ADJENTURES AFLOAT

Scouting Ireland

SAILS & FRAMEWORK

The Scouting Ireland SAILS Framework is a programme pathway for all Sections that is accessible for every young person to achieve a nautical badge, regardless of the Scout Groups ability to host activities afloat.

The framework has considerable support resources alongside guidance of best practice for water safety and the certification scheme for getting out on the water within Scouting.









RAISE THE ANCHOR, SET THE COMPASS AND JOIN US ON SCOUTING IRELAND'S ADVENTURES AFLOAT PROGRAMME!

Adventures Afloat is a programme pathway for all, based on nautical skills and traditions and focused on Seamanship Skills, Adventures Afloat, Marine Environment and Maritime Community.

Part of the **Scouting Ireland SAILS Framework**, it aligns with **Safety Afloat**, the good practices keeping us safe when boating, **Inclusion Afloat**, ensuring all members can engage, **Leadership Afloat**, the framework for leading and supervising water-activities, **Sustainability Afloat**, protecting our biggest playground, and of course with the beloved **Adventure Skills**, technical scouting activity skills.

Many of the first recorded Scout activities in Ireland involved picking up a paddle, reefing a sail or pulling an oar.

Baden Powell himself was a keen boatman. So the sea and Scouting have been connected since the beginning.

This is not just splashing around. This is navigation and knot work, marine science, boat building and maintenance, meeting the marine and achieving more afloat as a team.

Ireland is an island nation, defined by it's maritime history and relationship with the sea, its lakes and its rivers.

You are encouraged to foster a relationship with our coast and water bodies, learn nautical skills and build a respect for the marine ecosystem and embrace safe practices.

This programme may be undertaken Afloat or Ashore to ensure all young people in Scouting can take part in some way.

How does it work? As with traditional seamanship, a Mate assists with the running of a ship...

There are two levels under each Programme Section; the *Mate-Levels* are Shorebased and designed to be accessible and attainable for all Scout Groups, regardless of the Scout Groups ability to organise activity, equipment and adventure on the water; allowing all youth members to participate and achieve a nautical ability.

Groups with access to water-activities should complete the Mate-level first to build a good foundation of nautical skill before embarking on the next.

Are you a Mariner, a Bosun, a Helmsman, a Navigator or a Coxswain? Find your pathway and get out there making Adventures Afloat! BRAVO ZULU (BZ) = a job well done.

ADIENTURES & AFLOAT

THE FOUR ELEMENTS OF ADVENTURES AFLOAT



SEAMANSHIP SKILLS



ADVENTURES AFLOAT



MARINE ENVIRONMENT



MARITIME COMMUNITY

ADIENTURES & AFLORIT



MARINERS MATE



MARINER



CUBS

BOSUNS MATE



BOSUN



SCOUTS

HELMSMANS MATE



HELMSMAN



VENTURES

NAVIGATORS MATE



NAVIGATOR



ROVERS

COXSWAINS MATE



COXSWAIN



ADVENTURES & AFLOAT Begyers

MARINERS MATE





1. Nautical Knots.

Tie a Reef-Knot & tie a Stopper-Knot.

Try a leaderboard of who can tie it the fastest!

Ready for a challenge? Try it one-handed with your Beaver Buddy!



2. You're my Buddy.

Learn how to keep each other safe on the water and near the waters edge. Know how to raise the alarm in an emergency.



3. Shoreside Safari.

- Did you find anything that shouldn't be there?
- What was the most interesting thing you found?
- Marine Debris Design reuse the debris you found to make some art!



4. Use a Compass to find North.

Draw a Treasure Map of your Den or Local Waters - add the North Arrow.



5. Where is the Wind?

Identify which direction the wind is blowing. Can you feel it? Can you see it? Build a Wind Vane to check your guess!



6. Be able to identify these common Nautical Terms;

Bow, Stern, Port, Starboard, Anchor, Deck, Hull, Mast, Rudder







1. Know what a Personal Floatation Device is.

Can you show that you can wear one correctly.



2. Mariners Fashion Show - Correct Clothing to wear afloat;

- What is good clothing for a Warm Day? For a Cold Day?
- What should I wear on my feet?
- What should I not wear on the water!



3. Just keep Swimming...

Swimming is a fun and important skill to learn to be safe around the water. Before going boating; Complete a float & swim test wearing your PFD.



4. Beaver Boating - Get Afloat in any type of Craft.

Be able to apply the Buddy System to keep each other safe on the water. Using your Treasure Map, can you find the wind? or pirates or treasure! Can you name some boat parts and get back into the boat from the water?



5. What Floats your Boat?

Why do boats floats? Gather a stone, a stick, Blu-Tac; Will it Sink or Float? If you mold the Blu-Tac into a boat shape - do you think it will float? Why??



6. Discover who the RNLI and the Coastguard are.

Find out what they do in the community. Is there a local station? Pay them a visit!

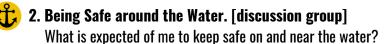
Complete Adventure Skills Stage 2 in Sailing or Rowing or Paddling.

ADVENTURES & AFLOAT COUTS

BOSUNS MATE







- 3. Go with the Flow What are Currents & Tides?
 Learn about your local moving waters where does all the water go?
- 4. Coil a rope & Heave a line.
 Can you heave a line 5-metres away? Why can this be a useful skill?
- 5. Orientate an Admiralty Chart to North.
 Identify your position on a Marine Map using a Grid-Reference.
 Find a local landmark that you can recognise on the chart.
 Can you identify what the different chart colours mean?
- 6. Host a Beach-Clean along your Local Shoreline.
 Did you find any Marine Debris? Match it on the Biodegradable Timetable.
 Discover what Common Aquatic life lives near you.
- 7. Invite A Guest to meet your Cub Pack to talk about Water Safety, Adventure or the Marine Environment.

 OR meet up with a Sea Scouting Cub Pack and share an activity together.

BOSUN



- 1. What are the differences between a Buoyancy-Aid vs a Lifejacket?
 Wear a PFD correctly and complete a Swim Test in your local waters.
- 2. What's the Weather like?

 Get the forecast for today and know why this is important.

 Record the weather forecast everyday for 1-week. Was the forecast accurate?
- 3. Get Afloat in any type of Craft.
 Help secure your boat to a berth, mooring, pier or harbour wall.
 - Make-Fast to a Cleat & consider using fenders! Heaving a line can be very useful here + knowing basic parts of your boat!
 - 4. Weigh Anchor! assist with Anchoring your Boat.
 - Can you identify what type of anchor you are using? Be sure to check your depth before anchoring!
 - Make a Lead-Line to check the Water Depth.
- 5. Compass Crusaders Cardinal Treasure Hunt.
 Discover the different Compass Cardinal Points & learn about Compass Bearings.
 Follow compass bearings to find some treasure!
- 6. Oh Buoy! be able to recognise common Nautical Buoyage.

 Port, Starboard, Safe Water, Isolated Danger, Cardinal Marks, Special.

Complete Adventure Skills Stage 4 in Sailing or Rowing or Paddling.

ADVENTURES & AFLOAT LOSCOUTS

HELMSMANS MATE





1. Marine Navigation - Chartwork Essentials.

Discover common features & symbols on an Admiralty Chart.

Be able to plot Latitude & Longitude coordinates, measure distance and calculate variation & deviation compass bearings to chart a passage.



2. Rain or Shine - become familiar with Weather Maps.

Can you make a reasonable forecast prediction based on a synoptic chart?



3. Distress Signals Afloat [discussion group]

In small groups; Research different methods of communication signals afloat.

- Do you need a permit to use.
- Advantages & disadvantages of certain methods.
- Correct use & storage of your equipment.

[VHF Marine Radio/ Marine Distress Flares/ EPIRP/ Hand & Whistle Signals]



4. Know the Risks - Complete a Risk Assessment for a Scouting Activity.

Become familiar with the **Safety Afloat** document and guidance for your activity.



5. Complete ONE of the Maritime Exercises below;

- Identify Common Nautical Flags + where they go on a flagpole + how to fold a flag.
- Become competent in any type of Rope Whipping.
- Conservation Campaign take a nautical wildlife or landscape photo as part of a marine conservation awareness campaign.



6. Research a Historic Voyage with your Patrol/ Watch & plot its passage. **OR** host a **Laying-Up Supper** to celebrate the end of the Scouting Year.

HELMSMAN





lacksquare 1. Tidal Tales - how the Tide can impact your Adventures on the Water.

Familiarise yourself with your local Tide Tables & Tidal Stream Atlas.

Learn how to take advantage of these tools - Investigate what Tidal Set & Rate is.



2. DIY Ocean Experiments - Try TWO.

- Air Temp vs. Water Temp the effects of windchill & body temperature.
- Freshwater vs. Saltwater characteristics & buoyancy.
- Dirty Water Filtration I'm not drinking that!
- Secchi Disk what's in the water.



3. Plan & Complete a Day Expedition Afloat (10 nautical miles).

Emergency Scenario Afloat - show that you can guard against + respond to an incident. [Concussion/ Man-Overboard/ Hypothermia/ Capsize/ Person Recovery from Water]



4. Discover your Scout Groups Boating Waters - What are your Local Hazards?



5. Inland Waters - Discover Irelands Waterways, Rivers & Canals.

Learn about River Currents and operating Lock Gates. Get access to a Green or Blueway.



6. Conduct TWO of the following Maintenance Exercises;

- a) Repair a Fibreglass Hole/ Crack.
- b) Complete a PFD Inspection & Testing.
- c) Explain how a Basic Marine Engine works.
- d) Wash, Scrape, Sand, Paint, Varnish a Wooden Boat. Implement a maintenance logbook for the equipment you serviced.

Complete Adventure Skills Stage 5 in Sailing or Rowing or Paddling.

ADVENTURES & AFLOAT & SCOTTS

NAVIGATORS MATE





- Calculate a Dead Reckoning to estimate your position on a chart.
- Learn about Tidal Diamonds to create a Course-To-Steer.
- Learn about the Differences with Navigating on our Inland Waterways.



Become familiar with common Cloud Patterns to predict short-term weather.

🛟 3. Emergency Action Plan.

Discuss, Develop, Design an EAP that could be used for your Troop Activities. An EAP is only as good as you are familiar with it. Practice an incidents day.

- 🛟 4. Master ONE of the following Seamanship Skills;
 - a) Bosuns Whistle Call.
 - b) Learn the Phonetic Alphabet & Signal Flags.
 - c) Make a Monkeys Fist.
 - 5. Review Boating Skills in your Troop & identify a pathway to balance or fill gaps in skill & activity.

OR with your Watch/ Patrol, create an **Instructional Skills Video** to support training for your peers & others.

6. Explore the Leadership Afloat pathways.

Discuss with your Scouter an action plan to join the scheme.

NAVIGATOR



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1. Plan and Lead an Overnight Expedition Afloat (15 nautical miles).

- Develop a Passage Plan & file a TR with the Coastguard.
- Chart your passage on a GPS [chartplotter or tablet].
- Maintain a Logbook and be able to estimate your position [EP/ DR/ 3-Point Fix].
- 踓 2. Engine Mechanic.

Carry out routine maintenance on a Marine Engine.
[Inspect Fuel System, Replace Filter, Spark Plug, Impeller, Wintering]

- 3. Powerboat Training Complete your National Powerboat Certificate.
- 4. Marine Stewardship Adopt your local shoreline and complete an Eco-Audit.

 Consider; A Clean-up, document pollution, monitor for 4-weeks and revisit + report.

 OR Invasive Species Controlled Research marine species that may threaten your local ecosystem. How can you respond & prevent a spread of invasive species.
- 🔗 5. Crewmates.

Lead ONE of the following activities, or Lead all THREE; we won't tell.

- Help get a Junior Section Afloat or Support their Shorebased Skills.
- Host a Mixed-Ability/ Disability Access Activity Afloat.
- Invite a Venture Troop from a different Group on the Water with you.
- - Learn how to tie Neckerchief Friendship Knot.

Complete Adventure Skills Stage 6 in Sailing or Rowing or Paddling.

VENTUKES

COXSWAINS MATE



1. Navigating the Seas.

Learn about Sound Signals and the Nautical Rules of the Road [IRPCS]. Make an Origami Ship to practice these rules! Consider completing the **Coastal Navigation for Small Boats** Shorebased Course.



2. Weather Window.

Listen to a Sea-Area Broadcast and be able to interpret the Forecast. Barometer and Investigate how it can support your weather predictions. Discover Irelands meteorological buoys used to monitor conditions.



3. Plain Sailing!

Discover the basics of sailing from the comfort of Home! Setup a Virtual Regatta with your Crew.



United Nations; Sustainable Development Goals [discussion group]

Goal 3 - Good Health & Wellbeing.

Goal 14 - Life Below Water.

How you could your Crew make positive action in your Scout Group or Community.



Connect with Nature and the Marine.

Implement a Simple Project to benefit your local Community or Marine Environment. **OR** host a Seamanship Training Workshop to support boating skills in your area.



Rover Crews Cruise

Plan an outing with your Rover Crew. Consider connecting with another Crew. Try one; Beach Yoga, Tide-Pooling, Surf, SUP, Swim, Snorkel, Scuba, Sandcastles.





Complete a Day Activity Afloat in Unfamiliar Waters.

Consider linking up with another Rover Crew. If you are a Coastal Crew - get afloat on the Inland Lakes & Waterways. If you are a River/ Lake Crew - get afloat on the Sea.



2. Volunteer at the Annual Watersports Inclusion Games.

OR support another local community event on the water.



3. Irelands Maritime Security.

Explore the roles of those who keep Ireland's waters safe. Consider how underwater infrastructure, trade and fisheries are protected and by what Irish marine assets.



4. Waxing & Waning

Discover the different phases of the Moon and understand how this could be used for tidal planning and navigation.



5. Night Owl - Spend at least 1-hour on the Water after Dark.

Preparation and Safety for a night boating navigation exercise.



6. Enter the **Master Mariner Seamanship Competition**.

OR Interview and engage with a professional mariner, boating instructor, watersports athlete, marine scientist or advocate, coastguard or RNLI member.

Complete **Adventure Skills Stage 7** in Sailing, Rowing or Paddling.

ADIENTURES & AFLORIT

Safe Adventures Afloat

It is the Scouters responsibility to ensure all activity Afloat and Ashore is conducted safely following all guidance, best practice and risk assessment available.

Safety Afloat is a guidebook for best practice and for what measures should be taken or avoided to support safe Scouting around the water. Each Scout Group delivering their own water-activities should develop their own **Safety Afloat Toolbox**.

All Scouting activity on the water must be supervised by appropriately trained and experienced Scouter holding a **Leadership Afloat** award, or relevant activity **NGB Valid Instructor** grade.

All Leadership Afloat awards and NGB Instructor grades are only valid with an accompanied valid first-aid certificate.



Enjoying these activities?

Consider adopting a Sea Scouting Programme Theme within your Section to enhance your nautical environment and connect with Ireland's maritime heritage, building skills for Scouts both on and off the water.

Contact your local County Commissioner or the Sea Scouting Team to get issued your nautical Port Number!

Chief Scout Award - Expedition Afloat; yes you can do your expedition afloat!

Beavers 5nm-6hours Cubs 10nm-8hours Scouts 16nm-2days Ventures 35nm-3days Rovers 50nm-4days Day Skipper 100nm-5days

Awarding Badges

Badges are available in the Scout Shop for any Scouters to purchase. Youth Members wear their badge on their left sleeve.



Resources Afloat

Adventures Afloat programme resources have been developed by the Sea Scouting Team. Programme support workshops are available for Scout Groups wishing to engage with the Scouting Ireland SAILS Framework. **seascouts.ie**



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ADJENTURES & AFLOAT

