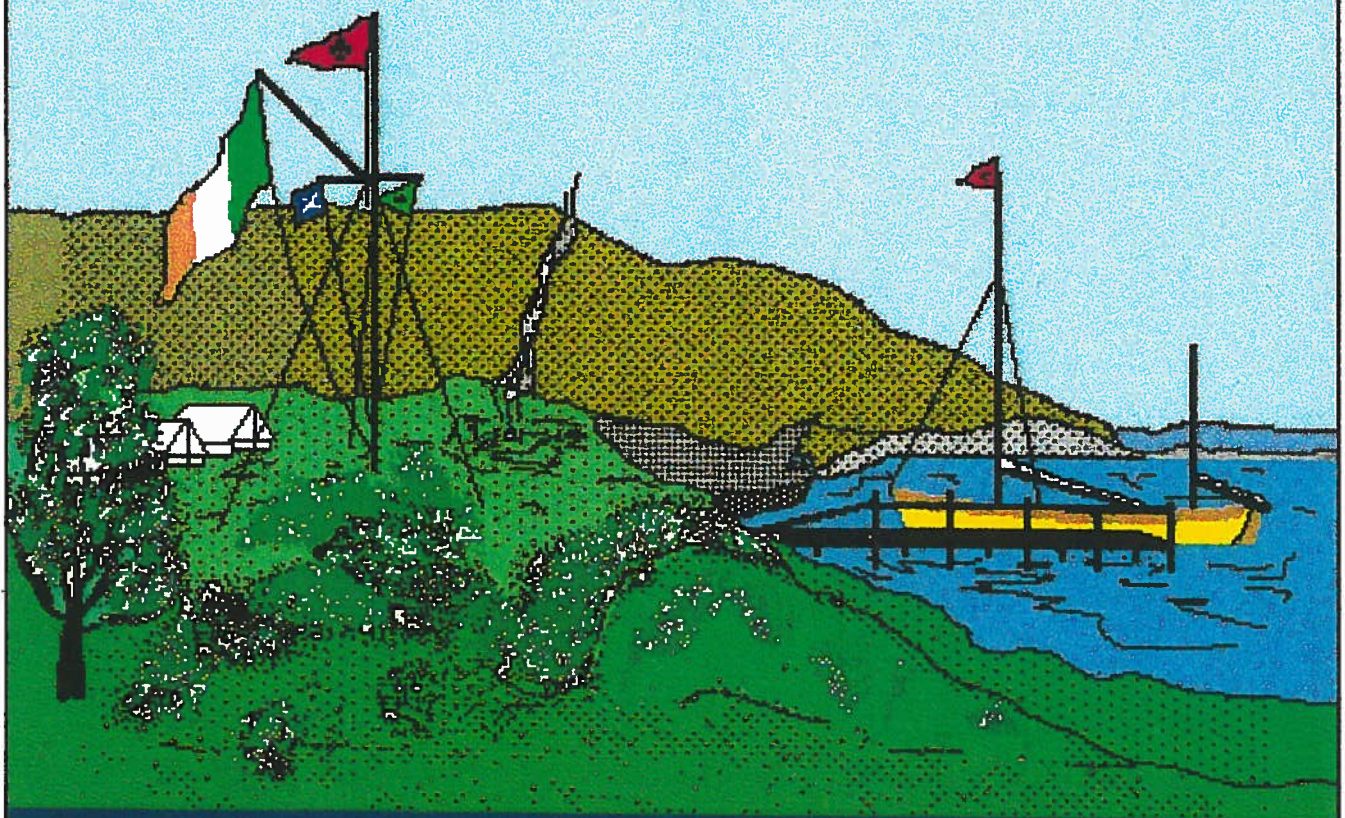


Sea Scout Leader's Handbook

2nd Edition







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SEA SCOUTING

Sea Scouting is a branch of Scouting. It is not a form of Sea Cadet Organisation, or a junior section of the Navy or Merchant Navy. Sea Scouting provides Scout training with and through water-borne activities. In Sea Scouting, boating and a marine atmosphere are essential parts of the programme, not just optional extras. The Sea Scout Training Scheme provides an integrated programme of Scouting and boating activities. No Sea Scout Troop worth the name can remain for long without owning or having the use of a boat, as the programme requires early exposure to water activity. Unfortunately this means that Sea Scouting is more expensive than ordinary Scouting because of the extra equipment required - boats, oars, lifejackets, paint, varnish, etc. All this equipment is not required immediately and can be built up slowly. But even in a new troop some simple boatwork should start as soon as possible - this will usually mean borrowing a boat occasionally or finding some friend or supporter who will take the Scouts for boating experience.

Our aims must be to ensure that all Sea Scout Troops -

1. Have a good basic Scoutcraft and water activities training with well trained leaders
2. Have the opportunity to undertake simple expeditions afloat.
3. Own or have the use of appropriate craft.

SEA SCOUTING IN IRELAND

After Lord Baden-Powell published "Scouting for Boys" in 1908, Scout Groups started spontaneously throughout Great Britain and Ireland. From the earliest times some Scout Groups included boating in their programmes, and B.P. realised that this was a very useful extra programme activity. From this development came the first recognisable Sea Scouts, although registration as Sea Scouts did not start until 1910. In Ireland the first Sea Scout Troops were registered in 1912. The 1st Port of Dublin Sea Scouts had apparently existed as a Boy Scout Troop from 1908, and the Troop has been in continuous existence since then.

A number of other Sea Scout Troops developed in Dublin in the succeeding years, and were organised into the "Port of Dublin Sea Scout Local Association. In 1914 the first Sea Scout Regatta was held, consisting of rowing and swimming races. The oldest Scout Trophy in Ireland - the Wood-Latimer Cup - dates from that year and remained the premier trophy in the Sea Scout Annual Rowing Regatta until retired in 2000 due to deteriorating condition. Our most prestigious trophy is the Fry Cup - this was presented in 1918 for a seamanship competition, which also has continued to the present day.



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The subsequent growth of Sea Scouting was very slow. There were about five or six Sea Scout Troops in the Dublin area until the late 1930s and for a while a Sea Scout Patrol in a Boy Scout Troop in Cork. By 1948 only two Troops remained - the 1st Port of Dublin (Ringsend) and the 4th Port of Dublin (Dodder) with a total membership of about forty boys

Our brother organisation, the Catholic Boy Scouts of Ireland, also started a Sea Scout branch in the 1930s. They took the American model of Sea Scouting - this was a senior branch, taking boys from 15 to 19 years. They had a number of units in Dublin, and also in Cork, Galway and Waterford for a time. However, their fortunes also declined and by about 1950 these had all closed.

Then, very slowly at first, the tide turned and numbers started to increase - from two troops in 1948 to four in 1958, twelve in 1968, thirty-eight in 1978. The first full Sea Scout Troop outside Dublin was the 1st Wexford (New Ross).

The rapid growth in the 60s and 70s was a mixed blessing and it was difficult to maintain standards in boating and seamanship throughout the Section. A number of the newly formed Groups did not survive for long, due mainly to lack of suitable or experienced leaders. By the early 1980s the rapid growth of the Section had ceased, and a phase of consolidation had started. New Training Schemes for Scouts and Leaders were developed, and a former lightship was acquired as a Sea Training Centre. This was a great boost to our training and was an activity centre where troops with little equipment could send Scouts for boating experience. Unfortunately, after about 12 years good work, it became too expensive to maintain the vessel to a reasonable standard and she was withdrawn from service

Other useful developments at that time were the design and production of the Sea Scout Standard Boat, the BP18, and also publication of Sea Training Handbooks and Charge Certificate Log Books.

In 1990 a new Sea Scout training scheme was introduced after a study of the progress of the section and the needs for the future. In 1998 another detailed examination of our programme was started in preparation for our "review" year 2000 -2001. This review of the Section and its programme has been the most thorough ever and has taken two full years, with innumerable hours of committee work, individual questionnaires to all Sea Scouts and Leaders and widespread consultations. This has resulted in a new Training Programme with handbooks for Scouts and Leaders and a technical resource manual.



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ADMINISTRATION:

Group - The basic administrative unit in the Association is the Group. A Group has one or more sections, catering for different ages - a Beaver Team (6-7 years), a Cub Scout Pack (8-11 years), a Scout or Sea Scout Troop (11-16 years) and a Venture Scout Unit (15-20 years). Each section has its own Leaders and its own training programmes and activities. All the Leaders of the Group meet together as the Group Council to make decisions affecting the whole Group, property, inter-section liaison, etc. A Group has a Group Leader who chairs the Group Council and perhaps an Assistant Group Leader also. The structure of a Sea Scout Group is no different to that of any other Group in the Association.

District - Each District is headed by a District Commissioner, who works with the District Steering Committee, which includes the District Secretary, all Group Leaders (GLs) in the District and the Programme Advisors (PAs). For their ordinary Scout and Venture Scout activities and for administration the Sea Scout Groups are responsible to their local District Commissioner, who is responsible in general for all Scout activities in the District.

Sea Scouting Area Committees - The country is divided into four areas for Sea Scout purposes.. The Chairperson of the Area is a member of the National Team. The Area Committees are responsible for the implementation of the Sea Training Scheme by providing Leader and Watch Leader training courses in boating skills covering all aspects of the scheme. They record leaders' sea training and administer the Charge Certificate and Boat Certificate schemes. They organise and run appropriate activities and competitions. These committees are not another layer of administration. They are an opportunity for cooperation locally in boating skills training and water activities between Sea Scouts in neighbouring districts without having to rely on National organisation.

The Sea Scout National Team consists of the National Commissioner and Deputies, the Area Committee Chairpersons and other members co-opted by the team. This Team looks after the administration of the Department, the Sea Training Programme, the planning and supervision of Sea Scout activities and competitions, etc. It also has a very strong input into up-dating and implementing the Association's rules for boating and all water activities. Each member of the Team has a specific responsibility for some aspect of the Section's activities.



ADULT LEADER TRAINING

The training of Adult Leaders is a very important part of the programme of the Scouting. Methods and types of training have changed over the years, but the basic principles laid down by Baden-Powell in the early days of the Movement are still valid. Much of the training will be common to all leaders in the various sections, but there are also many important differences related to the approach to different age groups, and to the different types of programme and activity. All adult leader training in the Scout Association of Ireland is structured in 5 levels. The training for a Sea Scout Leader is summarised here.

Level 1. (Common to all sections)

This is an evening session conducted by a trainer in your own Group. It consists of a video about the basics of Scouting, followed by discussion, questions and answers. Subjects covered are - Introduction to Scouting, the Scout Method, Impressions of Scouting, Leadership in Scouting, Structure of SAI, Scouting in your locality and the availability of further training.

Level 2. (Similar in all sections, but with stress on sectional programmes)

This is usually held over 2 days and includes sessions on the role of the Sea Scout Leader, Challenges in the Programme, the Outdoors in the Programme, Programme Planning, the Group Council, Section Activities (Cub, Sea Scout, Venture Scout) and Group Activities, Aim and Definition of the Programme, a half-day boating exercise.

Level 3. (Common to all sections)

First Aid. All leaders should have a completed a full adult First Aid course of any of the First Aid organisations. Many Leaders in the Scout Sea Scout and Venture Scout sections will also have done a RECE Course. A course on First Aid Afloat is also available as a supplement to the ordinary adult course.

Level 4. (Sectional)

Depending on the leader's preference and the expertise of other leaders in the Troop, there is a choice at this level between camping skills course or a boat handling course leading to an Intermediate Charge Certificate (oars, sail or power). Camping and boating can be run simultaneously on the same weekend. Prior award of a Charge Certificate will obviously count.

Level 5.

A weekend residential course and a project, or various accredited options will lead to the award of the Wood Badge.



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CHILD PROTECTION POLICY STATEMENT

The welfare and safety of members and adult leaders is a foremost priority of the Scout Association of Ireland (Scouting Ireland SAI). The Association endeavours to safeguard the welfare of all young members by protecting them from physical, sexual and emotional harm.

In 1993, the Association, with the assistance of the Irish Society for the Prevention of Cruelty to Children, introduced new guidelines on Child Protection and provided on an on-going basis special Child Protection training sessions for adult leaders.

Where allegations of child abuse are made against a leader, it is and always has been a requirement of the Association that the leader in question withdraws immediately from active involvement pending a full investigation.

It is the policy of the Association to notify the relevant Health Board of any allegations or suspicion of Child abuse and to act within the guidelines laid down by the Department of Health.

The importance of stringent screening procedures for all adult volunteers to become leaders is regularly reiterated and such procedures are regularly reviewed.

YOUNG PEOPLE FIRST

IT IS THE POLICY OF SCOUTING IRELAND SAI TO SAFEGUARD THE WELFARE OF ALL MEMBERS BY PROTECTING THEM FROM PHYSICAL, SEXUAL AND EMOTIONAL HARM.



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CODE OF BEHAVIOUR

- DO treat everyone with respect.
- DO provide an example you wish others to follow.
- DO plan activities which involve more than one other person being present or which are at least within sight or hearing of others.
- DO respect a young person's right to privacy.
- DO have separate sleeping accommodation for leaders and young people.
- DO provide access for young people to talk to others about any concerns they may have.
- DO encourage young people and adults to feel comfortable and caring enough to point out attitudes or behaviour they do not like.
- DO maintain a healthy adult lifestyle.
- DO remember that someone else might misinterpret your actions, no matter how well intentioned.
- DO recognise that caution is required even in sensitive moments of counselling, such as when dealing with bullying, bereavement or abuse.
- DO NOT permit abusive youth peer activities (e.g. initiation ceremonies, ridiculing, bullying).
- DO NOT play physical contact games with young people.
- DO NOT have any inappropriate physical or verbal contact with others.
- DO NOT jump to conclusions about others without checking facts.
- DO NOT allow yourself to be drawn into inappropriate attention seeking behaviour.
- DO NOT exaggerate or trivialise child abuse issues.
- DO NOT show favouritism to any individual.
- DO NOT make suggestive remarks or gestures.



BULLYING

Sometimes Scouts do or say things to other Scouts that they think is fun but it is very easy to go too far. If the other Scout isn't having fun then this is bullying. Some of the activities that are bullying are;

1. Excessive "slagging"

We all slag each other. It is almost a part of the Irish psyche, but it can get out of hand. If everyone in the Watch or Troop picks on the same individual, or if it becomes continuous then it must stop. As a leader you need to be very careful about slagging or mocking anyone as it can be seen as granting licence.

2. Name calling to give offence

Name calling can be particularly hurtful, particularly if it refers to physical appearance which is beyond the victim's control.

3. Exclusion or isolation

If a Scout is being excluded or isolated by others, or if the wishes of an individual are constantly ignored.

4. Being over physical

Playing "rough" physical games, particularly when smaller, weaker or less confident Scouts are pitted against bigger, stronger or more able Scouts. Games like Irish Wolfhound lend themselves to this form of abuse and should be marshalled carefully.

5. Picking on someone

If the same Scout is always singled out for work, for correction or even for praise.

6. Threatening behaviour

7. Initiation activities

Proper Scout Investitures are extremely important and Leaders should try to create the right atmosphere of welcome into the Worldwide Movement. But beware of unofficial initiations. If something is going on that someone doesn't want others to see, then probably it shouldn't be going on at all.

As a Sea Scout leader you need to be aware of this issue. You should be careful not to encourage activities like initiations because it is very easy for this to go too far. What a sixteen year old Watch leader thinks is fun may be intimidating to an eleven or twelve year old new recruit.



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If you notice bullying yourself, or if it is brought to your attention by someone else you need to deal with it sensitively. It is possible that the perpetrator is not aware of their actions and a quiet word may be all it takes to stop the behaviour.

On the other hand it may be deliberate and you need to find out why.

"It was done to me when I was growing up" is a line often heard but it is no defence, you will usually find that the perpetrator didn't like it then either.

Young people are in Scouting to have fun. The fact that we are "plotting behind their backs" to educate them, to develop them physically, spiritually and socially does not alter that fact and if they are not having fun they will leave. If a Bully is the cause of a Scout leaving then we, as Leaders, have let them down, especially if it is due to bullying that we didn't even know about.

SUBSTANCE ABUSE

What substances are you talking about?

- Solvents, gasses, glues, aerosols even petrol
- "Drugs", controlled substances such as Cannabis, Opiates (morphine, heroine, codeine, methadone), Cocaine (and derivatives like Crack), Ecstasy, "Magic mushrooms", LSD (acid), Amphetamines...
- Medicinal preparations; tranquilisers, cough syrup, painkillers not taken as prescribed or directed on the packet
- Alcohol
- Tobacco
- Another area of concern is that of young people taking "body building" substances such as Creatine. The value of these food additives is questionable and the practice of taking a substance with a view to enhancing physical performance is suspect.

How are they taken?

Depending on the substance it may be smoked, taken in tablet form, inhaled, drunk or injected.

Why?

To cheer up, to calm down, as an escape from a depressing situation or personal problems, as stimulants, "Because everyone else does", because it seems to be what the big people do, "For the buzz", the thrill of breaking a taboo.



What's the problem?

With the exception of medicinal preparations taken under professional medical guidance, or of Over The Counter preparations taken as directed, using anything mentioned above is illegal for people of Sea Scout age in Ireland.

They must be 18 to purchase cigarettes or alcohol.

Restrictions also apply to the sale of certain solvents such as correction fluid, thinners, many glues and petrol.

It is the policy of Scouting Ireland SAI that the law of the land be upheld.

The use of some substances mentioned above may be legal in other countries, their use may be tolerated in others but all are illegal in Ireland. The penalties for possession of even quite a small quantity of some substances (i.e. for personal use) are quite severe. The penalties for supply are far more severe (up to 15 years imprisonment) and giving some to a friend counts as supply.

Health problems

Short Term - Vomiting, cramps, hallucinations, paranoia, excessive perspiration, excessive heart rate, personal injury from doing stupid things, loss of short term memory, impaired judgement, impaired physical performance.

Long term - HIV/AIDS, Hepatitis, impaired ability to learn or remember, physiological dependence (the body needs the substance), psychological dependence (the brain needs the substance to feel "normal"). With some substances, most notably hallucinogens and especially LSD, flashbacks can occur many years after use has ceased.

Death - from the effects of the substance itself or from impurities

How do I recognise a potential problem?

Apart from actually witnessing substance abuse or witnessing Scouts under the influence of a substance, other indicators can be :

- Secretive behaviour
- Inexplicable changes in behaviour,
- unusual mood swings,
- development of physical signs and symptoms (rashes, needle marks, smell on the breath etc) or
- changes in friendship pattern.



What can I do?

Apart from setting a good example yourself you should inform yourself as to the various risks and dangers in order to advise the young people in your troop. Be aware that it's not just the substances but what they are mixed with that can cause problems. For example many of the "harder" drugs may be cut with baking powder, sugar, weed killer or rat poison!

As a leader you have a responsibility to let parents know if you are aware that someone is abusing substances.

Where can I get more information?

If a specific incident arises National office will be in a position to help and advise you as to how best to deal with it.

Information as to the legal situation can be obtained from your local Juvenile Liaison Officer who will be glad to visit your troop to discuss the matter in an appropriate way.

The National Youth Council of Ireland and/or your local health board will be able to give you information about individual substances and their effects.

If you are involved with young people of university age you should be aware that in a recent survey 52% of respondents admitted to taking some controlled substance occasionally and about one in six took something regularly.

With the other leaders in the troop and with the watch leader's council you should draw up a code of conduct. This needs to cover not just drugs but also tobacco and alcohol.

Rules concerning Alcohol

Scout Leaders over the age of 18 are allowed consume moderate quantities of alcohol provided it is as a part of a meal. It may be considered useful to the scouts to see alcohol being used responsibly.



RUNNING A SEA SCOUT TROOP

The basic plan of running a Sea Scout Troop does not differ from that of running any other Scout Troop. Proper planning of meetings and programme is of paramount importance. Ordinary meetings will usually follow a pattern of instruction sessions, games, ceremonial, etc. However, meetings should not always be "routine". Special meetings or events should be planned regularly - e.g. a wide game, Inter-Watch quiz, a demonstration or talk on an interesting topic by an interesting speaker, or a visit to or from another Troop. The outdoor activities are even more important to plan well - hikes, boating sessions and expeditions, camps, visits to places of interest, Watch projects, etc. The Patrol System is essential to a good Sea Scout Troop. The Watch Leaders Council should meet regularly and should be given real powers of decision and programme planning. The WLC should make the long and medium term plans, and the Scout Leaders should plan the details of the meetings. Watch activities should be planned by the "Watch in Council". The Scout Leader must always have reserve powers to veto an unsuitable or potentially dangerous plan or activity.

There are a few other things that should be borne in mind in running a Sea Scout Troop. Sea Scouting requires special attention and often extra involvement and commitment by Leaders if it is to be successful, due to the fact that the Sea Scout programmes include boating and water activities as well as ordinary Scouting. This means extra training for Leaders, extra finance for suitable craft and equipment and very specific attention to boating safety rules. When a new Sea Scout troop is being formed, very serious consideration should be given to these factors so that all concerned - Leaders, parents, District Team and Sea Scout Area Committee - are satisfied that the troop can become a genuine Sea Scout troop in the near future.

Sea Tradition and Atmosphere

It is important to establish a maritime flavour about Sea Scouting even from the very beginning of a new Troop, and to keep the atmosphere of sea tradition alive. Titles such as Skipper, Mate, Boatswain, etc., may be used for adult Leaders. In Ireland it is traditional that patrols are called "Watches" - e.g. Port Watch, Starboard Watch, Middle Watch, etc. - and Patrol Leaders are called Watch Leaders. The main room or hall where meetings take place may be called the "Main Deck", and part of this area may be designated the "Quarterdeck" and an indoor flag-pole could be erected here.

If the Group has its own Den each Watch should have a "corner" or area of wall to itself. This can be decorated by the Watch with both Scouting and nautical decorations, and include a chart showing the progress of each member of the Watch through the training schemes.

Although not part of any of the formal Training Schemes, Scout Leaders may occasionally like to introduce some elements of the history of seafaring and



information on Irish traditional craft into their programme. Special events for a Sea Scout Troop could include a visit to a Maritime Museum, to a ship or to a Lifeboat Station - all properly arranged in advance. The history and development of your local port, canal or waterway could also be introduced in small doses in your early programmes.

PROGRAMME PLANNING

The importance of planning cannot be stressed too much. Many good programme ideas have been ruined by inadequate thought and preparation. On the other hand overplanning can sometimes cause difficulties, if attempts are made to devise schedules and time-tables which are too tight and unrealistic.

Themes

Involve your Watch Leaders in planning and decision making. The Watch Leaders Council should consider an overall plan for the year in broad outline, and this can then be broken down into convenient segments, perhaps quarterly, and further subdivided into monthly "themes". Many programme ideas and activities will be repeated each year - e.g. general Scoutcraft and boating training, boat maintenance, camps and hikes, etc., but good planning should try to ensure that new activities are tried and that one year's programme is not an exact carbon copy of the previous few year's programmes. When planning, don't forget to look closely at the Training Schemes and their requirements. Remember that these schemes provide the syllabus for the Scouts' training, and are full of activity-based ideas. The various Badge systems are not something "extra" - they are the basic bricks of the programme.

In a new troop the programme will obviously be somewhat different to that of an experienced troop. Even if the Leaders are experienced, the Watch Leaders will not usually have the knowledge or expertise to do much teaching themselves. It is therefore very important that new troops should start small so that the first intake is given a very good training. From these the first Watch Leaders will be chosen and they should then be expected to take a leading part in teaching the basics to the next intake.

Some examples of programme planning are given below. These are **EXAMPLES** and are not intended to represent a standard form of programme planning. They may be varied and changed at will to suit any circumstance. Programme planning is usually dealt with in Leader Training Courses, and the intention in this Handbook is to show how the Sea Programme and water activities can be combined with the other general Scouting activities.



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Sample Programmes - New Troop

The first examples relate to a new troop, about four months old. It started with six Scouts, and for the first couple of months was run as one Watch. Four more Scouts joined in January, two Watches were formed and Watch Leaders appointed. The original six have completed the Membership Badge and have been invested.

It is now February and the programme is mainly concerned with basic Scoutcraft. Water Safety has been introduced, together with swimming practice and assessment. The new WLs are becoming responsible for some basic instruction, and a maritime atmosphere has been created. April to June will continue Scoutcraft, and will include the first camp - the June Holiday weekend. Elementary boatmanship will be introduced in June, and arrangements made with another troop or a local owner, to borrow a boat occasionally for basic rowing instruction and practice. Perhaps arrangements could be made for the WLs and AWLs to go on a course with an experienced Troop.

Quarterly Plan

	<u>Land Themes</u>	<u>Sea Themes</u>	<u>Outdoors</u>	<u>Boats</u>
Oct - Dec.	Sea Scout Badge -----"Christmas Good Turn"-----	-----	Hikes	-----
Jan - Mar.	Basic Scoutcraft	Water Safety Swimming	Watch Hikes	Visit to Lifeboat
Apr - Jun.	Basic Scoutcraft	Basic Boatmanship	June Camp Watch Hikes	Rowing
July - Sept.	Campcraft	Capsize/Rescue Moor/Anchor	Summer Camp	Boating Sessions

Monthly Plan - February

Week 1	Law and Promise Maps (Introduction)	Water Safety (Swimming)	-----	Swimming Pool
Week 2	Law and Promise Axemanship	Flag etiquette	Stbd Watch Hike	-----
Week 3	World Scouting (Slide Show)	Water Safety (Boating)	-----	Visit to Lifeboat
Week 4	First Aid (Introduction)	Life-jackets & Buoyancy Aids	Port Watch Hike	-----



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Weekly Programme - February, Week 2.

Friday night

- 1915 Duty Watch opens up, reports to Skipper.
- 1930 Fall In. Colours. Inspection by Skipper
- 1935 Watch Corners - Arranging Watch hikes this month, and menus for firelighting and cooking test - WLs and AWLs.
- 1950 Flag Etiquette - introduction to maritime usage - by Mate.
- 2005 Game - Blindfold Obstacle Course - by Mate.
- 2020 Instruction - New Scouts - "Scout Law & Promise" with Skipper.
- Older Scouts - "Axemanship - Safety Rules" with Mate.
- 2050 Fall in. Notices and announcements.
1. Stbd Watch hike on Sunday - Mate to sample cooking at 1330
 2. Reminder - visit to Lifeboat next Saturday week.
 3. Swimming - more practice needed - pool again next month.
- 2100 Closing Prayer.
Change the Watch.
Colours - flag down by new Duty Watch.
Dismiss.

The "Scout Method" is an educational system based on outdoor activities, using small groups and learning by doing, but formal instruction is sometimes necessary. Always stress the practical applications in these sessions. Explain the importance of safety rules in our activities and that these are not made to restrict adventure and enjoyment but to make sure that the possibility of accident or injury is minimised. Formal sessions should be kept short and, if possible, try to avoid a classroom style. Encourage questions and comments but beware of the "Joker" who may try to make amusing or sarcastic comments about everything. Games, both educational and to "let off steam" are important and should be planned in advance like any part of the programme.

Outdoor activities, such as simple hikes, are of paramount importance from the earliest days of a new troop. A hike is not just a stroll in the countryside; it should be used as an opportunity to introduce map reading, to comment on countryside and vegetation (eg. trees, crops, hedgerows, etc.) and observe wildlife. If the hike is along the sea shore, note the tide, flotsam and jetsam, sea shells, sea birds, sand dunes, etc. Educational visits, such as to a Lifeboat Station mentioned above, should be prepared beforehand and perhaps project sheets made out and given to the Scouts to fill in. Stress the importance of observation and introduce the idea of keeping a log-book or record of such activities.



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Sample Programmes - Established Troop

In this example we suppose that the troop has been established for some years, has a den of its own and a couple of boats. There are 30 Scouts in four Watches and three adult Leaders. Half the Scouts have the Sea Scout Badge and all the WLs have the Boatman Badge. The programme shows a good balance between land and sea activities and instruction. The WLs are responsible for most of the basic Scoutcraft instruction in their own Watches and the Watch Leaders Council is working well, both in advanced programme planning and in organising events.

Quarterly Plan

	<u>Land Themes</u>	<u>Sea Themes</u>	<u>Outdoors</u>	<u>Boats</u>
Oct - Dec.	First Aid	Water Safety Knots	Watch Hikes	Laying up; Clean&scrub; Sailwash &repair.
Jan - Mar.	Exploring Pioneering	Basic Charts Splices Boat maintenance	Hikes Orienteering Pioneering project	Repairs & Painting,etc.
Apr - Jun.	Camping (Preparation)	Boatman Revision	Easter Camp June Camp	Boat launch. Practical boating
July - Sept.	Camping Pioneering	Navigation & Pilotage	Summer Camp	Boating Expeditions

Monthly Plan - February

Week 1	Compass (Second session)	Back splice	Hostelling w/e	-----
Week 2	Mapping (Third Session)	Charts symbols	Hike-map exercise	Port&Fo'c'sle Watches sand&scrape boat.
Week 3	Lashings	Mariners Compass Variation	-----	Stbd&Middle Watches boatwork
Week 4	Route planning Route Cards	Back Splice (Revision)	Orienteering w/e	-----



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Weekly Programme - February, Week 2.

Friday night

- 1915 Duty Watch opens up, checks flags and equipment.
 1930 Fall In. Colours. Inspection by Skipper
 1945 Main Instruction Session
Charts - Introduction & Symbols - Skipper. Demonstrations with practice charts.
 2005 Game - "Snatch the Slipper" - Mate.
 2015 Notices and announcements.
 1. Map exercise hike on Sunday - arrange to meet - Mate.
 2. Boat work parties - Saturday. Port and Fo'c'stle - Bo'sun.
 2020 Watch Corners. Maps & Compass - revision by WLs and AWLs.
 Required - local OS map and Silva Compass to each Watch.
 2055 Fall in. Closing Prayer. Change the Watch.
 Colours - flag down by new Duty Watch.
 2100 Dismiss. Duty Watch tidy up - AWL.

Watch Leaders' Council meeting to discuss -

1. Arrangements for orienteering and mapping weekend in fortnight's time
2. Fix date for WLs and Skipper to explore site for Summer Camp.

2130 Close up HQ.

Saturday afternoon

1400 Port and Forecastle Watches to boathouse (working clothes).

Work allocation by Boatswain -

Port Watch scrape and sand outside of the hull.

Forecastle Watch - APL and one Scout assist the Boatswain with fibre- glass canoe repair, remainder with WL to sand the oars.

1630 Tidy up. Close down

Sunday morning

1030 Meet at the bus stop. Bus to the start of the hike. Met by the Mate. Each watch given instructions for the map exercise and proceeds on its own way.

1600 All Watches meet back at start (hopefully), for bus home.

These suggested plans are examples only, but show that "land" and sea training can be intertwined. There will also be "special" meetings at various times - e.g. a night "Wide Game", a film show, a talk by an interesting person, etc. There may be special meetings to cover specific subjects such as First Aid or Navigation for older Scouts.



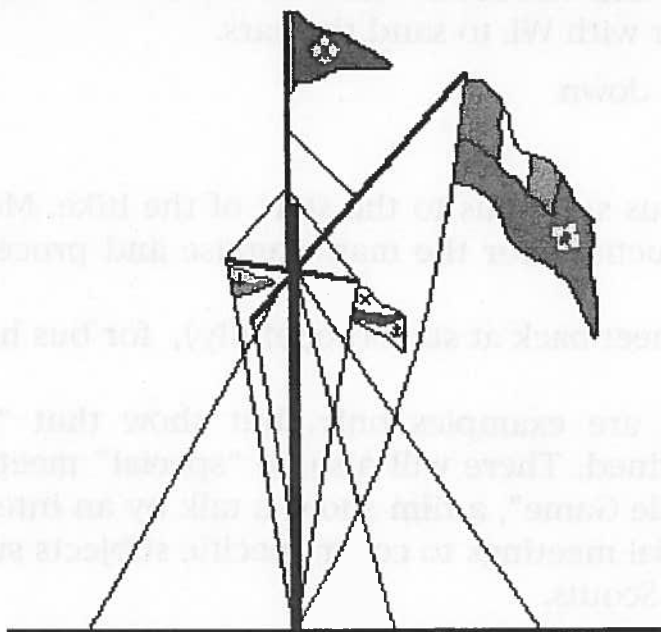
CEREMONIAL

Ceremonial is not an end in itself, but is a way of demonstrating a certain amount of smartness and formality, and helps to develop the nautical atmosphere. Ordinary meetings should start with a flag-up ceremony, known as "Making Colours". There is no one correct way of doing this, but the following is suggested as a simple routine, and many Troops have their own slightly different versions.

Flag etiquette in a Sea Scout troop should always follow maritime tradition. The National Flag at sea is called the "Ensign". On a mast with a gaff, the ensign should be flown from the peak of the gaff which is the point of honour. The SAI pennant should be flown from the mast-head. If there is a yard arm as well, a Troop flag may be flown from the "Starboard" side and the flag or pennant of the duty watch from the "Port" side. The Sea Scout "special ensign" may be flown in place of the National Flag.

Colours - The Watches "*Fall in*" and stand "*At ease*" - the Scouts of each Watch in line, with the Assistant Watch Leader on the right of the line and Watch Leader in front. The flags should have been prepared beforehand by the Duty Watch. The Troop is called to "Alert" by the Skipper or other Leader, the order "Colours" is given and the Duty Watch Leader steps forward and hoists the Ensign. The Leaders salute as the flag is raised. The Duty WL secures the halyard, takes a step back, salutes and returns to his place. If other flags are used in addition to the ensign (e.g. SAI flag or pennant, Troop flag, Duty Watch pennant), they should be hoisted simultaneously by other members of the Duty Watch. General announcements and/or inspection may come after Colours, and may then be followed by Watch Corners.

For flag down or "Striking Colours" the reverse of the above happens, except that the person taking the flag down does not salute.





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On camp, the same ceremonial is used for Colours in the morning and the evening. It is usual for the Troop to "Fall in " in Watches at the flag mast for Flag up, a short morning prayer and then notices for the day, followed by campsite inspection. However, for evening Colours on camp it is not usual to assemble formally, but to call everyone on the Campsite to "Alert" for flag-down by the use of whistle signals, particularly the use of the Boatswain's Call.

As a sign of mourning the ensign may be flown "at half mast". On these occasions, the ensign is first hoisted fully to the peak of the gaff and then lowered to the "half mast" position. In the evening the ensign is hoisted fully and then lowered.

Many Sea Scout Troops are situated in ports or harbours, with harbour offices or yacht clubs nearby. Always be careful about flag etiquette because people generally assume that Sea Scouts know about it. Flag etiquette is much more important in a maritime setting than it is generally on land. There are a few simple rules about flying the National Flag on land and, apart from those, anybody can fly any sort of flag s/he wishes. At sea, flags are governed by many national and international rules and conventions and flag etiquette is very important. Most maritime organisations, such as navies, coastguards, yacht clubs, lighthouse authorities, Sea Scouts, etc. regard their land bases as vessels and therefore adopt maritime etiquette for flags. This applies to Sea Scout HQs or dens and by extension to campsites. If you have a waterside den or activity centre, always fly the Sea Scout ensign and the Association pennant when there is any scout activity in progress, not just on special occasions. Scout vessels afloat should also fly the ensign and/or pennant when active. Troops may have a flag of their own which may be flown on appropriate occasions. More details of flag etiquette may be found in the new Sea Training Manual.

Boatswain's Call

The Boatswain's Call is a whistle used for passing orders on ships. It is still used today, but mainly for traditional reasons or ceremonial. It is not necessary to use in Sea Scouting but it does help to keep an old tradition alive. Some Troops use it regularly and find it very useful.

When a Troop has become well established, consider introducing the use of the Boatswain's Call. This requires some practice. Unfortunately the call is so shrill that practice is likely to be very unpopular and will have to be undertaken well away from other people. There are two notes - low and high. The low note is the ordinary note obtained by blowing the call with the hand open, and presents no difficulty. The high note is also called the "throttled"



SEA SCOUT LEADER'S HANDBOOK

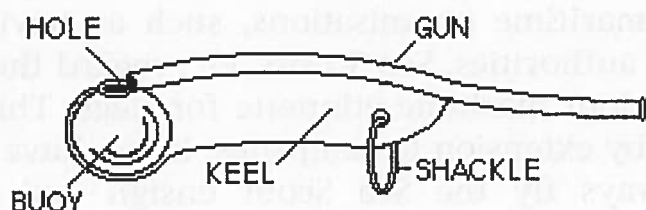
note, and is obtained by closing the fingers around the "buoy", but not too tightly. This note is quite difficult to get at first, but once the knack is mastered it presents no further trouble. The "call" is the name of the instrument and a "pipe" is the sound it makes. The following pipes are the main ones likely to be used in Sea Scouting -

"Stand by" is used as a warning, and is always followed by a verbal order - e.g. "*Troop, fall in*", or "*Stand by for Colours*".

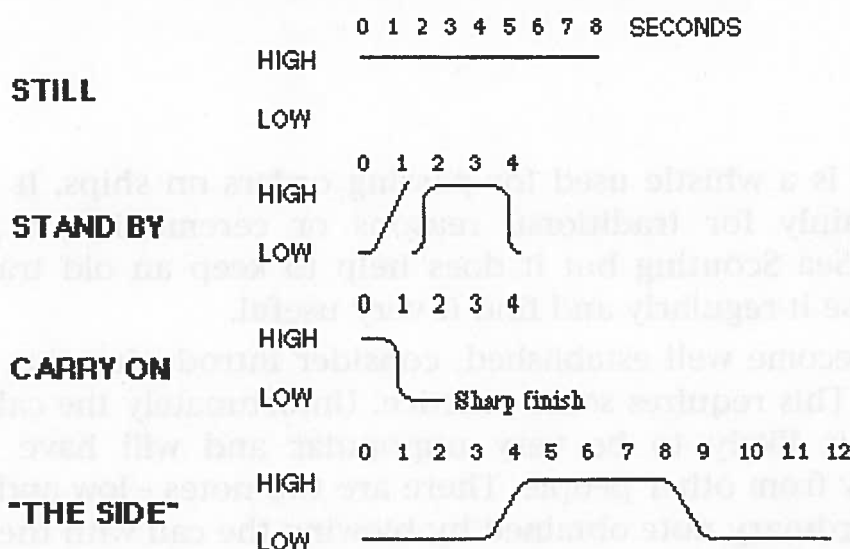
"The Still" is used to obtain silence to make an announcement, or to stop activity temporarily for some reason. It may also be used at Colours as the flag is raised or lowered.

"Carry on" is usually used after the "Still" or sometimes after the "Stand by", indicating that normal activity may be resumed.

"The Side" is a formal salute, welcoming an important visitor "on board". The full ceremony of welcome includes a party of 4 or 6 "side boys" forming a Guard of Honour. This pipe is sometimes used as a salute for flag-up, but never for flag down.



PIPES ON THE BOATSWAIN'S CALL





SEA SCOUT LEADER'S HANDBOOK

Ship's Time

The 24 hour clock is usually used, but a traditional method of indicating the passage of time is by the use of bells and this can be used during a meeting to help the nautical atmosphere if desired. The day is divided into seven watches of four hours each, except the two "dog watches" which are two hours each. This is to give an uneven number of watches so that the crew is on different watches each day.

Middle watch	0000 - 0400
Morning watch	0400 - 0800
Forenoon watch	0800 - 1200
Afternoon watch	1200 - 1600
First dog watch	1600 - 1800
Second dog watch	1800 - 2000
First watch	2000 - 2400

The bell is struck every half hour, and the number of strokes depends on the time in the watch. Thus 1300 hours is "two bells in the afternoon watch", 1100 hours is "six bells in the forenoon watch" and 2330 hours is "seven bells in the first watch". A watch always ends with "eight bells", except for the first dog watch. The dog watches are different - the first dog watch goes from one to four bells, just as the first half of any ordinary watch. The second dog watch then goes back again to one bell, two bells, three bells but finishes off with eight bells. The strokes are usually made in pairs; when there is an odd number the single stroke comes at the end.

Practical Boating

Even new Troops who have no boats can create a nautical atmosphere about their meetings and activities by using some of the above ideas. But a nautical atmosphere on its own is not sufficient to maintain a Sea Scout Troop. Practical boating is essential to maintain the character of the Troop and the interest of the Scouts. A new Troop without craft of its own should try to borrow a suitable small craft to start basic rowing and boat handling practice. More advanced boating, such as learning to row in a multi-oared boat, can often be obtained by arrangement with other nearby Troops who have craft, or by attending courses organised by the District or by the Region. Even in the early days of a new troop, the search for a suitable craft should start, or at least the financial planning for the eventual purchase of one. Adult Leaders with little or no boating experience at that stage should take the opportunity of attending training courses in boatwork before a craft is obtained.

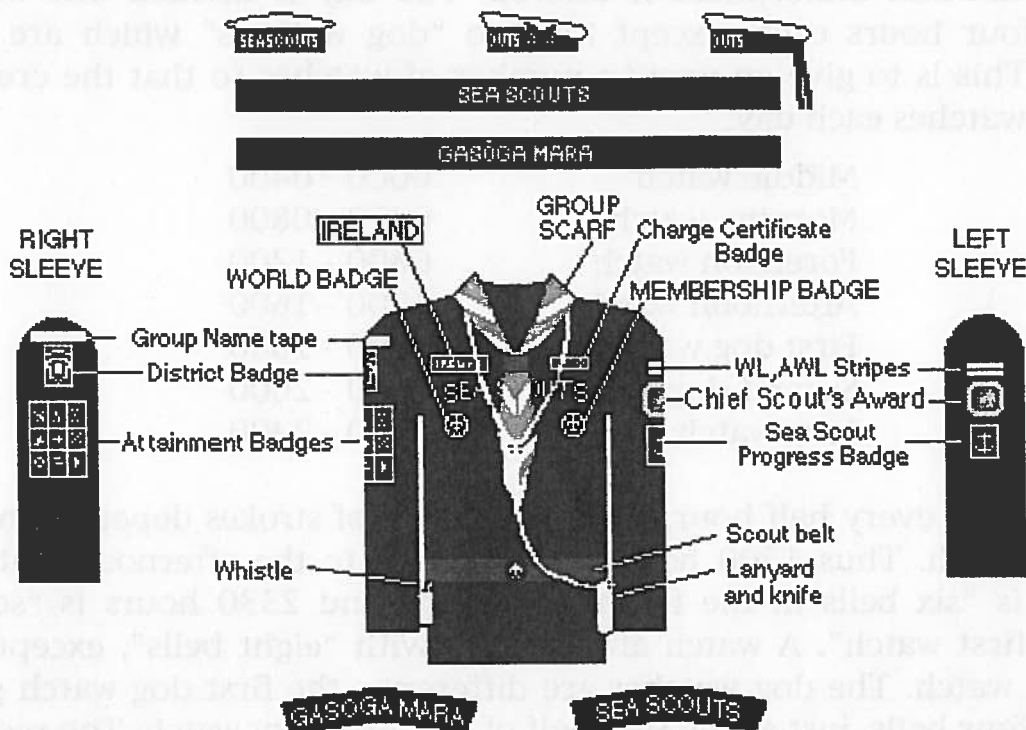
Canoeing is a very popular activity but one which requires well trained Leaders.



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UNIFORM

Sea Scouts have a smart uniform which should be kept clean and tidy, with badges correctly and firmly sewn on. Regular uniform inspections can be part of a monthly Inter-Watch Competition. Diagrams are given here to show the correct positioning of badges and other insignia.



The Sea Scout cap has a white top and no peak. A "tally band", lettered SEA SCOUTS or GASOGA MARA is worn around the brim, tied with a bow on the left side, or sewn at the back and left as two "tails" (by troop custom).

The navy-blue jersey has SEA SCOUTS or GASOGA MARA embroidered across the chest. Below the embroidered letters, the Membership Badge is worn on the left and the "World" Badge on the right. The "Ireland" badge (optional) is worn above the letters on the right, and the Charge Certificate Badge(s), if qualified, on the left.

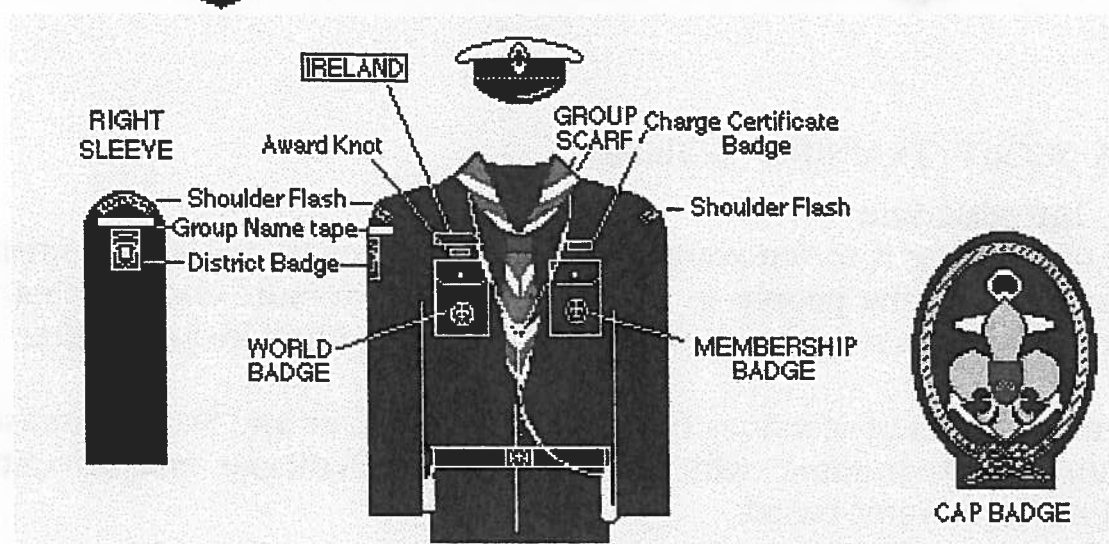
On the right sleeve the Group Name Tape is at the shoulder, with the District Badge closely below it. Attainment Badges and Special Proficiency Badges are worn on the right sleeve, with "Gaeilge Badge" just above them. The Watch Emblem (optional) is worn at the top of the left sleeve, and WL or AWL Stripes just below this. Sea Scout progress badge is worn in the middle of the left arm and the Chief Scouts Award, when obtained, is worn above this.

The Scout belt, with two clips, is worn outside the jersey, with a clasp knife on the left and a whistle on the right. A white lanyard is worn around the neck and is attached to the knife at the belt. Navy trousers. Black socks and shoes.

Shoulder flashes (Sea Scouts/Gasoga Mara) are not worn by Sea Scouts.



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Sea Scout Leaders and Venture Sea Scouts wear a navy jersey or shirt. World and Membership Badges, Ireland Badge and Charge Certificate Emblem are worn in similar positions on jersey and shirt. If a shirt, or a jersey without "Sea Scouts" or "Gasoga Mara" embroidered across the chest, is worn, a Shoulder Flash ("Sea Scouts" or "Gasoga Mara") is worn at the shoulder seam on both arms, with the Group Name Tape very closely below it on the right. The District Badge is worn immediately below the Name Tape on the upper part of the right arm and not further down in the middle. Note: Shoulder flashes should NOT be worn on jerseys with SEA SCOUTS or GASOGA MARA embroidered across the chest.

Leaders may wear lanyards, depending on Group practice. Leaders do not wear Scout Proficiency Badges, but if they possess an adult First Aid or Lifesaving Certificate they may wear the emblem of this on the right arm below the District badge. Special Sea Awards may be worn on the left arm.

Leaders may wear as an overgarment, a navy service-type jersey with epaulettes, with the Sea Scout Badge (see below) on the epaulettes. Except for a Charge Certificate emblem on the left chest, no other insignia should be worn.

Informal wear

Informal wear is used for camping, working on boats or boating. Many Troops have T-shirts or "Sweat shirts" for wear at regattas, camps, and other semi-formal activities. A navy blue polo shirt, with Anchor Badge, is available as activity dress for Leaders and Venture Sea Scouts.





THE SEA SCOUT TRAINING SCHEME

General Introduction:

The aim of Scouting is to “encourage the physical, mental, social and spiritual development of young people so that they can take a more constructive role in society”. This aim is achieved through a unique method incorporating: -

- The encouragement of values based on the Scout Law and Scout Promise
- An outdoor programme, which provides fun, challenge and adventure, much of which is water based.
- "Learning by doing" philosophy.
- The development of inter-personal skills through constructive teamwork.
- Comradeship through membership of a worldwide movement.

When you first read the Sea Scout progressive training scheme (the scheme), it appears to be completely standard driven, but it is not. The golden rule for the scheme implementation is that the Scout does his/her best, and we should not insist on the letter of the requirement. Sea Scouting is not trying to create expert sailors or mountaineers but is using these activities to develop the young person; if some turn out to be expert sailors or mountaineers, then that is a bonus. Keep this foremost in mind as you guide your Scouts through this scheme. The scheme is not the end-all of Sea Scouting, but is a tool that is used to help fulfil the aim of Scouting.

In Scouting, the Leaders must have concern for the individual as well as for the Troop. Each individual Scout is different, as each Troop is different. When planning to implement this scheme you, the Leader, and the Watch Leaders Council (WLC) must decide how this scheme best suits your local needs. Remember that, except in First Aid and in safety matters, the standards are not absolute. This does not imply a complete changing of the scheme but should lead to proper local evaluation, resulting in better Sea Scouting in your community but maintaining a common framework countrywide.

Young people spend a good portion of their week at school, so Scouting should try to avoid this type of format. We are educators but we use the outdoors and small groups for instruction and activity, and we promote learning by doing. The young person must feel important to the success of the Troop and therefore will feel part of the Troop.



SEA SCOUT LEADER'S HANDBOOK

Resource Material

A number of books have been produced, or brought up to date to back-up the new Training Scheme.

This book, the Sea Scout Leaders' Handbook, has been produced as an aid to adult leaders in providing the young people with a quality Sea Scouting programme. It contains information and advice about the training scheme, and about Troop administration and programme planning. It is intended that this handbook should be kept up to date regularly, whether by issue of amendments or by a new reprinting with amendments every year, has not yet been decided.

The Sea Scout Book is the basic guide book for all Sea Scouts and covers the requirements for the sea and land aspects of the Progress Badges up to Boatman Badge and some of Coxswain Badge. It is designed to be easy to use, but it is not intended to give comprehensive coverage of all aspects of the subjects.

"So Now You Are a Watch Leader" is a small handbook for Watch Leaders, intended to be an adjunct to Watch Leader Training Courses.

The Sea Training Manual is an additional, more detailed source of technical information on the maritime subjects and is a general reference book for Sea Scout Leaders, Instructors, Venture Sea Scouts and senior Scouts.

Nautical Games is a book of water-based games with a strong training content. This was produced by the Sea Scout Department of Scouting Nederland and presented at the European Sea Scout Leaders Seminar in Poland in 2000. It was enthusiastically received, and the European Scout Region arranged for an English translation to be made. Scouting Nederland has generously given permission for Sea Scouts anywhere to use the book, and the Scout Association of Ireland has published it for use in Ireland.



SEA SCOUT LEADER'S HANDBOOK

SEA SCOUT TRAINING SCHEME

A new Progressive Training Scheme for Sea Scouts was introduced in 2002. The Membership Badge is the first stage of this scheme, and is followed by four Progress Badges – the Sea Scout Badge is aimed at 11-12 year olds, the Boatman Badge is suitable for 13 year olds, the Coxswain Badge for 14/15 year olds and the Mariner Badge for WLs and Venture Scouts. The outline of the scheme is as follows.

Membership Badge – "Introduction"

|

Sea Scout Badge - "Finding Your Way"

|

Boatman Badge - "Guided to Self Reliance"

|

Coxswain Badge - "Supporting the Team"

|

Mariner Badge - "Leading the Team"



Membership Badge



Sea Scout Badge



Boatman Badge



Coxswain Badge



Mariner Badge



PROGRESS BADGES

Sea Scout Badge is the first of the progress badges and is so-called because it represents what should be the basic general level of competence of a Sea Scout – simple First Aid, use of a map and compass, knowledge of the Country Code and of Water Safety, and some practical experience of hiking, camping and water activities (rafting, canoeing, boating – oars, sail, or power), and general seamanship. Most Scouts should be able to complete this Badge in 12 to 18 months.

Boatman Badge indicates a growing experience in general scoutcraft, hiking and camping, more advanced First Aid and increasing competence in crewing and in handling a boat, including progressing to acting as coxswain. Also, at this stage the Scout should be able to demonstrate or explain some of the basic Scouting skills to new Scouts. This Badge is aimed at 13 /14 year olds.

Coxswain Badge is intended for 14/15 year olds, and requires a good level of Scouting experience, proficiency in hiking and camping and competence in boat handling. The Scout will be expected to show leadership in the Watch and in the Troop, to help to plan and take charge of some activities and have a reasonable ability to teach and demonstrate to younger Scouts.

Mariner Badge is intended for 15/16 year olds and for Venture Scouts. It indicates a good level of leadership ability, as well as technical competence to Charge Certificate level. Its requirements include organising and leading a waterborne expedition.

The Sea Scout Progress badge is worn in the middle of the left arm. Only one is worn – a higher grade replaces a lower grade.

Detailed requirements for the Progress Badges are given in Appendix 6.



Membership Badge

This badge is designed for new members entering a Sea Scout Troop who may come up from Cubs or be new to Scouting. They may be of any age from 11 to 16.

A young person joins Sea Scouting for a number of reasons: -

- Natural progression from Cubs to Sea Scouts.
- Friends already there.
- Parents wanting them to join.
- Looking for adventure.
- Hearing about a particular activity and wanting to take part.

A young person stays and participates in Sea Scouting only if the programme is found to be interesting and enjoyable.

The Membership Badge training lasts about six to eight weeks. Different aspects of Sea Scouting are presented, without going into too much detail. When guiding a new Scout through this badge, do not complicate or demand too high a standard: keep it simple, short and relevant. Make sure that the Watch Leaders are well briefed on their part in preparing the new Scouts for the Membership Badge, stressing the importance of practical, out of doors activities. Give new members time to decide if Sea Scouting is for them or not. "Sea Scouting is for everyone but everyone is not for Sea Scouting."

Arrangements for admitting new members vary from Troop to Troop. Some Troops have only one intake per year, usually about November/December; this may mean quite a large number at one time, which could be a disadvantage. Others have a maximum of two joining periods, at a time when new members can smoothly and easily join in the programme, say about September/October and February/March, taking in groups of no more than about ten at a time. This maintains a balance in the Troop. Other Troops have a policy of accepting members at any time throughout the year. When admitting a number of new members together, it may be worthwhile to get the parents of the new Scouts together also and discuss with them such topics as -



- Up-coming activities
- Personal equipment needed for activities and uniform
- Permission to join forms
- The Watch system
- Rules or disciplinary system that the troop uses
- The role of the parents
- Safety concerns
- Other

If you use this format you will find that in the long run you will get more support from parents. Make the parents feel involved, remembering that they are concerned about their children, but also remember that most teenagers don't want their parents too much involved in the day to day life of the Troop.

When assigning new members to Watches, if possible try to give them the opportunity to choose the Watches they want to be in. If they have met the Watch Leaders and Scouts beforehand, they may prefer to go to a particular Watch.

There are a number of ways to implement the Membership Badge training. All are valid but use the one that works for you. Here are some suggestions:-

1. Direct Entry into Watches

New members may be admitted directly into the Watches, when they can participate in ordinary Watch activities and games from the start, and the Watch Leaders will have a bigger responsibility in training them. It is probably necessary that all the new members, regardless of Watch, should be taken together for much of their instruction.

2. Recruits' Watch

New members, both Cubs and those new to Scouting, could form a temporary Recruits' Watch, and a dedicated Leader (existing Watch Leader (W.L.) or young Leader) be assigned to them. This gives them more attention and also reduces any initial fear of the unknown. They can achieve the Membership Badge quickly and smoothly together. You should involve all the W.L.s and Leaders in the training for the Membership Badge, allowing the new members the opportunity to meet them. When investiture comes close, divide the new members among the Watches.



3. Cubs becoming Sea Scouts

If your Group has a large percentage 'drop out' between Cubs and Scouts now is the time to find out what is going wrong and attempt to fix it. Talk with the Cub Leaders and attend some of their meetings.

The 'drop out' may be due to any of the reasons below or something different.

- Bullying
- Moving from being 'Top Dog' to being a 'Puppy' again.
- Competition from other activities, Soccer, Gaelic, etc.
- The parents decide about being in Cubs but the young person probably decides about the move into Scouts

If Cub Scouts are ready to 'Move Up', arrange with the Cub Leaders for a visit by the Sea Scout Leaders and W.L.s to the Cub meeting over a number of weeks. At these visits the Cubs can start their training for the Membership Badge and because they are Cubs this badge could be completed in four to six weeks. This is a suggested timetable -

Week 1:

All Sea Scout Leaders and Watch Leaders come down to the Cub meeting and meet the Cubs 'Moving Up' to Scouts. The Watch Leaders train the new members in the Membership Badge, and may also join with the Cubs in playing a game. Careful choice of game is important, try to avoid contact games.

Week 2 to 4 or 6:

The Sea Scout Leaders and Watch Leaders (one of each) take it in turn to come down and train the new members for the Membership Badge. During this period the Cub and Sea Scout Leaders should arrange an outdoor activity, possibly one that includes all the Cubs and Scouts but must include the Cubs 'moving up' to Scouts.

Week 5 or 7:

Cub Leaders award the Cub Link badge to the Cubs 'moving up'.

Week 6 or 8:

Cubs 'move up' into Scouts and finish all their requirements for the Membership Badge. They can be formed into the Membership Badge Watch or be allocated to the existing Watches.

Week 8 or 10:

Invest them as Scouts, invite their parents, Cub Leaders and possibly the 'Sixers' to the ceremony.



Membership Badge Explained

The Challenges in the Membership Badge are simple but they have meaning:

1. Scouting – The first parts of the programme are a simple history of Scouting, an introduction to Baden-Powell's ideas and ideals, and learning the Scout Law and Promise. The new Scouts learn about their Troop and how it and the different Watches work, and about Scouting worldwide.
2. Activity – From the start the young person must understand that Scouting is an outdoor organisation. It is important that the young people learn to take care of themselves, and know what personal equipment is needed. The activity should be simple in nature but yet have the fun, challenge and adventure. Remember that this person is new to Scouting and will achieve satisfaction with the simple things. Remember your first night camping - all you needed then to enjoy yourself was the novelty of the camp itself. Examples of Activities: Hill-walking, forest trail hike, water activity session, beach hike, river hike, cycle trip, etc.
3. Navigation – This is something that all young people can relate to. If they are of secondary school age they may already have learned something about map reading but in Scouting they get involved in the practical side. Scouting gives the opportunity to learn skills essential to safe adventure activities.
4. Rope work – This topic sometimes has a bad name - "Scouts sitting around in a hall tying knots". But in Sea Scouting knot tying is a necessity because of our activities. The secret to the success of this is to keep everyone busy, explain what each knot is used for, help the slower ones and keep the whole exercise short. Teaching knots can be much more interesting by demonstrating on a real boat or on a jetty or quayside, using real mooring bolards, posts or rings, cleats and fairleads, halyards and sheets.
5. Water Safety – Scouting activities often involve a certain risk. The risk should be recognised and controlled in a sensible manner, but be careful not to let the risk control you too much. The education of young people in the dangers of water activities and in ways to combat them is of paramount importance. Because we are Sea Scouts, Water Safety is one of our primary interests and the young Scouts are asked to have an understanding of swimming and boating Safety Rules. They will practice putting on a buoyancy aid / lifejacket in a controlled environment. This can be something new, practical and exciting to a young person.

When the Membership Badge requirements are completed, the Scout is ready for Investiture.



Investiture

The investiture ceremony should be of relevance to the young person and not just a showpiece for the Troop. Invite their parents of the new Scouts, as this is a way to get the parents involved. On many occasions the investiture will take place in the Scout Den, but sometimes an outdoor setting could be considered, maybe at the start of a water activity or hike or on camp.

Before the Investiture the Scout Leader should explain -

- The purpose of the investiture
- The significance of the Promise and Law
- The challenges involved in achieving the Membership badge.

The investiture should be conducted by the Sea Scout Leader. It is sometimes suggested that each new member should be invested separately. However, in some Troops the tradition is that Scouts from the same Watch are invested together. The Leader may be assisted by an Assistant Leader and by the Watch Leader of the Scout(s) concerned. The main element of the ceremony is that each new Scout, in front of the complete troop, promises to try to live up the ideals of the Promise and Law. There is no set pattern for an Investiture Ceremony but a suggested form is given here.

The Troop "Falls in", in Watches, in an open square or, traditionally, in "horse-shoe" formation, with the WLs in front of their Watches, and the Leaders at the open end of the square or horseshoe. The badges, hats and neckerchiefs (if required) are laid out on a table, labelled with the names of the new Scouts.

The Skipper calls the Troop to "Alert", and a colour party (flag bearer and 2 escorts) brings in the Troop flag, or a Scout flag (Association or World Flag). The National Flag should never be used for this. The flag bearer may be an Assistant Leader or a Venture Scout or one of the Watch Leaders who has no Scouts for investiture. The flag bearer stands on the Skipper's right, the Scouts of the escort return to their own Watches.

At the Skipper's request, the first Watch Leader brings the Scout(s) forward and they stand in front of the Skipper, the Watch Leader standing just behind them. The Skipper asks each candidate formally if s/he wishes to become a Scout and to make the Scout Promise. The dialogue may be similar to the following.



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Skipper- "Do you wish to become a member of the Worldwide Scout Movement? "

Candidate - "Yes".

Skipper - "Do you know what your honour is"?

Candidate - "It means that I can be trusted to be truthful and honest"

Skipper - "Can I trust you on your honour -

- to do your duty to God and your country
- to help other people
- to keep the Scout Law ?

Candidate - "Yes"

The flag is lowered horizontally between the Skipper and the candidate(s), and each places the left hand on the flag, and raises the right hand making the Scout Sign. All other invested Scouts present also raise the right hand in the Scout Sign.

Skipper - " Then repeat after me -" The Skipper then says the promise phrase by phrase, repeated by the candidate :-

- On my honour I promise to do my best
- to do my duty to God and my country
- to help other people
- to keep the Scout Law

The flag is then raised out of the way.

Skipper - "Welcome into the Worldwide Scout Movement".

Those who have been Cub Scouts in the Group will already be wearing the neckerchief. Other Scouts will now be presented with the neckerchief by the Skipper or an Assistant Leader, together with the first set of badges, including the Membership Badge, and their hats. The Skipper shakes hands with the new Scout(s), who return the salute and then about turn and return to their Watch with the Watch Leader. The Scout(s) from the next Watch then come forward.

After the investiture you should take the opportunity to talk with the parents, as they will be more relaxed asking questions and meeting you than if the room was full of parents that have been familiar with Scouting for years. A cup of tea and biscuits go down well at this stage.

To summarise, the Membership Badge is the first badge and in most cases the first taste a young person has of Scouting. It provides the basis for further advancement, challenge, adventure and most importantly, fun.



The Chief Scout's Award

The Chief Scout's Award is shared between the Scout and Sea Scout Sections. To apply for this award, the Sea Scout must be 14 years old and should hold at least the Boatman Grade. Six challenges are chosen by the Scout in consultation with the Scout Leader and registered with National Office. Twelve months are allowed to complete these challenges. Progress and achievement is recorded in a Log Book which is read personally by the Chief Scout. Each year, on the Saturday nearest to Founder's Day (February 22nd) all Chief Scout's Award winners during the previous twelve months are invited to a reception, presentation of Certificates and lunch by the Chief Scout.

Challenge 1 - Expedition

Plan and organise an expedition by foot, bicycle, boat or canoe of at least two nights' duration covering :-

- * 30km on foot over open country or
- * 100km by bicycle or
- * 30km by boat or canoe (coastal, river, canal or lake)

The expedition should be planned under the supervision of the Scout Leader. All safety precautions must be adhered to. Other Scouts may take part in the expedition, but a maximum of three Scouts may count the same expedition as part of their Chief Scout's Award.

Challenge 2 - Day Activity

Plan and lead a day activity such as a hike, cycle or boating trip for other members of your Troop producing route cards, maps, safety considerations and emergency procedures. The activity should have a theme on route, e.g. orienteering, dusk to dawn, historical visit, etc.

- * Hike 15km over open country
- * Cycle 50km road or off road
- * Boat / Canoe 10km river, canal, lake or coastal

Only the planner or organiser may count this towards the Chief Scout's Award.

Challenge 3 - Scout Skills

Lead the construction of one of the following items, which you have not constructed before:-

- * A monkey bridge over a river
- * A watch tower for your Summer camp
- * A classic altar fire with a back boiler
- * A classic altar fire with an oven
- * A hyperbola gateway for your Troop campsite
- * A campsite gateway with look-out tower



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- * A substantial knot board for your Scout Den or Hall
- * Build a raft and paddle it over a distance of half a mile
- * Construct a full nautical flag pole on your Summer Camp

Challenge 4 - Environment

Undertake an environmental project in the form of an activity, research or survey relevant to your local area or in an area where your Troop does most of its Scouting. This could be a campsite, woodland, park area, open land, beach or coastline with which you are familiar.

Challenge 5 - Personal Challenge

Set yourself a personal challenge, not necessarily part of your normal Scouting activities and not part of your school work, which you will endeavour to achieve during your year completing the Chief Scout's Award. This could be learning a new activity or skill or raising a current interest to a new level and you must be able to illustrate proficiency in a new interest or progress in an existing one.

Challenge 6 - Qualification

Achieve or have achieved one of the following qualifications -

- * Intermediate RLSS Resuscitation Award
- * RLSS Bronze Medallion
- * Recognised First-Aid course
- * National Safety Association Swimming Level 4
- * Intermediate Charge Certificate
- * Orienteering award
- * Other award or proficiency of a programme nature defined by the National Scout or Sea Scout Team or by your Scout Leader

The Chief Scouts Award is worn on the left arm above the Sea Scout Progress Badge



CHIEF SCOUTS
AWARD



SEA SCOUT LEADER'S HANDBOOK

Attainment Badges

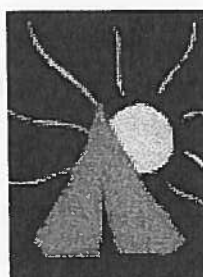
As well as the progressive scheme, Sea Scouts have the opportunity to gain other specialised badges called "Attainment Badges", which we share with our "land" Scout comrades. Much of the content for these badges is contained in the scheme and the additional criteria are achievable with a bit more work. Attainment Badges are worn on the right arm, below the District Badge and above the elbow.



Backwoods



Camp Skills



Camper



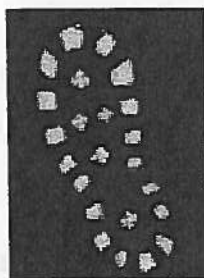
Canoeing



Cycling



First Aid



Hiker



Lightweight Expedition



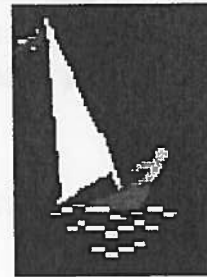
Mountaineer



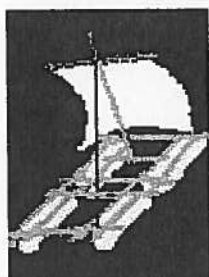
Powerboating



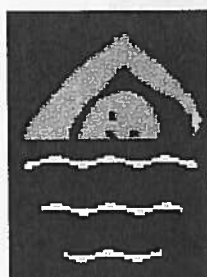
Rowing



Sailing



Rafting



Swimming

Detailed requirements for the Attainment Badges are given in the Appendix.



Further Training

It is important that Watch Leaders and senior Scouts have some extra attention and tuition from Leaders or Instructors. As a Sea Scout progresses through training, gains more experience and practical ability, and develops leadership qualities, the opportunity should be taken to obtain Boating Charge Certificates. Also, special courses or sessions may be arranged for boatswain's work, coastal navigation, marine radio, etc. These should usually be reserved for those who have already obtained the Boatman Badge. Many Troops would have very few Scouts interested in such extra courses, and it may therefore be difficult for an individual Troop to organise. The Sea Scout Area Committee may be able to make arrangements for a Course on an Area or District basis. This has the advantage that it does not give more work to the Troop Leaders, and can be seen to be independent of the ordinary Troop Programme.

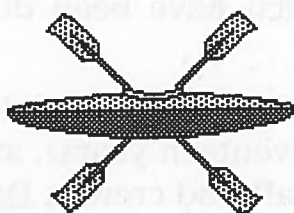
CANOEING

This is a very popular activity among Sea Scouts and "Land" Scouts alike. There is an integrated training scheme in three grades, Leadership Certificates and Instructor Certificates.

The Scout and Guide Canoeing Logbook is designed to provide a record of progress through the scheme. The Rules for Canoeing and the Classification of Waters for canoeing are given first, and then the requirements for the various Proficiency, Leadership and Instructor Awards. The tests and exercises are described in detail, and must be signed by a properly qualified examiner only - the recognised qualifications are given after each section.

Proficiency	Leadership	Instructor
Basic Canoe Badge	--	--
Canoe Badge	Basic Canoe Leader Cert.	--
Advanced Canoe Badge	Canoe Leader Certificate	--
--	--	Canoe Instructor Cert.
--	--	Senior Instructor Cert.

Canoeing in Scouting is at present (July 2002) under review and there may be changes in the Canoeing Rules and Canoe Training Scheme in the near future. The present rules are given in Appendix 2 of this book.





THE BOATING RULES

Scouter's Responsibility - "Before allowing a SCOUT to take part in any boating activity the Scouter-in-charge must consider the age, experience and reliability of the SCOUT, and the ability and experience of himself or any other person in charge of any part of the activity. The Scouter should always take whatever precautions a prudent parent would observe for the safety of his own children".

It is essential that Sea Scout Leaders know and appreciate the importance of the Association's Boating Rules and Canoeing Rules, which are printed in full in the appendix to this book.

The Boating Rules were not drawn up with the intention of restricting fun, adventure or initiative, but in an attempt to achieve all these ideals in as safe a manner as possible. The often repeated saying is still valid - "Boating is safe provided you remember that it can be dangerous". Look for any dangers and either eliminate them or take appropriate precautions against them. If a foreseen danger cannot be eliminated or guarded against, then don't go boating on that occasion. There is always the possibility of unforeseen danger and this is why training, experience, common sense and seaworthiness of craft and equipment are stressed so much.

Charge Certificate Scheme

The Charge Certificate Scheme is a system of qualifications for various types of boating. The function of the scheme is to assess practical competence in boat handling, and also the leadership ability of the Scout or Leader concerned, and to licence him to take Scouts boating. Charge Certificates are available for rowing, sailing and powered craft.

Basic Boathandling Certificates are temporary certificates to enable leaders to get waterborne with the intention of improving skill and being assessed for a full certificate later. The certificates are confined to enclosed safe waters, in good weather (wind force 3 max), between 1 May and 30 September, and will be issued once only.

Intermediate Certificates are intended for Watch Leaders/Patrol Leaders over fourteen years old and Venture Scouts and Adult Leaders with limited experience. They signify that the holder is competent to take charge of a boat and crew in areas of water which have been defined for each Group - i.e. restricted waters.

Advanced Certificates are intended for Adult Leaders and more senior Venture Scouts (must be over seventeen years), and signify that the holder is competent to take charge of a craft and crew in Day Cruising Waters.



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Instructor Ratings are additional qualifications available to those with Advanced Certificates.

Coastal and Off Shore Cruising Certificates are only awarded to those who possess the Coastal Skipper or Yachtmaster Certificate of the Irish Yachting Association, and also an Advanced Sail or Power Certificate of the SAI.

Classification of Waters for Boating

The following definitions are intended as a guide to the type of waters to be expected in each category -

(a) Enclosed safe waters - sheltered inland waters, rivers, canals and small lakes, and other sheltered waters where currents and tides create no real danger.

(b) Restricted waters - the sea up to one mile off shore, but excluding any more dangerous waters closer inshore - e.g. tide races, "overfalls", etc. More sheltered parts of estuaries, large inland lakes.

(c) Day Cruising Waters - the sea up to three miles off shore and up to fifteen miles along the coast in either direction from the Group's normal base, but excluding any more dangerous waters close inshore, as mentioned above. Day Cruising Waters also include the exposed parts of large estuaries.

Note The limits of waters classified in (a) and (b) above are laid down for each Group by the National Sea Scout Team, in consultation with the Group. Any boating which extends into the Group's Day Cruising area must be treated as an expedition.

(d) Coastal - the sea up to ten miles off shore, but excluding any more dangerous waters close inshore.

(e) Off shore - passages out of sight of land.

NOTE:

It is obvious that conditions in certain waters may vary considerably in different weather and tidal conditions, and therefore classifications can change. All Charge Certificate holders must appreciate the dangers which may appear with such changes, and realise when general weather conditions make an area unsuitable for boating or when the boundaries of a classified area should be further restricted.

Present boating limits for Groups are given in the Appendix.



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Requirements for Charge Certificates

Although a candidate for a Charge Certificate is obviously expected to have a good level of technical skill and theoretical knowledge, equally important parts of the assessment are a sense of responsibility and dependability, common sense and local knowledge.

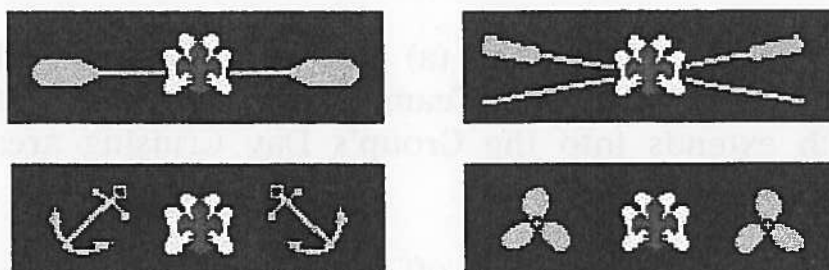
Training

The Sea Training Team operates on an area basis, through the Area Committees and is responsible for providing or arranging Training Courses and assessment sessions for Adult Leaders in boating and seamanship. They are advertised locally, and enquiries should be made through your Area Committee Secretary.

Issue of Charge Certificates

The Charge Certificate Log Book should be signed by the assessor, and when completed for a particular certificate, it should then be sent to the Area Committee Secretary. There is no need for any other application form - the completed Log Book is sufficient. Experienced boatmen who wish to apply directly for Charge Certificates, should consult with the Area Committee Secretary to arrange for assessment, or recognition of previous qualifications.

Note - Canoeing has a separate system - details will be found in the "Scout and Guide Canoeing Logbook".



Charge Certificate insignia may be worn over the left shirt pocket or in a similar position on a jersey by those qualified. The badges indicate the type of certificate, and the colour of the fleur-de-lys in the centre indicates the grade (red for intermediate, green for advanced, purple for coastal/offshore). A green border indicates instructor grade.



Equivalent Qualifications

Qualifications of the Irish Sailing Association and of the Royal Yachting Association may be used as equivalents for assessing sailing and power charge certificates, as follows -

Sailing Basic Boathandling Certificate - ISA Level 2.
Intermediate Sail Certificate - ISA Level 3.
Advanced Sail Certificate - ISA Level 5.

Power Basic Boathandling Cert. - ISA/RYA Introduction to Power Boating.
Intermediate Certificate - ISA/RYA National Powerboat Certificate.
Advanced Certificate - ISA/RYA Advanced Powerboat Certificate.

Holders of the above qualifications should still be assessed for local knowledge and for experience with the relevant craft in use in Scouting.

BOAT CERTIFICATES

All boats owned by, or in regular use by Scouts should be examined by an expert once a year. It is recommended that this boat examiner should be independent of the Group which owns the craft. Many districts appoint a District Examiner, and arrangements are then made for him to visit each Group and inspect the boats at mutually acceptable times. Application forms for Boat Certificates are obtained from the Area Secretary. A Certificate is valid till the 31st March of the following year. A Certificate can only state that the boat is satisfactory and seaworthy, and has the correct equipment at the time of inspection. If a boat suffers damage sufficient to make it unseaworthy during the time covered by the Certificate, that Certificate naturally becomes null and void. If the craft is then repaired and restored to seaworthiness, the Scout Leader in his own interest should have the boat re-examined before it is recommissioned into Scout use. The Boat Certificate rule does not apply to craft which are not owned by the Association or Group, and are obtained on loan occasionally. In these cases, a much greater responsibility is placed on the Scout Leader concerned to satisfy himself that the craft is seaworthy - if there is any doubt, in his own interest he should ask an independent person to examine the craft for him.



Personal Flotation Devices - Lifejackets and Buoyancy Aids

All floatation garments must carry the CE mark of approval. These are classified into four groups by level of buoyancy, measured in units called "Newtons". The rating given in the title of each group is that for adult sizes. Smaller sizes in the same group have proportionally less buoyancy.

50 NEWTON - BUOYANCY AID

- Support for a conscious person capable of self-help
- Competent swimmers only
- For sheltered water use where help is near at hand
- Minimum bulk for active watersports

Use of this garment should be restricted to sheltered inland waterways or safe enclosed inshore waters, with close support (including safety craft) and supervision - e.g. dinghy training, sailing and rowing regattas, and such events. This type is recommended by the Irish Sailing Association for use on sailing courses, unless otherwise specified. This is also the type most commonly used by canoeists.

100 NEWTON - BUOYANCY AID

- Increased buoyancy for use in general inshore conditions
- Reasonable assurance of safety in relatively calm waters, but not guaranteed to self-right an unconscious person, or to protect the airway of an unconscious person in water.
- Suitable for swimmers and non-swimmers
- Retro-reflective stripes

This is the commonest type for general Scout boating.

150 NEWTON - LIFEJACKET

- Reasonable assurance of safety in all but the most severe conditions for a person not fully capable of self-help. Note - may not immediately self-right an unconscious person who is wearing heavy waterproof clothing.
- Suitable for swimmers and non-swimmers
- Whistle
- Retro-reflective strips

These jackets come in four forms -

- 1 - No permanent buoyancy - inflation by mouth
- 2 - No permanent buoyancy - manual inflation by gas cylinder
- 3 - No permanent buoyancy - automatic inflation on immersion
- 4 - Contain permanent buoyancy and may be inflated to full buoyancy level.

Permanent buoyancy amounts to about half the specified buoyancy level - they do not become "lifejackets" until fully inflated. Normally they should be worn uninflated to allow full and unrestricted movements. The decision to inflate lifejackets is made by the person in charge of the boat.



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Of these four sub-groups only jackets with permanent buoyancy are recommended for normal Scout use. Jackets with no permanent buoyancy, described (1, 2 and 3 above) are not recommended for normal Scout use.

275 NEWTON - LIFEJACKET

- High performance jacket for offshore use and severe conditions

This type of jacket would not normally be used in Scout boating.

THE CE MARK

Lif jackets and buoyancy aids that meet the European standards carry the CE mark to show that they comply with the regulations.

CORRECT USE

Leaders in charge of boating activities should ensure that buoyancy aids or lifejackets are of the correct size and are worn correctly - properly closed and secured. They should not be thrown around or into a corner, walked on or otherwise ill-treated. The best way to carry a buoyancy aid from the boat to the den or the campsite is to wear it. After use, buoyancy aids should be hung on hooks or on a frame to dry and to keep aired. Damp jackets left in a pile will soon develop mildew. Jackets that have been immersed in salt water should be thoroughly rinsed in fresh water before hanging up to dry. Salt and sand in zips and buckles can cause them to seize and become inoperable, and can also cause fabric wear in seams and stitching lines.

REGULAR INSPECTION

All flotation garments, new and old, should be inspected regularly. Particular attention should be paid to zips, buckles and straps. Any buoyancy aid or lifejacket that has been damaged, so that its buoyancy has been reduced or that it cannot be properly closed and secured, should be taken out of service immediately and destroyed - it should not be left around and regarded as a "reserve".

RETRO-REFLECTIVE STRIPS

It is advised that retro-reflective strips should be attached to 50 Newton buoyancy aids that may not have them.



Waterborne expeditions

This is where the fun and adventure of real Sea Scouting can be found. Such expeditions often require more careful thought and preparation than the equivalent land expedition, and also have more stringent rules governing them. The waters on which an expedition or cruise takes place will determine the Charge Certificates required, and particular attention must be given to the ability and experience of the crew. A full check-list of gear and equipment must be gone through.

The main factor that must be taken into account right up to the last minute is the weather. Except in exceptional weather a land expedition can go ahead as planned, but if the wind is too strong or the forecast is unfavourable a waterborne event may have to be postponed or cancelled, even in bright sunshine. There are times when an expedition or event has been cancelled because of the forecast, but the expected bad weather does not materialise. This may seem a terrible waste of opportunity at the time, particularly if some other people are seen going out. But it is far more seamanlike to make the right decision and avoid unnecessary risks.

Passage Planning

A proper cruise plan is a very good discipline, and is advisable even for day expeditions. Don't forget to tell someone where you are going and your expected time of arrival. When you reach your destination you should report your safe arrival.

A very useful code to remember in relation to boating expeditions is "WATCH IT", and this is recommended to all Sea Scouts and Leaders.

W - Weather..... Get latest forecast.

A - Area Course planning, local information.

T - Tides Look them up and note.

C - Clothing Adequate, warm and waterproof.

H - Hazards..... Places and situations to avoid and beware of.

I - InventoryCheck list of gear and spares.

T - Tell someone Route etc., etc.



CHOICE OF BOATS

Quite often the choice of craft for a Sea Scout Troop can be a matter of chance. Sometimes a boat may be donated by a well-wisher, or one may be available at a bargain price. Such craft may not always be the most suitable for Scout use, but the usual comment on this is "beggars can't be choosers"! A new Troop should start to think and plan for a boat as early as possible after its formation. If a boat is offered as a gift or on loan, get it examined by someone experienced in looking at boats to make sure that it is basically sound. If a lot of work is required on the craft, and the Group does not have the necessary skills to deal with this, make sure that repairs can be done and that sufficient expertise is available from outside the Group to complete them. Sometimes it is far better to decline, with thanks, an offer of an unsuitable boat, or one which requires too much work to make it seaworthy.

The Sea Scout Programme provides the full training syllabus for a Sea Scout Troop including water activities. The first activity that a Sea Scout learns (after swimming) is to row. He should learn to row a small boat on his own with two oars, and also how to pull an oar as a crew member in a multi-oared boat.

When considering choice of boat careful thought must be given to the proposed usage and economics. If the Troop wishes to follow the full Sea Training Scheme and include sailing training and expeditions in its programme, it will make more sense to look for one boat which can be both rowed and sailed, and also used for expeditions. It was this line of thought which eventually led to the development of the Sea Scout Standard Boat ("BP 18") which is described on the next couple of pages. This standard boat has now become well established in Sea Scouting in Ireland, and about 22 are in use for general training in rowing and sailing, in competitions and for waterborne expeditions and journeys. A number are also in use by An Slua Muirí (Naval Reserve), Greencastle Fishery Training School and a couple of V.E.C.s, as well as some in private ownership. All Sea Scout Troops, no matter how new, are urged to think about acquiring a Standard Boat if at all possible.

A small sailing dinghy, which can also be rowed satisfactorily, would be a good choice for many Troops. There are many suitable small boats for this purpose, not necessarily class dinghies. While the "Optimist" is particularly useful for the smaller Scouts it is probably too small to be of much general use. A new Troop may be able to borrow a small craft occasionally. Such a dinghy would be used for basic rowing and sailing instruction, and also to teach sculling over the stern. If a BP18 is not a practical proposition at the time, a Troop should look for a boat that can be rowed by two to four Scouts with a coxswain. The choice of building material may influence the choice of a boat. Glass-fibre boats are much easier to maintain than wooden boats, and may also be cheaper.



SEA SCOUT STANDARD BOAT

During 1976 a questionnaire was sent to all Sea Scout Leaders throughout the country asking for their ideas about a Standard boat for Sea Scout use. At that time the nearest there was to a standard rowing craft was the East Coast Skiff. This was however confined to the east coast, and was considered by some to be unsuitable for their needs and comparatively expensive for a craft which could not be used for sailing also. The "Mirror" dinghy was used in some Groups for sailing instruction. The general feeling throughout the section was that we needed a boat about 18 to 20 feet long, which could carry about 5 or 6 Scouts and could be rowed or sailed. Information about other Sea Scout boats was obtained - the New Zealand Standard Boat, the British "Home Counties Gig" and the Dutch "Lilievlet". Mr. Kevin MacLavery, a marine architect, expressed interest in our project, and all the information that had been collected was handed over to him for study and opinion. The result was a set of plans and a model of a proposed new Irish Standard Sea Scout Boat which were presented to the Sea Scout Leaders' Conference in Cobh in 1977. The design was for a "double-ender", 18 feet over all, capable of being rowed with 2, 4 or 6 oars, and rigged for sail as a ketch. The conference adopted the design, and a committee was established to pursue the matter further, particularly to seek sponsorship for making the mould. This sponsorship was eventually provided by the British Petroleum Company, and therefore the class was named "BP 18 ". The standard sailing rig is a Bermudan Ketch, with the jib and mainsail being the same size as those of a G.P.14 - a diagram is shown on the next page.

Details and Specifications

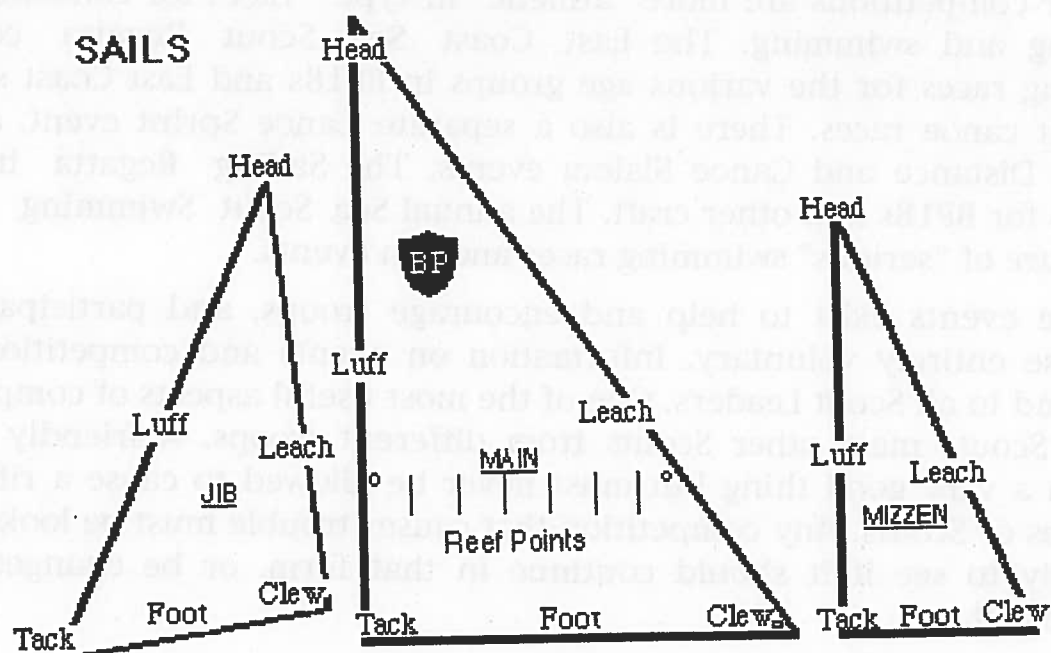
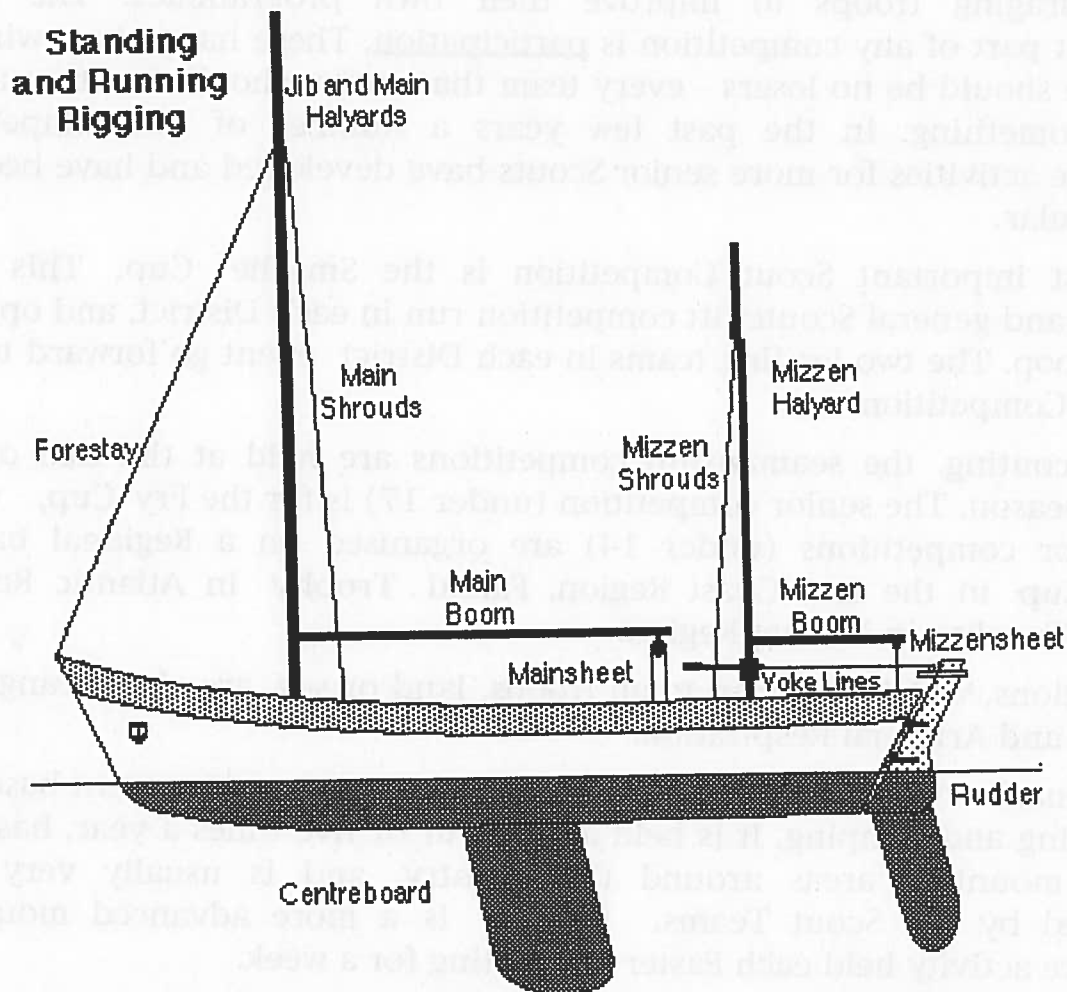
LOA:	18' 1.5"	5.52 m
LWL:	15' 0"	4.57 m
BEAM:	6' 2"	1.88 m
DRAFT:	1' 2"	0.35 m
HULL:	Moulded GRP with timber topstrake, keel and bilge	
RIG:	Bermudan ketch.	
Sail Area	1200 sq.ft	111.5 sq.m





SEA SCOUT LEADER'S HANDBOOK

THE SEA SCOUT STANDARD BOAT "BP 18"





SPECIAL EVENTS AND COMPETITIONS

There are many competitions available to Sea Scout Troops, both land-based and water-based. Competitions can be very useful in raising standards and in encouraging troops to improve their own programmes. The most important part of any competition is participation. There has to be a winner, but there should be no losers - every team that enters should feel that it has gained something. In the past few years a number of non-competitive adventure activities for more senior Scouts have developed and have become very popular.

The most important Scout Competition is the Smythe Cup. This is a camping and general Scoutcraft competition run in each District, and open to every Troop. The two leading teams in each District event go forward to the National Competition.

In Sea Scouting, the seamanship competitions are held at the end of the boating season. The senior competition (under 17) is for the Fry Cup, while the junior competitions (under 14) are organised on a Regional basis - Hamil Cup in the East Coast Region, Fanad Trophy in Atlantic Region, Fastnet Trophy in Fastnet Region.

Competitions, which are open to all troops, land or sea, are also arranged in First Aid and Artificial Respiration.

The Sionnach Adventure is a very popular non-competitive event based on hill walking and camping. It is held about four or five times a year, based in various mountain areas around the country, and is usually very well supported by Sea Scout Teams. P.E.A.K. is a more advanced mountain adventure activity held each Easter and lasting for a week.

Other competitions are more "athletic" in type - races for canoeing, rowing, sailing and swimming. The East Coast Sea Scout Regatta consists of rowing races for the various age groups in BP18s and East Coast skiffs, and sprint canoe races. There is also a separate Canoe Sprint event, as well as Long Distance and Canoe Slalom events. The Sailing Regatta has sailing races for BP18s and other craft. The annual Sea Scout Swimming Gala is a mixture of "serious" swimming races and fun events.

These events exist to help and encourage troops, and participation is of course entirely voluntary. Information on events and competitions is sent around to all Scout Leaders. One of the most useful aspects of competitions is that Scouts meet other Scouts from different troops. A friendly rivalry is often a very good thing but must never be allowed to cause a rift between troops or Scouts. Any competition that causes trouble must be looked at very closely to see if it should continue in that form, or be changed or even abolished.



APPENDIX 1

BOATING GUIDELINES:

SCOUT: The term Scout refers to members of all sections of the movement including Scouters. The terms 'boats' and 'boating' refers to oars, power, sail etc. not windsurfing or canoeing, except where otherwise made clear.

Scouter's Responsibility: Before allowing a SCOUT to take part in any boating activity the Scouter-in Charge should consider the age, experience and reliability of the Scout and the ability and experience of her/himself or any other person in charge of any part of the activity. The Scouter should always take whatever precautions a prudent parent would observe for the safety of his/her own children.

BASIC RULES

1. All persons in charge of boating should know and understand these boating rules, and also the rules and warnings issued by the local authorities or by a local Scout Group/ Sea Scout Area Committee relating to the waters concerned.
2. All persons in charge of boating must consider the weather conditions, existing and forecast before undertaking any activity afloat.
3. All persons in charge of boating should inform themselves of the details of tides, currents, hazards and dangers which may be found in the waters concerned.
4. Swimming — NO SCOUT may undertake boating activities unless he/she can swim at least 50 m in shirt, shorts and stockings and thereafter remain afloat for 2 minutes.
5. Dangerous Clothing: Knee or thigh boots or other dangerous clothing should not be worn in boats.
6. On all Sea Scout activities afloat, including rowing regattas and races, a personal flotation device (life jacket or buoyancy aid, depending on the activity or waters in question) should be worn by each person afloat. In large fully decked sailing or motor craft, the person in charge of the craft may allow jackets to be removed.

NOTES on Personal Flotation Devices -

- (i) Personal Flotation Devices (Life jackets or Buoyancy Aids) should conform to CE specifications. (For details see pp 42 - 43 of the Sea Scout Leaders Handbook).
- (ii) For most ordinary Sea Scout activities, 100N jackets are the most suitable. For activities in sheltered inland waterways, or in safe enclosed inshore waters with close support (including safety craft) and supervision - e.g. dinghy training, sailing and rowing regattas, and such events, 50N jackets may be used.
- (iii) Personal Flotation Devices should be checked regularly for general condition, straps, lacing and fastenings. as well as whistle and retroreflective strips. If used, also check that lights, gas and automatic inflation devices are regularly serviced and inspected.
- (iv) The Scouter in Charge should ensure that lifejackets / buoyancy aids are worn and securely fastened. Check and use leg straps if appropriate for the PFD concerned.
- (v) The Merchant Shipping (Mechanically Propelled Pleasure Craft) (Safety) Regulations, 2001, published in Statutory Instrument No. 284 of 2001, has laid down regulations on the use of PFDs in power craft and on the age limits for those in charge of power craft. A summary of these regulations is given after the Boating Rules.

7. Safety Harness should be worn in fully decked sailing or motor craft by all those on deck at night or in rough weather.



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8. Lights should be carried when operations may not be complete before dark. Small craft in darkness should have a white light for display to prevent collision. Vessels under power and larger sailing craft require the regulation white, green and red lights. (Regulations for Preventing Collisions at Sea).
9. Charge Certificates: Any person in charge of a boat should hold a Charge Certificate for the type of boat and area in question. Certificates are available for rowing, sailing and power craft, in different categories of water. (For details see pp 38-40 in the Sea Scout Leaders Handbook. When a craft is in the charge of a person not a member of the Scout or Guide Movement of Ireland, a Charge Certificate will not be required. However, it is the responsibility of the Scouter in Charge to satisfy him/herself that such a person has the necessary knowledge, skill and experience before allowing Scouts to sail with him/her. The boat's insurance should also be checked.
10. Boat Certificates/Insurance:
 - (a) Any boat owned or on long term loan to a Scout Group should be covered by a Boat Certificate (see p 41 of the Sea Scout Leaders Handbook). These are valid until 31st March after the date of issue. Boats should then be re-examined before further activities are undertaken. (Note - this is the Boat Certificate duration and is not related to the season of use - check the Boat Insurance policy for the Season and Lay-up periods). Certificates are issued by the Area Committee on the recommendation of examiners appointed by the Committee or by the Sea Scout Team. Certificates should be displayed on the vessels concerned. In respect of Boats other than the above, the Scouter should satisfy him/herself, by direct examination or by seeking advice , for example from the official Area Boat Examiner, that the boat is seaworthy for the purpose for which it is to be used. In all cases the Scouter should ensure that the Boat carries the necessary equipment, that it is adequate for the activity, that it is not overloaded and that it is stowed so as not to hinder its free working.
 - (b) Groups are encouraged to have appropriate craft examined by the RNLI Sea Check Scheme.
 - (c) High speed craft and craft with outboard engines over 20 hp must be individually notified to your insurance company. The towing of water toys/skis/ wakeboards , etc. are all subject to additional insurance advice.
 - (d) Trailers owned and used by the Group must have their own insurance policy. The Leader in charge must check the regulations for using a trailer on the road. All trailers require lights and safety chain. A braked trailer must be used for loads over XXX. A 4WD vehicle may be required to tow in some cases. Trailers must not be overloaded to exceed the permitted towing or axle weights. Bearings should be checked before long trips, and a spare wheel and toolkit carried. Ensure that anyone towing the trailer has adequate insurance for the vehicle and holds the appropriate driving licence.



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11. Classifications of Waters: Boating waters are divided into 5 different categories and this classification is closely linked with the Charge Certificate System.
- (a) Enclosed Safe Waters — suitable for basic instruction and practice. Limits of the area are to be laid down by the Scouter in Charge and should lie within the ordinary 'Restricted Waters' of the 'Group'. The levels of proficiency required for these waters are the responsibility of the local groups.
 - (b) Restricted Waters — suitable for more advanced instruction and practice. Limits of the area are laid down for each Group by the Area Committee, in consultation with the Group and local experts. Scouts should not boat outside this area without an appropriately qualified adult leader. An Intermediate Charge Certificate is required here
 - (c) Day Cruising Waters — suitable for day cruises and expeditions, requiring an Advanced Charge Certificate. Taking charge of a group of craft in 'Day Cruising Waters' requires an Instructor's Rating or a Coastal Certificate.
 - (d) Coastal — requires ISA/RYA Coastal Skipper Certificate .
 - (e) Offshore — requires ISA/RYA Yachtmaster Offshore Certificate.

DAY Cruising or extended Cruise Camping should be properly planned and organised and unexpected eventualities guarded against. These extra guidelines below apply to cruising.

- 12. The Scouter in Charge should make out a provisional Sailing Plan beforehand and obtain the permission of the Area Sea Scout Committee. The District Commissioner or other person or body appointed by him for the purpose (eg PA) should be notified and a PC Form completed if required (this does not apply to cruises or expeditions within the 'Day Cruising Area')
- 13. The Scouter in Charge should run through a carefully prepared check-list before setting out on a cruise and ensure that the correct standard, spare and other gear appropriate for the particular craft and cruise is all aboard and correctly stowed.
- 14. The Scouter in Charge should consider with particular care the age, experience and reliability of the SCOUTS concerned and also the age, ability and experience of any other person who will be in charge of any part of the proposed activity. He should make sure that the parents of all SCOUTS taking part are fully briefed on the plan of the cruise.
- 15. Before setting off, an authorised Scout official or contact person, or local Harbourmaster or Gardai should be informed. It is advised that a passage plan should also be filed with the Coast Guard, giving details of craft, number of crew, route, destination and ETA. Similarly, return to home port or completion of the cruise should be reported to all the parties informed of the departure. It may be advisable to report progress during the cruise, particularly if changes have to be made in the Cruising plan.
- 16. Distress Signals — The recommended pack for the type of water concerned should be carried - a minimum of 2 hand flares and 2 orange smoke signals must be carried in Day Cruising Waters. In addition, 2 red parachute flares must be carried in Coastal Waters. They should be stored in a waterproof container and be kept at hand for quick use.
- 17. A hand held marine VHF radio, kept in a waterproof box or case, should be carried. A waterproof mobile phone may be a useful addition, but this must not be relied on in an emergency situation, or even as the primary means of shore contact.
- 18. The party should include 2 competent persons over the age of 17 years
- 19. Where necessary the Scout Personal Accident Insurance and Scouters Indemnity Policies should be extended to cover the cruise.
- 19. Cruising — Coastal/Off Shore in yachts requires the appropriate Advanced Certificate and ISA/RYA Coastal Skipper/Yachtmaster Offshore .
Questions on expeditions should be directed to the Sea Scout Area Committee or National Team



RELAXATIONS

Under certain circumstances Rules 4 and 9 (Swimming and Charge Certificates) may be relaxed at the discretion of the Scouter in Charge. Each relaxation of a rule should be a deliberate decision taken at the time and valid for that particular activity, time and circumstances. No such relaxation should be allowed to become a 'blanket' relaxation or to be seen as setting a precedent. If there is no person present who is competent to relax a rule then the rule should stand. A 'competent person' would be an adult Leader with at least an Intermediate Charge Certificate.

RULE 4 Swimming — this rule may be relaxed and permission given to a non-swimmer to go boating in 'Safe Enclosed Waters' only, provided that he/she wears a PFD, has had previous experience of floating in water wearing a flotation device and the Scouter in Charge takes into account the type of boat, reliability and skill of the person in charge and the weather conditions prevailing. This rule should never be relaxed for canoeing or windsurfing.

RULE 9 Charge Certificates — In enclosed safe waters and in 'Restricted Waters' this rule may be relaxed for training purposes, provided that a competent Scouter is nearby or sailing in company and is in effective control of the activity.

RESTRICTIONS

A Scouter may at any time restrict the area of operation of a SCOUT'S Charge certificate until he feels that the SCOUT has the necessary experience and self-confidence to operate throughout the area.

GENERAL

- (a) In all cases, Scouters should ensure that boats carry all the necessary equipment, that it is not so stowed as to hinder the boat's free working, that the boat is not overloaded and that its appearance will not bring discredit to the Group or to the movement.
- (b) Appropriate rescue cover should be considered for all activities and in particular when a fleet of boats is being used for training, on expeditions or at regattas. The minimum ratio of safety boats to participants is 1:10 (ISA race/training guideline).



SEA SCOUT LEADER'S HANDBOOK

BOATING LIMITS - Restricted Waters and "Enclosed Safe Waters"

Louth Coast 2 Louth (Blackrock)

Restricted waters - Soldiers Point to Anagassan, west of Castletown River

Enclosed safe water - Carraigponsha to Old Boathouse, west of Fane River

North Dublin Coast

Restricted waters - 7 & 9 Ports - Nose of Howth to Portrane Martello Tower

14 Port - Portrane to Loughshinny, up to half mile offshore

16 Port and 17 Port - Loughshinny to Balbriggan

Enclosed safe waters - 7 Port (Howth) - Howth Harbour

9 Port (Malahide) - Estuary from viaduct to Sailing Club, and
Broadmeadow Water

14 Port (Donabate) - Rogerstown Inlet & Broadmeadow

16 Port (Skerries) - Skerries Harbour

17 Port (Loughshinny) - Loughshinny Harbour

Dublin Bay Area 1 Port, 3 Port, 4 Port, 5 Port, 8 Port, 12 Port, 15 Port

Restricted waters - West of a line drawn from the Baily Light to the Muglins and thence
to Whiterock (north end of Killiney Bay, SW of Sorrento Point)

Enclosed safe waters

1 Port (Ringsend) - Dublin Port between Toll Bridge and Poolbeg Yacht Club

4 Port (Dodder) - River Dodder and Grand Canal Basin

5 Port (Dollymount) - Dollymount lagoon

3 Port (Dalkey) - within half mile of Bullock Harbour

12 Port (Sandycove) - within half mile of Sandycove Harbour

8 Port (Dunlaoghaire) - inside Dunlaoghaire Harbour

15 Port (Ballyfermot) - as for 1 Port. Also Grand Canal

Wicklow Coast

5 Wicklow (Bray)

Restricted waters - Bray Head to Killiney Bay (Sorrento Point), half mile offshore

Enclosed safe waters - Bray Harbour and immediate area

1 Wicklow (Greystones)

Restricted waters - Greystones to Bray, half mile offshore

Enclosed safe waters - Greystones Harbour and immediate area

4 Wicklow (Wicklow Town)

Restricted waters - Wicklow to Six Mile Point, half mile offshore

Enclosed safe waters - Wicklow Harbour and immediate area

9 Wicklow (Arklow)

Restricted waters - Clogga Head to Mizen Head, half mile offshore

Enclosed safe waters - Arklow dock and river

Wexford Coast

2 Wexford (Port of Wexford)

Restricted waters - Wexford harbour and port, and River Slaney to Enniscorthy

Enclosed safe water - inner port area

6 Wexford (Rosslare)

Restricted waters - Rosslare Bay

Enclosed safe water - immediate area of Rosslare Harbour



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Waterford Harbour and rivers

1 Wexford (New Ross)

Restricted waters - R. Barrow, Cheek Point to St Mullins & R Nore to Inistioge

Enclosed safe water - New Ross town reach of the river

1 Waterford (Port of Waterford) & 2 Waterford (Dunmore East)

Restricted waters - Waterford Harbour north of line from Swine Hd to Hook Hd

Enclosed safe water - West of line Dunmore E Lt Ho to Blackrock

Cork Harbour Area - 1 Cork, 3 Cork, 4 Cork, 10 Cork, 12 Cork,

Restricted waters - All of Cork Harbour north of a line from Fort Davis to Fort Meagher, including Owenboy River, R. Lee and Lough Mahon, East Passage and Fota Channel

Enclosed safe water -

1 Cork (Crosshaven) & 12 Cork (Carrigaline) - Owenboy River

3 Cork (Douglas) -

4 Cork (Cobh) - Area of Cobh Quays

10 Cork (Monkstown) - Sand Quay to Monkstown Creek

Cork and Kerry Coasts

7 Cork (Kinsale)

Restricted waters - River Bandon and estuary north of a line between Preghane Point and Sandycove Island

Enclosed safe water - north of line from Charles Fort to Castlepark Beach

8 Cork (Bantry)

Restricted waters - Inner harbour of Bantry Bay east of a line between North and South Beaches and north of a line between Whiddy Point East and the west side of Glengarriff Bay

Enclosed safe water - within a line from Abbey to Rabbit Island to Chapel Island to Bantry Pier

17 Cork (Castletownbere)

Restricted waters - Berehaven north of a line between Pipers Pt. and Naglas Pt. and West of a line from Lonehort Pt to Bank Harbour

Enclosed safe water - Castletown Harbour

2 Kerry (Tralee)

Restricted waters - Tralee Bay south of a line between Ilauntannig and Illaunnacusha

Enclosed safe water - Fenit Harbour area

Shannon

5 Limerick

Restricted waters - Southern arm of Lough Derg and Scarrif Bay, west of a line from Parker Point to Cribby Island

Enclosed safe water - Within half mile of the centre at Tinerana Bay, or any other suitable launching place decided by a Leader holding Advanced Charge Certificate

Athlone

Restricted waters - L. Ree south of Rindoon, incl. Inny estuary & Inner Lakes

Enclosed safe waters - Town reach of the river, above the lock.

Galway

Galway

Restricted waters - Southern section of Lough Corrib and the river.

Enclosed safe water - the river between the lough and the Eglinton Canal

Sligo

3 Sligo (Rosses Point)

Restricted waters - River and estuary north east of a line from Raghly Point to Black Rock. Also Lough Gill

Enclosed safe water - Between the Scout Den and Coney Island



SEA SCOUT LEADER'S HANDBOOK

APPENDIX 2

CANOEING GUIDELINES *Note - These Guidelines are at present under review*

1. Do not canoe if you cannot swim: Each Scout must be able to swim at least 50m in shirt, shorts and runners and then remain afloat for 2 minutes.
2. Do not canoe alone: There must be at least 3 Scout canoes on the water at any time. It is safer and better fun to enjoy your sport with other canoeists.
3. A buoyancy aid must be worn at all times: Each Scout must wear a well-secured buoyancy aid or lifejacket at all times while afloat in a canoe - see also Rule 18 for types of buoyancy aids .
4. Helmets must be worn at all times: This rule may only be relaxed on flat calm waters at the discretion of the Leader-In-Charge. In a competition, apply the rules of that competition regarding helmets.
5. Spraydecks must be worn on closed-decked canoes or Kayaks at all times . This rule may be relaxed on flat clam water at the discretion of the leader.
6. Canoe buoyancy: Canoes must have adequate buoyancy fore and aft, properly secured in place, capable of supporting the canoe when full of water.
7. Bow and Stern Toggles:
All canoes shall be fitted with toggles or proper grab bands to both bow and stern.
8. Footbar: All canoes must be fitted with a properly secured, easily adjustable footbar. Nuts and bolts must be maintained free from rust. Where the canoe could nose-dive (eg steep weirs) bow buoyancy should extend back to the footbar.
9. Canoe Leader Certificates:
When Scout canoes are afloat a Canoe Leader Certificate holder must be present, qualified to take the group on the waters in question. To paddle on Training Water and Group 1-2 Rivers the Leader may hold the Basic Canoe Leader Certificate. A leader holding a Restricted Canoe Leader Certificate can act as a second leader in above waters, or when accompanied by one other qualified leader may train Scouts on Flat/Sheltered Training waters.
Leaders holding ICU or BCU Canoe Leader award are acceptable as long as the Scout Leader is satisfied that the holders are suitable and have an understanding of the Scout canoe guidelines. (Latest information available on the Sea Scout website or contact Sea scout Team for equivalent qualifications).
10. Age : The normal minimum age for canoeing is 11 years. But note, some canoeing is now allowed in the Cub Scout Section, particularly for Sea Cubs. This is covered in the Guidelines for Cub Canoeing.

PERSONAL EQUIPMENT

11. The canoeist's clothing should provide warmth both when wet and dry, with a minimum of bulk and weight. The canoeist should be comfortable and arms unrestricted - swimming togs, long - sleeved T-shirt or football shirt, shorts in warm weather, long woollen socks or neoprene bootees. Jeans must not be worn as they cause serious heat loss when wet.
12. A wet-suit (long-john type is best, arms are not restricted and it retains the heat well) must be worn when required by these rules.
13. Runners, gym shoes or hard-soled neoprene bootees to protect the feet must be worn at all times to avoid cutting the feet when walking on the shoreline or river-bed.



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14. Light wind - proof anorak or cagoule, which can be closed at the wrist and neck, must be worn when required by these rules and should be carried by each Scout at all times. These anoraks reduce heat loss from the body due to wind, especially when one is wet.
15. Helmets must be worn at all times - one which provides adequate protection to forehead and ears.
16. A light woollen hat is recommended. It should not be too bulky to be worn under the helmet. Do not wear a full-face balaclava, as this restricts breathing when wet.
17. A spraydeck helps to retain heat and must be used for all winter canoeing; it must have a securely fitted quick-release cord.
18. Personal Flotation Devices (lifejackets or buoyancy aids) shall be CE approved. They must fit the wearer, taking into account weight and body-build. They should be comfortable to wear, provide all-round protection and help to retain heat. All tie cords, straps, zips or belts should be secure, easy to fasten and, when worn, tied securely so that the buoyancy aid cannot slip up over the face. The usual type of buoyancy aid for canoeing is the 50 Newton type. Seek advice from a specialist Kayak supplies store or Adventure Store regarding most suitable models.

WINTER CANOEING

19. Winter canoeing is defined as any canoeing activity undertaken from the 1st October until 30th April.
20. Wet suits, spray decks and cagoules must be worn for all winter canoeing. This rule should not be relaxed under any circumstances.

CANOE SURFING

21. There should be a minimum of 6 canoeists in the surfing party. The ratio of canoe leaders to canoeists is 1:4 - this is a minimum requirement.
22. The Leader-in-Charge must hold a minimum qualification of Advanced Canoe Leader Certificate. For Winter surfing a Canoe Instructor must be present.
23. Each canoeist in the surfing party must hold the Canoe Badge at least.
24. All rules concerning the correct clothing must be adhered to. In addition, wet-suits must be worn. The Canoe Leader may relax this rule on hot days.
25. Helmets must be worn at all times.
26. It is recommended that additional buoyancy should be fitted in all canoes.
27. A surf-master must be based on the beach, to watch over the surfing group.
28. All members of the party must carry a suitable whistle.
The Call Signs are:- 2 short blasts - All canoeists return to shore.
3 short blasts - Canoeist in difficulty.
29. No equipment should be carried in canoes. Survival Kit / Repair Kit / First Aid kit must be based with the Surf-Master.
30. Avoid surfing where there are swimmers. Obey the directions of a Beach-guard.
31. The surfing zone must be marked out with marker flags.
32. A "marker" canoeist must be posted a maximum distance beyond the surf.
33. Canoeists going out through the surf must give way to surfing canoeists coming in. If required, they must capsize their canoe.
34. Certain canoes are not suited to canoe surfing, particularly canoes with prominently pointed bows.

ADDITIONAL RULES FOR CANOE LEADERS

35. The ratio of Canoe Leaders to canoeists is 1 : 4, and is a minimum requirement.
36. Be familiar with the Scout /Guide canoeing rules and apply all rules, particularly winter rules and restrictions, including when cagoules, wet - suits and spraydecks must be worn.



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37. Be aware of and apply any local rules or warnings issued by the harbour, navigation or local authorities, or any local rules issued by Scout or Guide groups, which relate to any waters used for Scout/Guide canoeing.
38. Before undertaking any Scout canoeing each leader must check existing weather conditions, local forecasts and shipping forecast if canoeing in restricted and expedition waters. More importantly know how to interpret his information.
39. The leader-in-charge must ensure that normal day canoe trips are completed at least 1 hour before darkness. However, night canoeing is permissible provided approval is obtained from the Group Leader and Sea Scout Team or Area Committee..
40. The leader-in-charge must inform himself of the details of tides, currents, tidal rips, weirs, rapids or any other hazard likely to be encountered, or on waters adjacent to the water being used.
41. Before each canoe activity the leader-in-charge must check the personal canoeing gear of each member in the party to ensure that dangerous clothing such as wellingtons or loose heavy woollen pullovers, is not being worn by any member of the party.
42. The leader-in-charge must check the soundness of each canoe before the trip to ensure that deck and hull are sound, side seams are watertight, seat and cockpit are securely fitted, buoyancy is adequate, footbar securely in place and correctly adjusted, and bow and stern toggles or grab line fitted. If deck lines are fitted they must not be tied to the cockpit rim. Particular attention should be paid to old repairs.
43. The leader-in-charge must ensure that all preparations for a canoeing activity are adequate - route planning, transport. etc. - and that details of the intended trip are left with a responsible adult who will know what to do in the event of a mishap. For sea passages the Coast Guard should be informed and a passage plan notified.
44. The leader-in-charge must ensure that his canoe and the canoes of all other leaders are adequately equipped for rescue, including all deck lines, fore and aft paddle parks, bow and stern toggles or grab bands, long tow with quick release and snap link, short tow attachable on both sides. It is recommended that Leader canoes should be high rather than low volume.
45. The leader-in-charge must ensure that adequate first-aid and emergency repair kits shall be carried by the party. All first-aid and emergency equipment must be carried in waterproof containers, not in plastic bags.
46. The leader-in-charge must ensure that spare paddles are carried where appropriate.
47. The leaders in a party must carry a whistle and a throwing line.
48. The leaders must ensure that scouts show courtesy to others both on and off the water, including fishermen, swimmers and any other users of the the water.
49. The leader-in-charge is responsible for the provision of a powered rescue craft if required by the Classification of Waters. Depending on the circumstances, consideration should be given to carrying a VHF radio and appropriate flares when operating in sea areas in particular. Carrying a mobile phone is also worth considering on all trips, although it is not a reliable primary means of communication. (All above should be suitably waterproofed and easily accessible.
50. The leader-in-charge or organiser of a competitive event must inform the Area Committee or Sea Scout Team least two weeks before the event.

OTHER EQUIPMENT

51. All canoeing equipment should be kept in good order and checked regularly. A canoe equipment officer should be appointed to take responsibility for regular maintenance.



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52. Temporary patches must be removed after the trip, the canoe stripped and dried before permanent repairs are undertaken. Temporary patches must not be used except to complete the trip.
53. Paddles must be in good repair, blades secure in the loom, the paddle must be able to float.
54. First aid kits must be carried on all canoe trips. The size and extent of the kit will depend on the size of the party and the journey being undertaken.
55. Emergency kit must include at least bivvy bags. For winter canoeing a sleeping bag, additional clothing, flask of hot drink and sufficient emergency rations appropriate for the trip for the whole party must be carried.

GRADING OF RIVERS

Grades

N.Gr.No grade due to lack of information. Canoeists who have paddled on these rivers are asked to forward their comments to the Sea Scout Team, or to the Irish Canoe Union.

- 1 Easy - Flat sections - Small rapids - Route easy to find - Sheltered.
- 2 Medium - Some weirs - Frequent Rapids - Route easy to recognise - Exposed sections.
- 3 Difficult - Large weirs - Heavy rapids - Whirlpools - Route difficult.
- 4 Very Difficult - Long stretches of heavy weirs and rapids, large waves -Difficult broken water - Inspection from the bank advisable.
- 5 Exceedingly Difficult - Long unbroken stretches of heavy irregular rapids - Fast eddies - Difficult whirlpools - Previous inspection very necessary - FOR THE VERY EXPERIENCED ONLY.
- 6 CANNOT BE ATTEMPTED WITHOUT RISK TO LIFE.

The list on the following pages is a guide to the conditions which may be expected at various times on the main canoeing rivers of Ireland. The rivers are listed in clockwise order around Ireland, starting at the River Liffey. The following abbreviations indicate the different water heights -

S.L. - Summer Low

S.Av. - Summer Average

Wint. - Winter

W.H. -Winter High

≠ indicates "not canoeable".



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The Principle Rivers of Ireland Suitable for Canoeing

River	Description	Grade			
		S.L.	S.Av.	Wint.	W.H.
Liffey	Ballymore Eustace - Dublin Touring River	1	1-2	2	2-3
Dargle	Bray Only certain sections in high water	≠	1-2	2	2
Avonmore	Laragh - Meetings Only for the experienced in high water	1-2	2	2-3	3
Avonbeg	Greenan - Meetings Only for the very experienced	2	2	3	3-4
Aughrim	Aughrim - Woodenbridge Only for the very experienced	2	2	3	3-4
Slaney	Baltinglass - Wexford An excellent touring river	1	1-2	1-2	2
Barrow	Mount Mellick - Sea An excellent touring river Navigable waterway Athy - Sea	1	1-2	1-2	2
Nore	Ballyragett - Sea An excellent touring river	1	1-2	2	2-3
Suir	Thurles - Sea Easy touring river (Tributaries Tar, Nier, Anner might suit in high water)	1	1-2	1-2	2
		----- N.Gr. -----			
Blackwater (Munster)	Rathmore - Sea Good touring river Upper	1	1-2	1-2	2-3
Lee	Ballingeary - Cobh White-water river at source in high water. Easy below Inniscarra Dam	1	1-2	1-2	2 3 on upper sectns
Bandon	Short sections good	1	1-2	1-2	2
Sullane	Macroon High water - for experienced only	1	2	2	3
Ilen	Good short sections	1	1-2	1-2	3
Flesk	Loo Bridge - Lakes of Killarney Upper sections - experienced only	≠	2	2	3
Feale	Abbeyfeale - Ferrybridge	----- N.Gr. -----			
Maigue	Croom - Ferrybridge Good for touring	1	1-2	1-2	2
Mulkear	Abingdon - Annacotty Some challenging sections for the experienced in high water	2	3	3	3-4



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Shannon	Upper reaches, eg Owenmore	2	3	3	3-4
	for the experienced only				
	Easy touring L.Allen to O'Brien's	1	1-2	1-2	2
	Bridge, but L.Ree, L.Derg are				
	potentially stormy.				
	Tidal Curragour Falls - only for	2	2-3	2-3	3-4
	the very experienced				
Boyle	L.Gara - L.Key (R.Shannon)	1	1-2	1-2	2-3
	Fast touring river				
Carnadoe	Strokestown - Shannon	1	1	1-2	1-2
	Flat water				
Camlin	Quiet but fast flowing	1	1-2	1-2	1-2
Inny	L.Sheelin - Shannon	-----	N.Gr.	-----	
Suck	Castlerea - Shannon	-----	N.Gr.	-----	
Brosna	Clara - Shannon	-----	N.Gr.	-----	
Owengarney	Castle Lake - Bunratty	=	1-2	1-2	2
	Narrow, very shallow				
Fergus	L.Inchiquin - Clare Castle	1	1-2	1-2	2
	Easy touring river				
Corrib	L. Cara - Galway	1	1-2	1-2	2
	Easy touring river.				
	Lakes require care				
Erriff	Erriff Bridge - Killary Harbour	-----	N.Gr.	-----	
Owenmore	Bellacorrick - Tullaghan Bay	-----	N.Gr.	-----	
Moy	Banada - Foxford - Ballina	1	1-2	1-2	3
	Good touring river				
Easky	White water river	2	3	3	3-4
	Only for the experienced				
Owenmore	L.Templehouse - Collooney	2	3	3	4-5
	- Ballisodare				
	Dangerous falls at Ballisodare				
	- 40 foot drop				
Unshin -	Cooper Hill - Collooney -	2	2-3	2-3	3
Ballisodare	Ballisodare				
	Fast touring river - note falls				
	Ballisodare				
Bonet	Manorhamilton - L.Gill - Sligo	2	3	3	4
	Good sections with falls at and				
	above Dromahair				
Erne	L.Gowna - Belleek	1	1-2	1-2	2-3
	Easy touring river but Lower				
	L.Erne very exposed				
Eske	L.Eske - Donegal	=	=	=	1-2
	Only sections in high water				
Gweebarra	Doochary - Gweebarra	-----	Tidal	-----	
Clady	Dunlewy - Bunbeg	-----	N.Gr.	-----	
Swilly	Foxhall - Letterkenny	-----	N.Gr.	-----	



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Foyle	Camowen - Lisboy	1	1	1-2	1-2
	Excellent touring				
	Omagh - Drumragh				
	- Quiggery Water Short	≠	1	1-2	1-2
	- Owenreagh sections				
	- Strule canoeable				
	Continuation of Camowen	1	1	1-2	1-2
	- good touring				
	- Owenkillen - short sections	1	1	1-2	1-2
	- Glenelly - for the experienced	2	2-3	3	3-4
	- Mourne - good touring	1	1	1-2	1-2
	Continuation of Strule - Finn				
	- upper reaches for experienced	2	2-3	2-3	3-4
	paddlers in high water				
	- easy below Ballybofey	1	1	1-2	1-2
Roe	Dungiven - Roe Bridge	-----	N.Gr.	-----	
Upper Bann	Bannbridge - L.Neagh	-----	N.Gr.	-----	
L. Neagh	See Classification of Waters				
Blackwater	Aughnacloy - L.Neagh	1	1-2	1-2	2-3
(Ulster)	Good touring river but some				
	difficult stretches				
Lagan	Moirs - Belfast	1	1-2	1-2	1-2
	Touring river				
White Water	Mourne Park - Kilkeel	≠	≠	≠	3
	Short, rocky river. canoeable				
	in high water				
Glyde	Louth - Annagassan	-----	N.Gr.	-----	
Boyne	Leinster Bridge - Drogheda	1	1-2	2	3
	Excellent touring river				
Blackwater	Kells - Navan	1	1	2	2
(Leinster)	Touring river				



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CLASSIFICATION OF COASTAL WATERS AND LAKES FOR CANOEING

The following definitions are a maximum and the Canoe Leader-in-charge shall restrict the extent of these waters to be used by Scouts, considering the size of the group, the experience of certificate holders, strength of the weakest members of the group together with the weather both present and forecast, and anything else that may influence a safe canoe activity.

CLASSES In the following class system all three sections must be considered and points from all sections added together to identify the class of water at that time.

When evaluating the conditions in any area care must be taken to allow for conditions that may develop, with possible changes in the weather and change in the tide.

In conditions where waters are exposed to offshore winds an additional 2 points must be added to the total.

5 points	Class 1	--	(Training Waters)
6 - 11 points	Class 2	--	(Restricted Waters)
12+ points	Class 3	--	(Expedition Waters)

Classes 4, 5 & 6 are outside ordinary Scout activities.

A - WIND EFFECT ON SEA	Points
Calm easy water	1
Mild chop or swell under 1 foot high	2
Rough choppy waves up to 2 foot high	3
3 foot waves - canoeist disappears in troughs	4
4 foot waves	5
5 foot waves - difficult to keep together	6
B - TIDAL INFLUENCE	
Little or no tidal effect	1
Some tidal effect up to 1 knot	2
1 - 2 knots - progress difficult against current	3
Tidal races and overfalls 2 - 4 knots	4
Tidal races and overfalls 4 - 6 knots	5
Tidal races, overfalls and whirlpools 6 - 8 knots	6
C - RELEVANT COMMITMENT ENTAILED	
Landing easy at all times	1
Landing occasionally more difficult - more than 200 yards away	2
Landing only effective every 400 yards	3
Landing over 1 mile away	4
Landing over 2 miles away, or landing impossible due to cliff	5
More than 5 miles from shore or safe landing	6

EXAMPLE:

On a day with a mild chop less than 1 foot high, with a 1 - 2 knot tide, and landing at times 200 - 300 yards away, the points totals would be as follows -

Section A	2 points
Section B	3 points
Section C	2 points
	<u>7 points</u> = Expedition waters - Class 3.

Notes:

1. Helmets required at all times if setting out from or landing on a beach (including Class 1 conditions).
2. Suitable powered rescue craft capable of accommodating the entire canoe party is required for all canoeing on waters of Class 3 and above.
3. Class 4 and above trips by sanction of the Canoe Committee only.



APPENDIX 3 WINDSURFING GUIDELINES

1. Do not windsurf if you cannot swim.
2. Do not windsurf alone. (Minimum of 3 persons in party).
3. An approved buoyancy aid should be worn at all times.
4. Beginners should not windsurf in offshore wind conditions without a proper rescue craft.
5. Board Volume: consider the board type and volume particularly when you are learning. Your first board should have enough volume to float you comfortably in all directions.
6. PROFICIENCY: You should attend a recognised training centre, or seek instruction from an experienced person. The ISA scheme is recommended.
7. LEADERSHIP: The leader should consider the waters, weather, age and experience of the Scouts involved, as well as his own and other instructors experience before participating in windsurfing. A ratio of 1 leader to 4 Scouts is recommended as a minimum.
8. EXTENT OF WATERS: Windsurfing should only take place on class 1 and 2 waters, as defined in canoe rules. Enclosed sheltered waters preferably shallow are best for initial training. Windsurfing for beginners should not take place in areas with strong tides or other dangers present, or in offshore wind conditions.
9. The minimum age is 11 but fitness should be considered for all the ages. The size of the rig should also be taken into consideration.

EQUIPMENT

10. Warm clothing which will provide warmth when wet or dry should be worn. The clothing should be brightly coloured.
11. A wet suit is recommended and should be worn between 31st October and 1st April.
12. Runners, gym shoes or hard soled bootees should be worn.
13. A windproof jacket or cagoule should be worn.
14. A light woollen hat will help maintain body temperature.
15. A buoyancy aid should be worn. Personal Flotation Devices (lifejackets or buoyancy aids) shall be CE approved. They must fit the wearer, taking into account weight and body-build. They should be comfortable to wear, provide all-round protection and help to retain heat. All tie cords, straps, zips or belts should be secure, easy to fasten and, when worn, tied securely so that the buoyancy aid cannot slip up over the face.

The usual type of buoyancy aid for windsurfing is the 50 Newton type. Seek advice from a specialist windsurfing supplies store or Adventure Store regarding most suitable models.

16. WINTER WINDSURFING: 31st October to 1st April a wet suit, hat and cagoule should be worn at all times.
17. The board and equipment should be checked afterwards.

LEADER GUIDELINES

18. The ratio of Leaders to Scouts is 1:4 and this is a minimum requirement.
19. Be familiar with the guidelines and apply them. Take particular note of clothing, age and experience of people involved and the weather conditions.
20. Be aware of and apply local rules or warnings issued by Harbour authorities or local Scout groups.
21. Before undertaking windsurfing check existing conditions and obtain a local forecast. Know how to interpret this information. Note the effect of land and sea breeze, valleys and mountains.



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22. All windsurfing should be completed at least 1 hour before darkness. Do not windsurf in the dark or in poor visibility.
23. All leaders in the party should be aware of the details of tides, currents, rips or any other hazard likely to be encountered on waters including those adjacent to the waters being used.
24. The leader in charge should check personal equipment of all in the party and make sure that no dangerous clothing is being worn.
25. The leader in charge should check the board and rigging for damage or wear and replace any necessary items. (Page 13 IYA Book).
26. The leader in charge should ensure that all preparations for the windsurfing activity are adequate — insurance, transport, adequate leaders, rescue craft, etc. and that details of the intended activity are left with a responsible adult who will know what to do in the event of a mishap.
27. The leader in charge should ensure that tow lines are carried and that all in the group know the self rescue procedure. Leaders competent to carry out first aid and AR should be available. A first aid kit, bivvy bag and hot drink should be available on shore. Smoke signals or Day-Glo flag should be carried on trips.
28. Consider other water users and keep clear of swimmers. Understand and obey the "Rules of the Road at Sea".
29. The leader in charge should ensure that a rescue craft is available and is suitable to local conditions.
30. ROOFRACKING/TRANSPORT: Ensure that the board and rigging is properly secured, complies with the Rules of the Road and is insured. A marine policy is required to cover use of the board on water.
31. SYLLABUS AND STANDARDS: The leader should obtain the help of experienced persons or attend a course of instruction at a recognised centre before taking Scouts windsurfing on training waters.
32. ISA Level 2 or equivalent, is needed for restricted waters. This can be waived for training purposes for level one holders (or equivalent) if a safety boat is in attendance. For operation outside of training waters the leader should hold a recognised First Aid and AR certificate.
33. Boards are not subject to boat Certification but should be checked by the leader as detailed earlier.
34. Vessels being used as rescue or safety craft are subject to the rules appropriate to that type of craft.



APPENDIX 4 - IRISH SAILING ASSOCIATION

A. Policy regarding Personal Flotation Devices (PFD)

1. General Principal

Personal safety is primarily the responsibility of the person concerned.

2. Adults

In respect of all craft, the I.S.A. strongly recommends that all adults should wear a Personal Flotation Device (PFD) while aboard open boats or when on deck on other craft. In regard to persons over the age of 16 it is emphasised that the use of safety devices and equipment while on the water is the personal responsibility of the individual. Suitable personal safety equipment, such as personal flotation devices and/or harnesses, should be worn by all persons while on the water. Such items could be temporarily removed only when the circumstances permit their safe removal. However, they should be retained if there is the least doubt as to the safety of the weather and sea conditions prevailing, or forecast to prevail.

3. Young People

The special position of children and young persons attracted particular attention within the ISA, especially those under the age of 16 who were deemed not to have attained sufficient age to be solely responsible for their own safety. In this context, the ISA recommends that all persons under the age of 16 should have to wear an appropriate Personal Flotation Device(PFD) on board all vessels (powered or non-powered).

4. Persons undergoing training

When undergoing practical training all persons should wear a Personal Flotation Device (PFD) while on the water or in the vicinity of the water.

B. ISA Recommendations on Support Boats

The growth in the fleet of boats used to provide support to sailors competing in Irish events is particularly noticeable in Junior classes. This extra activity, which involves powered craft and sailing dinghies operating in close proximity, has given rise to a number of incidents and accidents. The ISA's Safety Task Force has recommended as follows:

1. "Sailing Instructions" governing the use of support boats may be necessary. Where already in place, consideration must be given as to how the "SIs" will be enforced.

2. When drafting Sailing Instructions, Event organisers should consider:

- a. Making it a requirement that "Support Boats" should come under the command of a separate "Support Boat" co-ordinator.
- b. Making VHF communication between "Support Boats" and a co-ordinator compulsory.
- c. Making ISA Power Boat Level 2 Certificate compulsory for "Support Boat" helmspersons.
- d. Recommending the maximum number to be carried in a "Support Boat".



APPENDIX 5 GOVERNMENT REGULATIONS ON MECHANICALLY PROPELLED PLEASURE CRAFT

Statutory Instrument No. 284 of 2001

The Merchant Shipping (Mechanically Propelled Pleasure Craft) (Safety) Regulations, 2001, published in the above Statutory Instrument apply to any mechanically propelled pleasure craft, including personal watercraft ("jet-Skis") and fast power craft (capable of 17 knots or over), being operated in Irish waters, and any person, vessel or object of any kind, being towed by such craft.

The main points are summarised here. For full details please refer to the original document - S.I.284 (2001).

It is an offence to -

- permit a person under 16 to operate or be in control of a personal watercraft or a fast power craft.
- permit a person under 12 to operate or be in control of a mechanically propelled craft with an engine rating greater than 5 horse power.
- operate a mechanically propelled pleasure craft without sufficient suitable PFDs for each person on board.
- permit a person under 16 years not to wear a suitable PFD while on board an open mechanically propelled pleasure craft which is not made fast to the shore.
- permit a person under 16 years not to wear a suitable PFD while on the deck of a mechanically propelled pleasure craft which is not made fast to the shore.
- permit a person not to wear a suitable PFD while being towed by a mechanically propelled pleasure craft.
- permit a person not to wear a suitable PFD while on board a vessel or on any object being towed by a mechanically propelled pleasure craft.
- fail to wear or permit a person not to wear a suitable PFD while on board, or being towed in any manner by a personal watercraft.
- operate or control or attempt to operate or control a fast power craft or personal watercraft while under the influence of alcohol or drugs to such an extent as to be incapable of having proper control of the craft.
- consume or allow the consumption of alcohol or take or allow the taking of drugs on a fast power craft or personal watercraft in circumstances which could affect the safety of those on board the craft, or others.
- permit a person to consume alcohol or take drugs while being towed by a fast power craft or personal watercraft.



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APPENDIX 6 SEA SCOUT PROGRESS SCHEME REQUIREMENTS



MEMBERSHIP BADGE

1. SCOUTING

- (a) Discover and understand the Scout Promise and Law.
- (b) Discover some history of the Scout movement worldwide and locally.
- (c) Explain the function of the following and how each affects you: -
 - (i) The Troop and the Watch and its members.
 - (ii) The Watch Leader and Sea Scout Leader.
- (d) Demonstrate - Scout Sign, Scout Salute, Scout Handshake.
Know the Scout Motto.
- (e) Demonstrate the following and know when they are used: -
 - (i) At Ease; Alert.
 - (ii) Right Turn; Left Turn; About Turn
 - (iii) Fall In; Dismiss / Fall out.
- (f) Learn about the Sea Scout uniform and how to: -
 - (i) Wear it correctly.
 - (ii) Take care of it.

2. ACTIVITY

- (a) Participate in an outdoor activity with your Watch or Troop.
- (b) Know what gear to bring on upcoming activities (E.g.: Hikes, camps and water activities).

3. NAVIGATION

- (a) Demonstrate how to find "North" using a compass.
- (b) Identify ten map symbols on an Ordnance survey map of your local area.

4. ROPE WORK

- (a) Demonstrate the following knots and explain their uses.
 - (i) The Reef knot.
 - (ii) The Round turn and two half hitches.
 - (iii) The Sheet Bend.

5. WATER SAFETY

- (a) Know the basic Safety Rules for Swimming.
- (b) Appreciate the importance of being able to swim.
- (c) Commit to improving your swimming ability over time.
- (d) Demonstrate how to put on a life jacket or buoyancy aid.
- (e) Know how to care correctly for a life jacket or buoyancy aid.



SEA SCOUT BADGE

6. SCOUTING

- (a) Discover the purpose of the "Sea Scout Progressive Training Scheme" and how to achieve the various stages.
- (b) Discover the "Attainment badges" that can be earned in Sea Scouting.
- (c) Participate in a Watch activity and / or Watch meeting.
- (d) Discuss with your Leader and appreciate the importance of the Scout Promise and Law, particularly in relation to the interaction within your Watch.

7. FIRST AID

- (a) Make a simple personal First Aid kit for use on activities.
- (b) Describe how to deal with the following injuries: -
 - (i) Small cuts and scratches.
 - (ii) Nose bleeds.
 - (iii) Stings and bites.
- (c) Show and explain how to put a person into the Recovery Position.
- (d) Explain what Hypothermia is and appreciate how to avoid it.
- (e) Explain how to avoid sunburn.
- (f) Discover what Asthma is and how to reduce the risk of an attack

8. NAVIGATION

- (a) Explain the main features and symbols on a map.
- (b) Identify a position on a map using a grid reference.
- (c) Explain the different parts of a compass.
- (d) Appreciate what True North, Magnetic North and Grid North are.
- (e) Show and explain using a map and compass, how to: -
 - (i) Find Magnetic North.
 - (ii) Find True North by use of Magnetic Variation.
 - (iii) Set a map.
 - (iv) Take a Grid Bearing.
 - (v) Take a Magnetic Bearing
 - (vi) Convert a Grid bearing to a Magnetic bearing.
 - (vii) Convert a Magnetic bearing to a Grid bearing.
 - (viii) Show how contour lines relate to height and slope of the land.
- (f) Participate in an activity where you use a compass (e.g. compass course, orienteering, hiking, water activity, etc).

9. HIKING

- (a) List the correct personal gear you need for a day hike.
- (b) List the main points of the following: -
 - (i) The Country Code.
 - (ii) Safety of road walking.
 - (iii) Safety of Hiking.
- (c) Make a simple emergency rations kit to be used when hiking.
- (d) Participate in a day hike (e.g. hills, forest park, shore, river bank, track, etc) with other Scouts and -
 - (i) Pack the correct personal gear and carry it.
 - (ii) Set a map and show how it can be used to navigate in good visibility.
 - (iii) Show how to take a Magnetic bearing and walk this bearing.



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10. ROPE WORK

- (a) Demonstrate the following knots and explain their uses: -
Reef Knot, Round turn and two half hitches, Figure of eight, Sheet bend, Clove hitch, Fisherman's bend
- (b) Coil a rope correctly and heave a line from a boat or raft.
- (c) Using square lashings and figure of eight (tripod) lashings, make a simple camp or water based gadget (e.g. wash basin holder, rubbish bin stand, life-jacket rack, raft, gateway) with help from your Watch.

11. CAMPING

- (a) List the correct personal gear you will need for a weekend camp.
- (b) With members of your Watch, pitch and strike a STANDING CAMP tent and/or a HIKE tent
- (c) Care of a tent (in relation to tents used by your Troop)
 - (i) Explain how to keep yourself and others dry in a tent.
 - (ii) Describe how to look after a tent.
 - (iii) Demonstrate how to ventilate a tent.
 - (iv) Participate in a fire drill.
- (d) Explain the care required and be able to use safely and effectively the following tools: - hand axe, bush saw, clasp knife.
- (e) Create a graded woodpile using the tools listed above.
- (f) Participate with other members of your Watch in building an altar fire and cooking a simple meal on it.
- (g) Describe the main points for personal hygiene on camp.
- (h) Act with the Watch/Troop to leave the site better than you found it by taking home all rubbish and cleaning up.
- (i) Participate in at least two camps and pack your rucksack with the correct gear for each.

12. ENVIRONMENTAL AND COMMUNITY

Participate with your Watch or Troop with an environmental or community project decided by the Watch Leaders Council.

13. MAINTENANCE

- (a) Participate with your Watch/Troop on at least four occasions with the maintenance or repair of Troop equipment.
- (b) Appreciate the importance of the Scout Promise and Law, particularly in relation to care of your own, of others and of your Troop's belongings.

14. WATER SAFETY

- (a) List and appreciate the safety rules for Swimming & Water activities
- (b) Describe the Buddy system in relation to swimming safety.
- (c) Describe when you would wear a lifejacket instead of a buoyancy aid using particular examples from your Troop.
- (d) Complete this section in relation to one or more of: - Rafting, Rowing, Sailing, Power-boating or Canoeing.
 - (i) List the correct personal clothing and safety equipment to wear for a half-day's water activity.
 - (ii) Know the main safety points relating to the particular craft.
 - (iii) Participate in the following safety exercise during calm conditions (little or no current and wind): -
 - Demonstrate falling out of the craft backward (Canoe - capsize with no spray deck)
 - Be able to get into a craft from the water (Canoe - Swim the canoe to shore/bank)
- (e) Appreciate the importance of weather forecasts.



15. WATER ACTIVITIES

(Complete for at least one of: - Rafting, Rowing, Sailing, Power-boating or Canoeing).

- (a) Wear the correct clothing and safety equipment for a half-day water activity.
- (b) Identify the standard parts, fittings and equipment of the craft.
- (c) Participate in the rigging and de-rigging of the craft on at least two occasions.
- (d) Be able to enter and exit the craft correctly
- (e) Take part in at least four Troop half-day water activities.

16. ACTIVITIES AFLOAT

(Complete for at least one of: - Rafting, Rowing, Sailing, Power-boating or Canoeing).

(i) RAFTING

- (a) Make a raft that will accommodate at least two people, using the knots and lashings listed in this badge and demonstrate in calm conditions: -
 - (i) Paddle forward effectively and on a straight course.
 - (ii) Paddle around a simple triangular course.
 - (iii) Come along side without bumping.
 - (iv) Demonstrating anchoring.
 - (v) Pick up a mooring or marker buoy.

(ii) OARS

- (a) Explain the main commands and terms used in rowing.
- (b) Be an effective member of a pulling boat crew with a coxswain, in an exercise involving rowing together, stopping, turning, anchoring, picking up a mooring and coming alongside.

OR

In a small rowing boat or dinghy:-

- (i) Row forward on a straight course and stop by holding water.
- (ii) Row around a simple triangular course
- (iii) Come along side without bumping.
- (iv) Demonstrate anchoring.
- (v) Pick up a mooring or marker buoy.

(iii) SAIL (Dinghy)

- (a) Explain the main commands and terms used in sailing.
- (b) In a sailing Dinghy perform the following in light wind
 - (i) Sail around a simple triangular course.
 - (ii) Heave-to
 - (iii) Come along side without bumping.
 - (iv) If the craft is suitable, demonstrate anchoring
 - (v) Pick up a mooring or marker buoy.

- (c) Participate in sailing a larger boat as a member of the crew.

(iv) POWERBOAT

- (a) Explain the main commands and terms used in Power boating.
- (b) Show how to start and stop your engine correctly.
- (c) Demonstrate the following: -

- (i) Power the boat forward on a straight course for a short duration and stop.
- (ii) Power the boat around a simple course.
- (iii) Come along side without bumping.
- (iv) Demonstrate anchoring.
- (v) Pick up a mooring or marker buoy.

(v) KAYAK/CANOE

- (a) Explain the main commands and terms used in canoeing.
- (b) Demonstrate in calm conditions (little or no current and wind): -
 - (i) Paddle forward and astern on a straight course and stopping.
 - (ii) Turn the canoe in both directions.
 - (iii) Pick up a mooring or marker buoy.



BOATMAN BADGE

17.Scouting

- (a) Discuss your understanding and commitment to the Scout Promise and Law with your Sea Scout Leader.
- (b) Participate in at least two Watch meeting/activities and with your Watch Leader plan one of these.
- (c) Explain the function of the Watch system and the Watch Leaders Council (WLC).

18.WEATHER

- (a) On at least two occasions get a weather forecast before a water activity or hike :-
 - (i) Which forecast gives the most information for the area?
 - (ii) Which parts of forecasts are most important for each activity?
 - (iii) Was the forecast right and did the weather affect the activity ?
- (b) Appreciate the effects weather has on the waters in your area.
- (c) Recognise how the wind (from Beaufort force 0 to force 6) effects conditions on the sea and on the land.

19.FIRST AID

- (a) Make improvements to your personal First Aid kit, which is used on all your activities.
- (b) Describe how to deal with the following injuries using your first aid kit: -
 - (i) Minor burns.
 - (ii) Fainting.
 - (iii) Sprains
 - (iv) Blisters.
 - (v) Shock.
 - (vi) Choking.
- (c) Demonstrate and explain resuscitation in relation to the following:
 - (i) The "ABC" of resuscitation.
 - (ii) Checking for consciousness.
 - (iii) Opening the Airway and checking for breathing.
 - (iv) Checking for a pulse.
 - (v) Mouth to mouth ventilation.
 - (vi) Placing a casualty into the recovery position.
- (d) Explain Hypothermia in relation to: -
 - (i) The body temperature.
 - (ii) The signs and symptoms.
 - (iii) Avoiding it on all Scouting activities (Land and Water)

20,NAVIGATION (Complete at least one out of the following three)

- (i) Land Navigation
- (a) Create a route card for a hike and then following it, record how accurate the route card was.
- (b) Describe two ways of finding "North" without a compass.
- (c) Demonstrate how to navigate around an obstacle.
- (d) Be able to navigate in poor visibility.
- (e) Be able to pinpoint your position on a map by using the features around you.



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(ii) Coastal Navigation

- (a) Understand longitude and latitude and identify a position.
- (b) Explain the main features and symbols on a chart.
- (c) Show how to measure distance on a chart.
- (d) Plot a true bearing or course from a Compass Rose.
- (e) Describe what Cardinal and Half Cardinal points are.
- (f) In the Steering and Sailing Rules what are the general rules for manoeuvring: -
 - (i) A Power vessel.
 - (ii) A Sailing vessel.
 - (iii) In a narrow channel.
- (g) In the Steering and Sailing Rules, explain the meaning of: -
 - (i) Risk of Collision.
 - (ii) Not under command.
 - (iii) Restricted Manoeuvrability.
- (h) Identify the main terms used to denote direction from your boat.

(iii) Inland Waterway Navigation

- (a) Explain what is meant by scale of an Ordnance Survey Map and show how to measure distances.
- (b) Explain the National Grid system and use it to identify a position.
- (c) Identify the main symbols on an OS map and on an Inland Waterway chart including canals, locks and weirs.
- (d) Describe what Cardinal and Half Cardinal points are.
- (e) Explain the rules relating to manoeuvring and right of way on Inland Waterways.
- (f) Explain how a lock works, both rising and falling.

21. HIKING

- (a) Appreciate the preparation that is needed for hike camp by participating with your Watch in doing the following: -
 - (i) Create a balanced menu for a Watch weekend hike camp.
 - (ii) List the Troop equipment that is needed for this hike camp and show how best to pack it for hiking.
- (b) Explain by demonstration or by discussion how to store the food on the hike hygienically and how to preserve it.
- (c) Make improvements to your emergency rations kit, which is used on all your hikes.
- (d) Explain the safety considerations and the dangers associated with the use of portable lightweight cookers that are available to your Troop.
- (e) Prepare and cook the food for a simple two-course hike camp meal of your choice, on a portable lightweight cooker.
- (f) Demonstrate on a hike using a map how to pick the easiest route between two points.
- (g) Participate in at least two hikes, one of which should be a weekend hike with other Scouts and complete the following: -
 - (i) Be able to take a bearing and follow it.
 - (ii) Demonstrate how to take a Back bearing and explain why you would use it.

22. ROPE-WORK

- (a) Demonstrate the following knot, lashings and explain their uses: -
 - (i) Bowline.
 - (ii) Sheer lashing.
 - (iii) Diagonal lashings.
- (b) Whip the end of a rope.



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23.CAMPING

- (a) Appreciate the preparation that is needed for camping by participating with your Watch in doing the following: -
- (i) Create a balanced menu for a Watch weekend standing camp.
 - (ii) Develop this menu into the quantities of food required for the Watch and then calculate the cost per person.
 - (iii) Participate in the Shopping of this menu and take into account the storage of the food.
 - (iv) Make a Task rotation scheme for this camp; that distributes the camp tasks evenly among the Watch.
 - (v) List the Troop equipment that is needed for this camp and show how best to pack it for transportation.
- (b) Explain by demonstration or by discussion how to do the following: -
- (i) The best layout of the camp in relation to safety and practicality.
 - (ii) Store the food on camp hygienically and preserve it.
- (c) On camp or camps make at least two of the following: -
- (i) Washbasin and Rubbish bin stands.
 - (ii) Gateway and boundary indicator.
 - (iii) Nautical flagpole or floating flagpole.
 - (iv) Table and seats.
 - (v) Dresser or boating equipment rack.
 - (vi) Rope or wooden bridge.
 - (vii) (Watch Leader's choice)
- (d) Prepare and cook the food for a simple two-course meal of your choice on an open fire.
- (e) Participate in at least two camps, each of two consecutive nights duration.

24.ENVIRONMENTAL AND COMMUNITY

- (a) Implement a simple voluntary project that will benefit your environment or community.
- (b) Participate with your Watch or Troop a visit your local lifeboat station or other local rescue service and discover how they benefit your community.
- (c) Appreciate the different ways you can support your local rescue service.

25.MAINTENANCE

- (a) Participate with your Watch or Troop on at least six occasions with the maintenance or repair of Troop equipment. Be able to take a leading role in one.
- (b) Participate with your Watch or Troop in the completion of at least two of the following: -
- (i) Carry out a simple repair to a tent or piece of camping equipment.
 - (ii) Sharpen the axes or replace the blade in the saws (only if blunt).
 - (iii) Check, clean and dry lifejackets, buoyancy aids or some of a craft's equipment.
 - (iv) Repair a small crack or hole on a craft.
 - (v) Scrape, sand and paint as required.
 - (vi) Whip, splice or similar the rigging of a craft, as required.
 - (vii) Carry out some routine maintenance to a craft (e.g.: replace spark plugs on an outboard, wash down sails, rigging, etc).
 - (viii) Leader's choice.



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26. WATER SAFETY

- (a) Explain the importance of the care and use of a lifejacket or buoyancy aid.
- (b) Show how to check that a lifejacket or buoyancy aid is fit to use (buckles, straps, whistle, etc).
- (c) Demonstrate distress signals by using only oneself and items found on your Sea Scout uniform.
- (d) Know the different types of anchors and where they are best used.
- (e) Explain anchoring with reference to the anchors and craft used by your Troop -
 - (i) Choice of anchorage, length of cable, swinging circle, dragging, etc.
 - (ii) Identify the parts of at least one anchor that your Troop regularly uses.
- (f) Understand the use of a sea anchor and demonstrate how to make one out of the equipment available on a Troop craft.

27. WATER ACTIVITIES

(Complete for one or more of: - Rowing, Sailing, Power-boating or Canoeing).

- (a) List the correct personal clothing and equipment for a day's water activity.
- (b) Identify equipment to be carried in a small craft for a day's water activity.
- (c) Describe the main safety points of the particular craft.
- (d) Appreciate the basic care of the craft and all its equipment.
- (e) Participate in the launching and retrieval of your craft.
- (f) Show other members of your Watch or Troop how to rig and de-rig the craft correctly.
- (g) Participate in at least 8 half-day and one full day (if your waters allow) water activities with your Troop.

28. ACTIVITIES AFLOAT

(Complete for one or more of: - Rowing, Sailing, Power-boating or Canoeing).

(i) OARS (Crew)

Take charge of a rowing boat and crew in mild conditions (little or some currents and wind): -

- (a) Control the crew and steer the boat satisfactorily around a course, including -
 - (i) Forward and reverse motion.
 - (ii) Turning both ways using the tiller and / or the oars.
 - (iii) Emergency stop.
 - (iv) Coming along side another boat or jetty
- (b) Anchor correctly and safely.
- (c) Demonstrate MOB (man over-board) drill
- (d) Pick up a marker from the water.

(ii) SAIL (Crew or Dinghy)

Demonstrate in a sailing dinghy or crew boat, the following during mild conditions (little or some currents and wind): -

- (a) Steer a course while controlling the crew. The exercise should involve: -
 - (i) Sailing a triangular course.
 - (ii) Heaving-to
 - (iii) Coming along side another boat or jetty
- (b) Anchor correctly and safely.
- (c) Demonstrate MOB (man overboard) drill.
- (d) Demonstrate capsize drill (Preferably a dinghy).
- (e) Pick up a marker from the water.



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(iii) POWER-BOAT

Demonstrate the following efficiently during mild conditions (little or some currents and wind): -

- (a) Steer a course while controlling the crew. This exercise should involve: -
 - (i) Steering the boat at varying speeds.
 - (ii) Forward and reverse motion.
 - (iii) Turning both ways using the tiller.
 - (iv) Emergency stop.
 - (v) Coming along side another boat or jetty
- (b) Anchor your boat correctly and safely.
- (c) Demonstrate MOB (man overboard) drill .
- (d) Pick up a marker from the water.

(iv) CANOE/KAYAK

Demonstrate the following efficiently during mild conditions (little or some currents and wind): -

- (a) Slap support on both sides.
 - (b) Draw stroke on both sides.
 - (c) Turn in both directions.
 - (d) Participate in a raft-up, with at least four other canoeists.
 - (e) Capsize wearing a spray-deck.
 - (f) Swim at least ten metres towing the canoe and paddle.
- Participate in a "H" or assisted "X" rescue as the Rescued and the Rescuer.

29. FLAGS AND TRADITIONS

- (a) Discover what an "Ensign" is and where it is flown.
- (b) Show how to raise and lower a National Flag or Ensign.
- (c) Show how to carry a National Flag or Ensign.
- (d) Explain how to care for and demonstrate how to fold a National Flag or Ensign.
- (e) Appreciate what is meant by the following flags, were they are flown and for what duration on a nautical flagpole and on a vessel: -
 - (i) Ensign.
 - (ii) Scout pennant.
 - (iii) Troop flag or House flag.
 - (iv) Duty Watch flag or Pennant
 - (v) Courtesy flag.
 - (vi) Signal Flag.
- (f) Discover a piece of Maritime tradition or history, for example: -
 - (i) Boatswain's Call.
 - (ii) The Watch system on ships and the sounding of bells.
 - (iii) Keel hauling.
 - (iv) Swinging a cat or lead.
 - (v) Local tradition or history.
 - (vi) Lead line.



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COXSWAIN BADGE

Note: In the Coxswain Badge there are two sections,
Section 1 compulsory, Section 2 with choices..

SECTION 1 - COMPULSORY, COMPLETE ALL THE FOLLOWING TOPICS

30. SCOUTING

- (a) Explain the Scout Promise and Law to new members or younger members of your Watch or Troop.
- (b) Prepare a presentation - poster, badge collection, photo display, power-point, Web site or similar- to show the local or worldwide nature of Scouting.
- (c) Participate in at least two Watch activities and plan one of these.
- (d) Explain the other challenges available in Scouting to other members of your Troop, i.e.: Charge certificates, Attainment badges, Chief Scout's Award, etc.

31. WEATHER

- (a) Appreciate how clouds are formed.
- (b) Know the main cloud types and the weather often associated with each
- (c) Describe the causes of rain, fog, sea/land breezes, and wind.
- (d) Instruct other Scouts how to get forecasts for your boating or hiking area, and explain which parts are most important for each type of activity.
- (e) Recognise some natural weather signs.

32. FIRST AID

Possess the First Aid Badge
OR

- (a) Describe what to do in the case of road accident, fire, high voltage or drowning.
- (b) Describe how to deal with an Asthma attack.
- (c) Appreciate the method used to make a diagnosis in relation to: -
 - (i) Symptoms and signs.
 - (ii) Top to toe survey
- (d) Demonstrate mouth to mouth resuscitation.
- (e) Identify another method of resuscitation and when it is used.
- (f) Recognise how the circulation system works.
- (g) Demonstrate and explain chest compressions in relation to the following: -
 - (i) Summoning of medical help.
 - (ii) Checking if there is a pulse present.
 - (iii) Judging how and where to place your hands.
 - (iv) How to make a correct compression.
 - (v) Be able to maintain the repeatability of compressions at the correct rate.
 - (vi) Identify the signs to indicate stopping the chest compression.



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33. NAVIGATION (Complete at least one out of the following three)

(i) Land Navigation

- (a) Create a detailed route card for a hike and explain it to your Watch.
- (b) Instruct your Watch or Troop in a method to navigate through thick woodland or in bad visibility.
- (c) Show your understanding of contour lines by taking a section of a map and drawing how this section looks in nature.
- (d) In map reading, appreciate the meaning of concave and convex slopes.
- (e) Make an improvised compass and demonstrate it to your Watch.

(ii) Coastal Navigation

- (a) Understand how the compass works and recognise the different types.
- (b) Explain Magnetic Deviation and how it can be minimised, eliminated or allowed for on the boats used by your Troop.
- (c) Plot a bearing on a chart, allowing for magnetic variation and deviation.
- (d) Explain the terms nautical mile, knot and charted depth.
- (e) Appreciate the importance of light characteristics of navigation marks in relation to: Colour, Type (Fixed, Flashing, Occulting or Iso-phase) and Rhythm, and understand the use of sector lights.
- (f) Recognise all the various marks in the IALA Buoyage System: -
Cardinal, Lateral, Safe water, Isolated Danger and Special marks.

(iii) Inland Water Navigation

- (a) Understand how the compass works and recognise the different types.
- (b) Explain Magnetic Deviation and how it can be minimised, eliminated or allowed for on the boats used by your Troop.
- (c) Explain the navigation marking system used on the Shannon Navigation, on the Erne Navigation or other similar Navigation.
- (d) Appreciate the possible dangers of sudden weather changes on the big lakes.
- (e) Understand how canal lock sluices operate and appreciate the problems that can be caused if they are not operated properly.

34. WATER SAFETY

- (a) Know the different distress signals and explain how to use them correctly.
- (b) Describe what action should be taken when emergency flares are seen.
- (c) Describe clearly under what conditions should flares be used.
- (d) Know the number and type of flares that should be carried by a Scout boat for different trips (i.e.: Half day exercise, day expedition, expedition, etc).
- (e) Understand the Scout classification of waters in your area.
- (f) List ways to implement the following on a power boat: -
 - (i) Fire prevention.
 - (ii) Fire fighting.

35. ENVIRONMENTAL AND COMMUNITY

- (a) Lead your Watch or Troop in an environmental survey of 1Km of your local area (coast line, river bank, roadway, forest, track, etc) and record your results, using drawings (or photographs) and tables where possible.
- (b) Try to rectify at least one of the problems found in your survey.
- (c) Appreciate the dangers and problems caused by dumping in rivers, canals, lakes, coastal areas, etc.
- (d) Understand the possible dangers of Weil's disease.



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36. MAINTENANCE

- (a) Take a leading part in maintenance / repair of Troop equipment. The time commitment should be determined by you and the Watch Leaders Council.
- (b) Instruct and lead younger Scouts in maintenance work.
- (c) Know how to care for ropes during their use and when in storage.
- (d) Check a boat for its seaworthiness, -list repairs or improvements required and action this list.

Complete at least two out of the following: -

- (e) Know how to maintain and check tents and how to store properly.
- (f) Know how to maintain and check sails and how to store properly.
- (g) Know the different types of construction for wooden boats: -
Clinker, Carval, Diagonal, Hard chine
- (h) Understand the difference between displacement hulls and planing hulls.
- (i) Marine engines: -
 - (i) Understand the difference between petrol and diesel engines.
 - (ii) Understand correct oil/fuel mixture in petrol outboard motors.
 - (iii) Demonstrate how to check the cooling and lubrication systems.
 - (iv) Check gearbox operation and oil level.
 - (v) Propulsion - check if propellor is right or left-handed

SECTION 2 - OPTIONS, COMPLETE AT LEAST FIVE OUT OF THE FOLLOWING TOPICS

37. HIKING

- (a) Instruct members of your Watch or Troop, on the personal and group equipment required for hiking and how to pack it for carrying.
- (b) Demonstrate your improved knowledge of cooking on hike camps in relation to menu planning and packing and storage of food while on the hike.
- (c) Participate in at least two hikes, planned by you and your Watch. One could be an incident based hike, where you and your Watch instruct other Scouts on an essential skill or skills of hill walking.

38. ROPE WORK

- (a) Demonstrate and explain the uses of double sheet bend, rolling hitch, back splice, short splice, and eye splice.
- (b) Understand the different types of rope construction and the factors to take into account before choosing a rope.
- (c) Explain the best uses for Nylon, Terylene and Polypropylene ropes.

39. CAMPING

- (a) Create a programme for a two-day camp and implement it.
- (b) Describe what to look for when selecting a suitable campsite.
- (c) On camp or camps make at least two camp gadgets.
- (d) Prepare the food and cook a three-course meal on an open fire.
- (e) Instruct younger Scouts how to use cooking equipment correctly and safely.
- (f) Discover with other members of your Watch, backwoods camping and cooking: -
 - (i) Build an environmentally friendly shelter from natural materials.
 - (ii) Cook a simple meal, without utensils, using only natural materials.
- (g) Participate in at least three camps, two of which should be of two consecutive night's duration.



40. WATER ACTIVITIES

Instruct your Watch on the following -

- (a) Correct personal clothing and safety equipment for boating.
- (b) Correct boat equipment for an activity
- (c) Materials used in small boat construction.
- (d) Types of construction for small boats.
- (e) Standard parts, fittings and equipment of the craft.
- (f) What to do in a capsize situation
- (g) How to steer a compass course in a craft used by your Troop.

Participate in at least 10 half-days and two one-day's (if your waters allow) water activities with your Troop.

41. ACTIVITIES AFLOAT

Complete this section for one or more of the following water disciplines: -

Note: All manoeuvres should be demonstrated during moderate conditions (some currents and wind but not extreme).

(i) OARS (Crew)

- (a) Instruct members of your Watch or Troop, on the rowing commands used in your Troop
- (b) As coxswain of a boat's crew demonstrate the following efficiently: -
 - (i) Carry out all basic manoeuvres
 - (ii) Progress through a crowded anchorage or between obstacles.
 - (iii) Take a small boat in tow.
 - (iv) Take a tow from another boat.
 - (v) React to a one of the following simulated emergencies: -
 - (i) Loss of rudder
 - (ii) Loss of oar or oars
 - (iii) Loss of spur or spurs
 - (vi) Take charge of MOB rescue exercise.

(ii) SAIL (Crew or Dinghy)

- (a) Instruct members of your Watch or Troop, on the main sailing terms and manoeuvres: bear away, go about, goose wing, gybe, head to wind, heave to, luff up, port and starboard tack, beating, reaching, running.
- (b) As helmsman, demonstrate efficient sailing on all points of the wind.
- (c) Demonstrate correct attention to boat trim and crew position, sail trim and control, use of the centreboard and tiller control.
- (d) React to a one of the following simulated emergencies: -
 - (i) Loss of rudder
 - (ii) Loss of Jib or Mainsail.
 - (iii) Loss of centreboard.
- (e) Supervise a man overboard (MOB) exercise.

(iii) Power-Boat

- (a) Demonstrate the following efficiently: -
 - (i) Tow a small boat.
 - (ii) Take a tow from another boat.
 - (iii) Progress through a crowded anchorage, between obstacles or other restricted area.



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- (iv) React to a one of the following simulated emergencies: -
 - (i) Loss of engine
 - (ii) Fire on boat.
- (v) Supervise a man overboard (MOB) exercise.
- (vi) Appreciate the meaning of the 'paddlewheel effect'.

(iv) CANOE / KAYAK

- (a) Demonstrate the following efficiently: -
 - (i) Slap support on both sides with cockpit edge touching the water.
 - (ii) Draw strokes and sculling draw stroke on both sides.
 - (iii) Ferry gliding forward and reverse on moving water.
 - (iv) Break in and break out of fast water.
 - (v) Stern rudder, low brace and high brace on moving water.
- (b) Participate in a "H" or assisted "X", rafted "X" and "Eskimo" rescue as the: -
 - (i) Rescued
 - (ii) Rescuer.

42. FLAGS AND TRADITIONS

- (a) Discover how time was recorded on ships before the clock was invented.

43. CURRENTS, TIDES AND WINDS

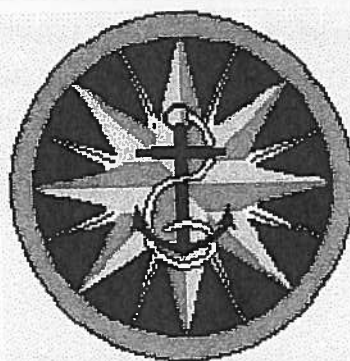
- (a) Describe briefly how tides are formed and understand the meaning of the following terms: - Springs, Neaps, flood, ebb, High and low water.
- (b) Obtain information on tide times for your normal boating waters.
- (c) Describe what "tidal currents" mean.
- (d) Explain how waves are formed and what factors determine the size of waves.
- (e) What tidal effect can occur under the following conditions
 - (i) Areas of shallow water in moderate wind.
 - (ii) Current and wind in the same direction.
 - (iii) Current and wind in the opposite directions.
 - (iv) Any local tidal problems in your area.
- (f) Understand the meaning of the terms Windward and Leeward.

44. RULES OF THE ROAD AT SEA

- (a) Explain the following terms: -
 - (i) Bearing.
 - (ii) Not under command.
 - (iii) Restricted manoeuvrability.
 - (iv) Look out.
 - (v) Safe speed.
 - (vi) Action to avoid collision.
 - (vii) Overtaking.
- (b) Explain right of way rules for: -
 - (i) Powerboats.
 - (ii) Sailing boats.
 - (iii) Large ships in a restricted channel.
- (c) Know the fog signals made by: -
 - (i) Power vessel making way.
 - (ii) Power vessel not making way
 - (iii) Sailing vessel under way
 - (iv) A vessel at anchor.
- (d) Demonstrate the fog signal that should be made by a typical Scout boat.
- (e) Discover the most common danger signals in use.



MARINER BADGE



1. Hold, or complete the requirements for the Coxswain Badge.
2. Have taken part in at least two different events from the following list, or other events of a similar character, agreed in consultation with the participant's Leader –
 - a. Fry Cup or Master Mariner Competition
 - b. Wood-Latimer Skiff Race
 - c. Sea Scout Liffey Canoe Race
 - d. Albatross Regatta BP 18 Race
 - e. Sionnach Adventure
 - f. Bass Shield Swimming Race
 - g. Smythe Cup Competition
 - h. Sea Scout Triathlon
3. Complete at least 2 of the following, or other qualifications or courses of a similar character, agreed in consultation with the participant's Leader –
 - a. Intermediate Charge Cert. (Oars)
 - b. Intermediate Charge Cert. (Sail), or ISA Level 3 Sail
 - c. Intermediate Charge Cert. (Power), or ISA Level 2 Power
 - d. Restricted Canoe Leader Cert.
 - e. ISA Competent Crew Cert.
 - f. Short Range Radio Operators Cert., Module 1
 - g. SAI or ISA Introductory Navigation Course
 - h. ISA Yacht Safety Awareness Course
 - i. Basic Sea Survival Course
 - j. IWSA or RLSS Lifesaving Award
4. Expedition
Plan and lead a waterborne expedition of at least 48 hours duration. This may be by rowing boat, sailing boat, power driven boat or Kayaks/canoes, (total distance not less than 40 kilometres), or by raft (total distance not less than 20 kilometres).
The expedition should be planned and led entirely by the Scout. Help and guidance may be received from adult leaders. Detailed planning, depending on the choice of craft, waters and route, must be submitted in advance to the Sea Scout Leader or Venture Sea Scout



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Leader for approval. This should include notes of relevant navigational information such as charts/maps, cruising/sailing guides, plans for travel and transport to the start, and from the finish point, launch and landing sites, tides, currents, shoals and other hazards, locks, weirs and rapids, lifting bridges, mooring or anchoring places, camp sites, access routes and escape routes, availability of provisions and fresh water etc., and plans for a balanced menu.

The Scout Leader or Venture Scout Leader must examine the plans for the proposed journey in detail, with particular reference to the craft and the waters in question, and the composition, age, strength and experience of the crew, before giving approval for the expedition.

A suitably qualified Leader may be carried as a "passenger", or sail in close company in another vessel. This is mandatory if the Scout in charge of the expedition does not possess an appropriate Charge Certificate.

A log book of the expedition should be kept, including the planning matters already mentioned above, as well as details of the journey, including photos, sketches and maps. Details of suitable campsites noted en route should also be included.

This expedition can also count for Challenge 1 of the Chief Scouts Award. In a single boat expedition, only the person in charge can get credit for this activity. If more than one boat is involved, the coxswain of each boat may obtain credit, but all the coxswains must plan the project together and contribute equally, and each coxswain organises the details of his/her own crew, boat and safety equipment, camping equipment, menu, etc, and keeps a separate logbook.

The Mariner Badge is awarded by the National Commissioner for Sea Scouts, who should be informed of any Scout /Venture Scout undertaking the challenge. The completed logbook should be sent to the National Commissioner together with a recommendation from the Sea Scout Leader or Venture Sea Scout Leader. The Logbook will be returned.



1. Camp Skills

- (a) With your friends go on three camping trips
- (b) Before you go: -
 - (i) Know what personal kit to bring and how to pack a rucksack
 - (ii) Choose a campsite giving reasons for your selection
- (c) On Camp: -
 - (i) Build an altar fire and know how to light a fire
 - (ii) Prepare and cook one of the camp meals
 - (iii) Help pitch and strike a tent
 - (iv) Demonstrate that you know how to use equipment such as axe, saw, a stove and "tilly" lamp.
 - (v) Show that you know the proper way to store food and how to dispose of waste properly
- (d) After the camp: -
 - (i) Debrief to see what needs to be improved upon?
 - (ii) Did you practice environmental friendly camping?



2. Backwoods

- (a) Organise a backwoods weekend with your friends.
- (b) Before you go: -
 - (i) Find out about hypothermia, wind chill and mountain safety.
 - (ii) Do a gear check and get a weather forecast
 - (iii) Put together a personal first aid kit.
- (c) On the event: -
 - (i) Sleep out in an improvised bivvy or bivvy bag
 - (ii) Cook a meal backwoods style
 - (iii) Make a simple route card and go on a short environmental hike
 - (iv) Find north using the stars
- (d) Afterwards: -
 - (i) Debrief to assess whether you would be able to survive an unexpected night in the hills



3. Camper

- (a) Help organise your annual camp or expedition, this should be at least four nights duration.
- (b) Before you go: -
 - (i) Take responsibility for an aspect of the pre-camp planning (help find a suitable site, work out a budget and plan the menu, check the Troop equipment, etc)
- (c) When there: -
 - (ii) Help train others in the proper use of equipment such as axe, saw, stoves and pressure lamps.
 - (iii) Take responsibility for an aspect of the camp programme (A day hike, pioneering project, etc)
- (d) Afterwards: -
 - (i) Organise a slide show or presentation evening for your parents and friends or put up a static display in your community or school.
 - (ii) Do a gear check to see what needs repairing or replaced.





4. Hiker

- (a) With a group go on four day hikes keeping a short log of each.
- (b) Before going: -
 - (iv) Help to make a route card
 - (v) Know what personal and group gear to bring
 - (vi) Know about the layering principle to clothing
 - (vii) Know what to do in the case of an emergency.
- (c) On each hike: -
 - (i) Do a gear and weather check just prior to departure.
 - (ii) Navigate using your map, compass and route card.
- (d) Afterwards: -
 - (i) Debrief and identify things you need to improve on.
Were your route card calculations accurate, what would you change next time?



5. Mountaineer

- (a) As part of a group take part in an overnight bivouac in mountain country. Why not select an unusual location such as a top or beside a corrie lake?
- (b) Before you go: -
 - (i) Show that you know about hypothermia, its signs, symptoms and treatment.
 - (ii) Understand the effects of wind chill
 - (iii) Make up your own emergency ration (GORP).
- (c) On the activity: -
 - (i) Bivvy out using a bivvy bag
 - (ii) Survive on a menu of dehydrated foods
- (d) After the activity
 - (i) Debrief not only on the event itself but also on mountain survival skills of the group. If you got lost or benighted or a member of your group was injured on a hike, would you know what to do? Set personal goals to improve your survival skills.



6. Lightweight Expedition

- (a) With a group of friends plan and carry out a backpacking expedition along one of the marked trails or similar route.
 - (i) Camp out at least one night
 - (ii) Cook a meal on a "trangia" type stove
 - (iii) Take a turn at doing the navigation
 - (iv) Show that you practice minimal impact camping
- (b) After the event, debrief and set yourself personal goals to improve your backpacking skills (did you work well together? How was your navigation? What about the gear, the weight of the packs and the Menu?)



7. First Aid

- (a) Attend a recognised first aid course run by Irish Red Cross, St John Ambulance, Civil Defence or Order of Malta)
- OR
- (b) Do a Rescue Emergency Care course.





8. Rafting

- (a) Know the correct personal clothing and safety equipment, and the safety factors and hazards to be considered for all boating activity.
- (a) Make a raft that will accommodate at least two people, using pioneering poles, knots and lashings and adequate buoyancy.
- (b) Demonstrate the following during calm conditions -
 - (i) Enter and exit the raft correctly
 - (ii) Paddle forward, maintaining a straight course.
 - (iii) Paddle around a simple course.
 - (iv) Come along side without bumping.
 - (v) Anchor correctly and safely.
 - (vi) Pick up a mooring line or marker buoy.
 - (vii) Go on a short journey on the raft, on still or slow moving water. A sail may be rigged if the wind is favourable. Supervision from the bank or an accompanying safety craft must be arranged. This could be part of a camping or bivouac expedition, carrying your own equipment.



9 Canoeing

- (a) Complete the swimming test in the Boating Guidelines - Rule 4.
- (b) Complete the Canoeing Test for the Boatman Badge - Section 28,(iv)



10 Rowing

- (a) Complete the Sea Scout Badge and
- (b) Complete the following sections of the Boatman Badge: -
 - (i) Section 22. Rope work, (a) - (i) and (b)
 - (ii) Section 25 Maintenance, (a), and (b) (rowing boat related)
 - (iii) Section 26 Water safety, (d), (e) and (f)
 - (iv) Section 27 Water Activities
 - (v) Section 28 Activities Afloat, (i) Oars



11. Sailing

Go on a Sailing Course run by a recognised body (Irish Sailing Association, Royal Yacht Association, etc) and achieve Level 3.
OR



- (a) Complete the Boatman Badge
- (b) Complete the following sections of the Coxswain Badge in relation to sailing: -
 - (i) Section 34. Water Safety, sub-section (a), (b), (c), (d) and (e)
 - (ii) Section 36. Maintenance, sub-section (c), (d) and (f)
 - (iii) Section 40. Water Activities, sub-section (a), (b), (c), (d) and (e)
 - (iv) Section 41. Activities Afloat, sub-section (ii) Sail
 - (v) Section 43. Currents, tides and Winds
 - (vi) Section 44. Rules of the Road at Sea
- (c) Demonstrate the following: -
 - (i) Sail the boat in any direction on all points of sailing.
 - (ii) Sail to "Best Advantage" a triangular course.
 - (iii) Demonstrate sailing off a lee shore.
 - (iv) Demonstrate picking up a buoy and coming alongside, in different combinations of wind and tide.
 - (v) Reef the sail while afloat



12. Power Boating

Go on a Power boat course run by a recognised body (Irish Sailing Association, Royal Yacht Association, etc) and achieve level 2.

OR

- (a) Complete the Boatman Badge
- (b) Complete the following sections of the Coxswain Badge in relation to boating: -
 - (i) Section 34. Water Safety, sub-section (a), (b), (c), (d), (e) and (f)
 - (ii) Section 36. Maintenance, sub-section (c), (d), (h) and (i)
 - (iii) Section 40. Water Activities, sub-section (a), (b), (c), (d) and (e)
 - (iv) Section 41. Activities Afloat, sub-section (iii) Motorboat
 - (v) Section 43. Currents, tides and Winds
 - (vi) Section 44. Rules of the Road at Sea
- (c) Recognise minor faults in an engine, in relation to compression, ignition, battery and charging system, fuel supply and filters, intake and exhaust outlet.
- (d) Take charge of a motorboat and crew in a rescue exercise. Manoeuvre correctly alongside a "stranded craft" and take a "casualty aboard". Also pick up another "survivor" from the water. Carry out the whole exercise efficiently and demonstrate proper use of crew.



13. Cycling

- (a) Own or have used for at least six months, a cycle properly equipped and in good working order.
- (b) Be able to make simple adjustments and repairs, e.g. change tyre and tube, mend a puncture, replace a brake pad, adjust the height of the saddle and handlebars.
- (c) Know the "Rules of the Road" in relation to cycling.
- (d) List the correct personal clothing and safety equipment to wear or take on a cycling trip.
- (e) Participate in at least two cycling hikes, planned by you and your Watch.
One could be an incident cycle hike, were you and your Watch run an activity or practical instruction session for other members of the Troop.



14. Swimming

- (a) Swim at least 200 meters
- (b) Dive from the surface of the water and recover an object from a of two meters.
- (c) Demonstrate the breast stroke, back and front crawl and sidestrokes.
- (d) Swim on your Back for at least 50 meters.
- (e) Be able to tread water for 2 minutes.
- (f) Demonstrate how to give artificial Respiration.
- (g) Demonstrate how to put a "Casualty" into the Recovery position.
- (h) Instruct your Watch or Troop on the Safety rules of Swimming.
- (i) Swim 50 meters in light clothing including footwear and then undress in the water.
- (j) Swim in a lifejacket or Buoyancy aid.

