



NAVIGATORS MATE



1. Charting the way.

- 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.



2. Cloudy with a chance of...

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;

- Bosuns Whistle Call.
- Learn the Phonetic Alphabet & Signal Flags.
- 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



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].



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.



6. Ropework Essentials - Become confident at Eye-Splicing.

- Learn how to tie Neckerchief Friendship Knot.

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