Show your Scout Leader that you are doing your best to keep your Scout Promise and you are living by the Scout Law.

b) Spiritual awareness

- i) Make up a prayer or similar item for use at a Scout meeting/activity.

2. First aid

a) Know the first aid for Pioneer Emergencies. OR

b) Undertake the following:

- i) learn the correct method to obtain a response from an injured person
- ii) learn how to find and check for circulation
- iii) learn how to place a patient in the recovery position.
- iv) learn and demonstrate the treatments for snake and spider bites
- v) learn three of the causes of headache or fever
- vi) learn the correct method for the management of wounds
- vii) learn the principles of foot care, e.g. prevention and treatment of blisters.

3. Leadership

Discuss with your Patrol Leader three different examples of times when your Patrol has worked as a team. - Explain to your Patrol Leader how you believe this has helped your Patrol

4. Good turn

While earning this badge as a Scout, participate in some form of community service, which must be over a minimum of two hours, preferably outside the Scout movement.

5. Heritage

a) Know the meanings of three local place names and discuss these with your Patrol Leader. OR

b) Name two cultures within your community that are different from your own and identify two ways in which each differs from your own. Discuss your findings with your Patrol Leader.

6. Activity

a) With your Patrol, identify the services (e.g. health, education, leisure, and social) that are available in your local area for young people of Scout age. These may be provided by your local government and/or other service providers. Present your findings to the Troop.

OR

b) With your Patrol or other Scouts take part in a tour of your community, designed to help a visitor see and learn about it.

7. Community

With members of your Patrol, visit an organisation that serves your local community. Find out what service it provides and how it is organised. Such an organisation could be the local seat of government, community service agency, local TV or radio station, newspaper, urban or rural fire service, ambulance station, police station, emergency services, forestry, sewerage authority etc.

8. Environment

a) Complete one third of a project for the Landcare Badge.

OR

b) Discuss with your family five ways in which they could be more environmentally friendly. Discuss these with your Patrol.

9. Fitness

Show an understanding of a healthy lifestyle including the need for a proper diet, proper amount of sleep and the value of exercise.



AIR ACTIVITIES

To achieve the Pioneer Air Activities Target the Scout must complete all of the requirements for No's. 1 to 3, together with one part from No. 4.

1. Recognition

Be able to recognise by sight four different types of aircraft and know their function.

2. Weather

- a) Explain how the three elements of weather can have an effect on the flight performance of an aircraft
- b) Be able to recognise four signs of changes in the weather in your geographical area.

3. Theory

- a) Know the difference between a monoplane and a biplane.
- b) Using a model or pictures of an aircraft describe the following parts: fuselage, main plane, tailplane, undercarriage, leading edge, trailing edge, rudder, aileron, tailfin, flaps, trimtab.

4. Activity

- a) With members of your Patrol or other Scouts visit a Scout Air Activities Centre and/or aerodrome, and find out:
 - i) who owns the aerodrome
 - ii) how many runways there are
 - iii) what the runway compass directions are
 - iv) what and where the windsock is
 - v) what colour the runway markers are.

OR

- b) Construct two models (use of kit permitted) which shall have the following minimum flight performance:
 - i) glider (hand launched) ten seconds.
 - ii) rubber powered, 30 seconds. One model of each type required.

OR

- c) Have a flight in a light aircraft or glider.



CONSTRUCTION

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

1. Planning Sketch and explain how you, along with your Patrol. would go about constructing:
 - a) a flagpole about five metres high using at least two lengths of material
 - b) a Scout chariot
 - c) a camp wash stand or similar simple equipment.
2. Equipment and safety
 - a) Know how to select suitably sized poles and ropes required for the above structures.
 - b) Know how to trim poles to length using a bush saw
 - c) Explain the safety precautions necessary when constructing raised structures using poles and spars.
3. Knots and lashings
 - a) Demonstrate the Scoutcraft knots and the Pioneer Campcraft lashings.
 - b) Know how to tie two types of holdfasts and anchorages.
4. Projects

With your Patrol or other Scouts take part in:

 - a) erecting a flagpole about three metres high, using at least two lengths of material, which need not be wood
 - b) the building of a Scout chariot
 - c) the construction of a camp washstand or similar simple equipment



EMERGENCIES

To achieve the Pioneer Emergencies Target, the Scout must complete the following:

1. Recognition

Be able to suggest at least five different situations that could be classified as an emergency.

2. Knowledge

Learn the following:

- a) the importance of checking for any dangers to yourself and others before approaching an unconscious person
- b) how to correctly check if a person is breathing
- c) the common causes of a blocked airway, and how to clear it
- d) how to open the airway.

3. Visit

With your Patrol or other Scouts visit one of the following and report on their preparations for particular emergencies

- a) Fire Station
- b) Police Operations Room
- c) State Emergency Services Station
- d) Casualty at a public hospital
- e) Ambulance Station
- f) Surf Life Saving Club
- g) Meals on Wheels kitchen
- h) Railway breakdown crew
- i) An airport
- j) Quarantine Station
- k) Air/Sea Rescue Station.

4. Treatment

The basic principles of first aid:

- a) learn how to control bleeding from a badly cut arm or leg
- b) learn how to treat a nose bleed
- c) know four uses of a triangular bandage
- d) learn the treatment for minor burns and scalds sustained at camp
- e) learn how to treat fractures to the lower arm and leg.

5. Activity

In a Scout activity:

- a) learn two types of hand seats and know when each should be used
- b) assist in carrying a patient on a stretcher
- c) with another Scout:
 - i) inspect your Troop meeting place or home garage/storage shed
 - ii) list the things which may be dangerous, and
 - iii) help fix at least one of them
- d) with your Patrol, or other Scouts, assist in one mock emergency activity.



ENVIRONMENT

To achieve the Pioneer Environment Target, the Scout must complete all the requirements for No 1 or No 2

1. Complete the requirements for the LANDCARE BADGE (see Other Badges)

OR

2. Environment

a) Nature

- i) Identify a local degraded area (such as salinity, soil erosion, bush land, waterway).
- ii) Discuss causes and suggest future actions.
- iii) Contribute to an action plan for improvement.
- iv) Participate in a study of a local conservation area and discover the habitat and/or fauna species being protected. Document your findings.

b) Recycling

- i) With your family, demonstrate how you have taken responsibility for household waste (such as separation of recyclables, composting, waste reduction).
- ii) Contribute to an educational poster

c) Activity

- i) With a group of Scouts, design and produce an environmental educational presentation (such as poster, demonstration, activity). The presentation should show how humans have had an impact on the environment and what can be done to improve the present situation.
- ii) Present your findings to your chosen audience.

d) Visit

- i) Participate in an evaluation of your local waste disposal system and suggest improvements. Where possible, visit an installation (such as local rubbish tip, transfer station, recycling facility, sewerage plant).
- ii) Document your findings.
- iii) Visit or contact an organisation devoted to protecting the local environment. Find out what aspects they cover (such as flora, fauna, vegetation, waterways) and help out on a service activity for a total of four hours.



WATER ACTIVITIES

To achieve the Pioneer Water Activities Target, the scout must be able to recognise four different types of craft constructions AND complete all of the requirements for No's 1-4, together with any one of the electives A-D.

1. Weather

- a) Be able to locate weather forecasting information appropriate for your activity requirements.
- b) Explain the effects of weather on canoeing, sailing or rowing.

2. Safety

- a) Demonstrate wearing an approved personal flotation device and know when it should be worn while boating.
- b) Without a personal flotation device - stay afloat for three minutes.
- c) Be able to swim 50 metres.
- d) Explain the importance of staying with an overturned boat and never boating alone.

3. First aid

- a) Know the Citizenship First Aid requirement for Pioneer level.
- b) Know the most frequent medical hazards associated with boating (sunburn, eyestrain, sunstroke, seasickness, immersion, hypothermia).
- c) The appropriate treatment for these and precautions to avoid them.

4. Knots

- a) Know the Scoutcraft and Pioneer Campcraft knotting requirements.
- b) Learn and use the following knots for boating activities:
 - i) figure of eight knot
 - ii) anchor or fisherman's bend
 - iii) bowline.
- c) Learn and use a common rope whipping, e.g. simple whipping, west country whipping.

ELECTIVES

A. CANOEING

In an approved canoe, with the assistance of an Adventurer Level Scout who has appropriate qualifications, complete the following:

- 1) learn the main parts of a canoe and paddle
- 2) demonstrate paddling backwards and forwards and emergency stopping
- 3) paddle upstream, return and make a clean approach to the landing stage or bank
- 4) capsize canoe in water; bring it back to shore and empty canoe in correct manner
- 5) paddle a canoe for a minimum of 3 hours.

B. ROWING

In an approved rowing boat, with the assistance of an Adventurer Level Scout who has appropriate qualifications, complete the following:

- 1) learn and name the various parts of an oar
- 2) learn by name and be able to point out a minimum of five parts of a rowing boat
- 3) demonstrate how to row a dinghy around a 50m triangular course.

C. SAILING

In an approved sailing boat, with the assistance of an Adventurer Level Scout who has appropriate qualifications, complete the following:

- 1) learn the parts of a sail
- 2) learn the parts of a sailboat
- 3) be able to assist in rigging a boat
- 4) crew in a sailboat for a minimum of 6 hours.

D. COMPLETE THE:

Australian Federation of Yachting Course. "Basic Skills 1 – Getting Into Small Boat Sailing"



WATER SAFETY

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

1. Safe entry and swim

- a) Jump into deep water, fully clothed (long pants, shirt, socks and runners), undress in the water, with feet off the bottom.
- b) Demonstrate the following:
 - i) swim 25 metres without an approved personal floatation device (APFD)
 - ii) remain afloat for at least three minutes without the use of an APFD
 - iii) swim 50 metres with an APFD, then tread water or slow swim for 15 minutes.

2. Rescue

Demonstrate the following:

- a) a reaching assist (arm, towel, pole etc.)
- b) a throwing assist (rope, ring, buoy, etc.)
- c) a contact carry of an unconscious person over ten metres.

3. Safety

- a) Know the problems and dangers that can occur, or are present, in three areas relevant to your environment. Choose from sea, rivers, swimming pools, dams, and lakes.
- b) Know the precautions and treatment to be taken against the following: sunburn, cramp, skin cancer, stings, exhaustion, leeches, blue ringed octopus and one other danger to your environment, e.g. stone fish.

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