



Adventurer Award Book



The Australian Association of Independent Scouts.

Traditional Scouting provides a framework for personal development. We seek our youth to positively interact with other people and be active members of the group and the community. Youth will be engaged in squadron and community activities, making new friends and meeting people from different backgrounds. We believe the partnerships we establish will unfold a diverse range of opportunities for youth to engage in their community.



World Federation of Independent Scouts

The AAIS is a prospect member of WFIS.

The Mission of the World Federation of Independent Scouts is to support young people to develop mentally, physically, and morally through programs of companionship, adventure training and public service to their communities.

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Adventurer - Investment

The process of investment formalizes your membership in Adventurers. During your first three meetings you will be introduced to the program and its operations.

Adventurers provides a structure for a code of behaviour and ethical development. This includes concepts of right and wrong, respect for others and human diversity, and the environment.

When invested you receive your membership badges.



#	Activity	Date	Sign
1	History of Scouting, its founders and the WFIS.		
2	Campfire Yarn 2		
3	Campfire Yarn 3		
4	The Australian Flag		
5	The Adventurer Award Scheme		
6	Understand the Duke of Edinburgh Award.		
7	The Patron Saint. Saint George <ul style="list-style-type: none"> • The Motto • Duty • The Code of Conduct 		
8	Attend three Meetings		

The Adventurer Uniform



The Sea Adventurer Uniform



Tenderfoot



The Tenderfoot badge is awarded to an Adventurer who completes their Level 1 Pioneering, An Outdoor Award, Bushcraft and Citizenship badges.

Further completion of their Duke of Edinburgh Bronze award fulfills the requirements of their Bronze Medal.



Bushcraft

A week of camp life is worth six months of theoretical teaching in the meeting room - Robert Baden Powell.

Adventurers will learn base camping and site management. They will also engage in survival camping based on scenarios such as shipwrecked.

They will learn light weight camping so they can participate in expeditions.

	Activity	Date	Sign
	Navigation		
1	Know the cardinal points of a compass		
2	How to orientate a map		
3	Identify 3 types of map		
4	Identify marginal information		
5	Understand scale		
6	Understand GN TN, MN		
7	Find weather information		

	Camping Skills	Date	Sign
1	Tie 6 core sail-craft knots		
2	Understand PPE		
3	Pitch a tent with fellow adventurer		
4	Spend 5 nights under canvas		
5	Use 3 methods to light a fire		
5	Cook a simple meal and clean up afterwards		



Citizenship

	First Aid	Date	Sign
1	Use Kim's Game to assemble and memorize a CAT 6 First Aid Kit		
2	Understand DRSABCD		
3	Understand how to call for help		
4	Learn to manage: <ul style="list-style-type: none">• Minor cuts and scratches• Nose bleed• Stings and bites• Burns and scalds• Avoid sunburn		

	Service	Date	Sign
1	Provide service to your own club or an independent organization.		
2	Provide service to your own club or an independent organization.		
3	Provide service to your own club or an independent organization.		
4	Provide service to your own club or an independent organization.		



Sailing



Adventurers adhere to an Australian Sailing Syllabus.

	Preparation	Date	Sign
1	Knows appropriate clothing to suit conditions		
2	Can identify and use appropriate safety equipment		
3	Demonstrate an understanding of the need for protection from environmental elements		
4	Able to perform basic pre-sailing warm up		

	Safety and Emergencies	Date	Sign
1	Perform capsized recovery in shallow water		
2	Participate in single boat towing		

	Ropework	Date	Sign
1	Can tie a bowline, clove hitch, round turn and two half hitches		

	Sailing Theory	Date	Sign
1	Identify and apply the basic rules while sailing		
2	Port/starboard, windward/leeward		
3	Commercial vessels, power/sail		
4	Overtaking vessels, avoid collisions		

	Skills and Techniques	Date	Sign
1	Able to launch and recover boat with assistance		
2	Correctly gybe		
3	Successfully sail a triangle and windward/leeward course		
4	Can perform man overboard recovery		
5	Use tiller extension correctly		
6	Can perform heave to		
7	Demonstrate correct centreboard positioning		
8	Demonstrate correct crewing, helming and sail setting on all points of sail		

	Weather and Environment	Date	Sign
1	Identify wind direction and strength		
2	Able to source weather forecasts		
3	Display an understanding of gusts		
4	Show an awareness of local tide conditions		

	Boats and Equipment	Date	Sign
1	Able to rig a boat without assistance		
2	Identify all boat parts		
3	Demonstrate correct care of boats, sails and sailing gear		



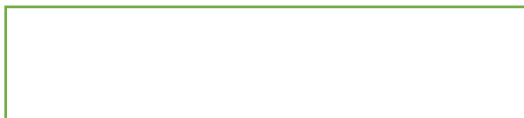
Marlinspike

	6 Basic Knots and their uses	Date	Sign
1	Reef Knot		
2	Sheet Bend		
3	Figure of Eight		
4	Clove Hitch		
5	Round Turn 2 Half Hitches		
6	Bowline		



Shipwright

	Boat preparation and maintenance	Date	Sign
1	Identify and use correct PPE		
2	Complete Sailing Boat Craft badge		
3	Identify necessary portable equipment		
4	Complete CAT 7 boat inspection		



Second Class



The Second Class badge is awarded to an Adventurer who completes their Level 2 Marlin Spike, Shipwright, Sailing, Bushcraft and Citizenship badges.

The Second Class badge work focuses on longer journeys and the skills necessary to safely navigate them.

Further completion of their Duke of Edinburgh Silver award fulfills the requirements of their Silver's Medal



Bushcraft

#	Navigation	Date	Sign
1	Describe a compass in detail		
2	Describe contour lines		
3	Describe Eastings / Northings		
4	Explain map reliability		
5	Describe an attack point		
6	What is aiming off		
7	Describe catch points		
8	Take a bearing		
9	Take a back bearing		
	Explain Naismith's rule. How would that apply to sailing?		
10	Create a navigation plan		

	Camping Skills	Date	Sign
1	Make a list of considerations when planning an expedition		
2	Understand the impact of weather on your expedition		
3	Make a list of sources of information to assist planning		
4	What is the environmental impact of outdoor recreation		
5	What does protecting cultural values mean?		
6	Selecting PPE and Clothing		
7	Prepare a menu for a journey		
8	Complete a 3 day expedition		

	Communication	Date	Sign
1	Explain what a communication plan is during an outdoor activity		
2	What equipment do you need. List 6 types available		
3	Explain Epirbs and PLB's		
4	Mobile phone - Benefits & issues		
5	Emergency communication - Phone and radio procedures		
6	Phonetic Alphabet		
7	How to operate a radio		
8	Radio procedures and etiquette		
9	Radio skills activity		
10	Care of equipment		



Citizenship

	First Aid	Date	Sign
1	Review Boat Craft first aid		
2	Mock first aid activity		
3	Discuss your local area and identify risks		
4	Practice first aid treatment of the risks you identified		

	Breaking the Cycle	Date	Sign
1	Discuss our responsibility to each other		
2	Participate in a group activity to reenforce confidence and well-being		
3	Discuss our responsibility to the environment		
4	Workshop and develop a program for developing environmental intelligence		

	Heritage	Date	Sign
1	Investigate the history of your local area. Plan an activity		
2	Discover food from another country. Prepare a meal		

	Community	Date	Sign
1	Organise a joint activity with another group		
2	Visit or be visited by an emergency service provider		

	Service	Date	Sign
1	Provide service to your own club or an independent organization		
2	Service activity 2		
3	Service activity 3		
4	Service activity 4		



Sailing



Adventurers adhere to an Australian Sailing Syllabus.

	Preparation	Date	Sign
1	Prepare and use a tuning and sailing log		
2	List appropriate sailing specific fitness and warm up exercises		

	Boats and Equipment	Date	Sign
1	Able to rig boat for optimal performance in current conditions		
2	Mark all sail controls to enable accurate setting		
3	Set up mast to suit crew and conditions		

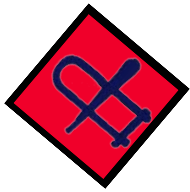
	Skills and techniques	Date	Sign
1	Demonstrate an understanding of starting procedures		
2	Identify line bias and favoured end		
3	Able to control boat speed at starts		
4	Perform starts in accordance with start signals		
5	Mark rounding's are performed efficiently		
6	Understand boat trim, balance & centreboard position on all legs of the racing course		

	Safety and Emergencies	Date	Sign
1	Can perform over the gunwale capsize recovery		
2	Be able to jury rig running rigging and tiller		

	Racing Theory	Date	Sign
1	Demonstrate an awareness of basic aerodynamics theory		
2	Adjust sail shape in response to changing conditions		
3	Show an understanding of the importance of teamwork		
4	Observe rules covering starting, mark rounding, overlaps, penalties, on same tack, on opposite tacks and obstructions while racing		
5	Identify common race course configurations and scoring systems		

	Weather and Environment	Date	Sign
1	Identify wind shift patterns, lifts and knocks		
2	React to wind shifts to gain advantage		
3	Be aware of sea breeze and land breeze patterns		

Adventurers completing Second Class level sailing will be ready for assessment as an Australian Sailing Assistant Instructor.



Marlinspike

	Knots and Splices	Date	Sign
1	Review and teach your basic knots		
2	Identify types and care of ropes		
3	Traditional Back Splice		
4	Traditional Eye Splice		
5	Whipping and finishing		
6	Modern eye splice		
7	Make a boat fender		



Shipwright

	Boat preparation and maintenance	Date	Sign
1	Complete CAT 6 boat inspection		
2	Bring boat to CAT 6 standard		
3	Maintain your boat for 2 months		
4	Perform rigging repairs and replacement as necessary		

First Class Journey



The First Class badge is awarded to an Adventurer who completes their Level 2 Marlin Spike, Shipwright, Sailing, Bushcraft and Citizenship badges.

The First Class badge work focuses on longer journeys and the skills necessary to safely navigate them.

Further completion of their Duke of ed Gold award fulfills the requirements of their St George Medal

The focus of the First Class badge is leadership.



Bushcraft

#	Navigation	Date	Sign
1	Plan for navigation.		
2	Navigate in uncontrolled environments		
3	Evaluate navigations		
4	You will demonstrate these skills in your preparation for your first class expedition		

	Camping Skills	Date	Sign
1	Understanding the impact of the journey on the environment <ul style="list-style-type: none"> Identify interrelationships between the environment and recreational activities Prepare a minimal impact plan for activities Evaluate minimal impact practices. 		
2	Appreciating and planning for the culture within the journey's environment		
3	Team building and leadership training <ul style="list-style-type: none"> Planning your outdoor activities Identify needs and expectations of participants Plan activity sessions Objectives Coordinate activity resources Issue activity documents and brief delivery personnel Evaluate effectiveness of activity sessions 		
4	Facilitate groups <ul style="list-style-type: none"> Plan for the establishment of a group Develop group commitment and cooperation 		

	<ul style="list-style-type: none"> Facilitate group processes and performance 		
5	Understanding of the Adventurous Journey <ul style="list-style-type: none"> Access the session plan Prepare participants for the session Lead the group and monitor progress Conclude the session Evaluate the session 		
6	Occupational Health and Safety <ul style="list-style-type: none"> Work Health and Safety Act & Occupational Health & Safety Legislation and the WHS act Policies and Procedures for Outdoor Recreation Personal Protective Equipment Identifying and managing safety issues Organising your work place Equipment log 		
7	Manage risk for outdoor programs <ul style="list-style-type: none"> Establish the context for risk management Plan for risk management Develop resources and communicate to personnel and clients Manage and evaluate risk management practices 		
8	Responding to emergencies		

	Communication	Date	Sign
1	Complete your SROCP or LROCP license		



Citizenship

	First Aid	Date	Sign
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1	Complete your first aid certificate		
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	Breaking the Cycle	Date	Sign
1	Choose an inclusion activity from the list below or submit your own activity		
2	<ul style="list-style-type: none"> • Help with disable sailing • Organise a debate on an inclusion subject • There are many diversity/inclusion activities that are designed for the work place. Plan an adventuer evening around this • Run a scouts own 		

	Heritage	Date	Sign
1	Create an activity for your group relating to local heritage and run it		
2	Choose an activity relating to a foreign heritage and run that		

	Community	Date	Sign
1	Choose a community activity and take a leadership role in delivering it. Remember this activity should be fun and engaging as well as educational. ie: Metro Mania		

	Service	Date	Sign
1	As a part of the Duke of Edinburgh Gold award you are required to provide service for at least 4 hours per month over 12 months		

Leadership

Participate in a leadership course such as Rotary's RYPEN or RYLA.

Rotary Youth Program of Enrichment (RYPEN), is a youth program that has been run in the Rotary District 9670 for the past 31 years.

The main focus of RYPEN is to introduce you to some new ideas and concepts that will help you transition from being a teenager to a young adult.

Concentrating on finding your inner strength and abilities to help with those tricky situations in life where we have to jump out of our comfort zone.

We also aim to teach the life skill of Mindfulness to help look after the physical, mental and emotional wellbeing of each individual.

Some of the themes we cover over the weekend are:

MINDFULNESS, HONESTY, TRUST, PERSISTENCE, CONTRIBUTION, TOLERANCE, GOAL SETTING, GIVING, TEAM WORK, MEETING PEOPLE,

SELF AWARENESS, SELF TALK, VALUES FEAR, COMMITMENT.



Date	Sign

First Class Expedition

The first class expedition is the adventurous journey component of the Gold Duke of Edinburgh award. The journey can be an exploration or an expedition but must be a challenge. The aim of this Section is to provide participants with the opportunity to learn more about the wider environment, as well as to develop their self-confidence, team work and health.

Date	Sign



Sailing



At Mariner Level Adventurers are training to become Instructors.

	Prerequisites	Date	Sign
1	Have a current first-aid certificate		
2	Have a working with children check		
3	Have completed an Australian Sailing Powerboat Handling Certificate		
4	Have completed the online Instructor General Principles course		

	Theory	Date	Sign
1	Can identify controls used to adjust sail shape		
2	Correctly adjust sail shape to suit		
3	Apply the basic sailing rules while sailing a course in a fleet		
4	Identify common buoyage requirements relevant to local area		
5	Can explain the points of sail		
6	Understand rules relating to: <ul style="list-style-type: none">• port/starboard• windward/leeward• overtaking vessels• avoiding collisions• commercial vessels and• power/sail		

	Weather and Environment	Date	Sign
1	Can identify wind direction and strength		
2	Can identify wind shifts		
3	React by showing an understanding of gusts and lulls		
4	Am able to source weather forecasts		
5	Show an awareness of current tidal conditions and identify tidal flow while on water		

	Preparation	Date	Sign
1	Know appropriate clothing to suit conditions		
2	Can identify and use appropriate safety equipment		
3	Am able to perform basic pre-sailing warm-up stretches		
4	Can demonstrate an understanding of the need for protection from environmental elements		

	Boats and Equipment	Date	Sign
1	Am able to rig boat to suit the conditions		
2	Can identify all parts of the boat and sails		
3	Can demonstrate correct boat, sailing gear and sail care		
4	Can correctly rig spinnaker and trapeze (where applicable)		
5	Can teach how to tie the core 6 knots and know their correct use		

	Safety and Emergencies	Date	Sign
1	Can perform capsized recovery of an inverted boat, in all conditions		
2	Can participate in multiple boat towing		

	Skills and techniques	Date	Sign
1	Can launch and recover boat safely in all wind directions		
2	Can correctly tack and stop the boat		
3	Can correctly gybe		
4	Can correctly roll tack, roll gybe and sail the boat backwards		
5	Can demonstrate correct crewing, helming and sail setting methods while sailing on all points of sail		
6	Can perform man overboard recovery		
7	Can demonstrate correct centreboard positions on all points of sail		
8	Can perform heave to		
9	Can set the sails to advantage		
10	Can successfully sail both a trapezoidal and slalom course		
11	Can come alongside another vessel/pontoon		
12	Maintain a position at a mark		

Adventurers completing Coxswain level sailing are ready for assessment as an Australian Sailing Instructor.



Marlinspike

	Knots and Splices	Date	Sign
1	Review and teach your basic knots		
2	Rigging Project: With your Leader determine a skills project for enhancing your rigging skills. Project:		



Shipwright

	Boat preparation and maintenance	Date	Sign
1	Complete CAT 3 boat inspection		
2	Shipwright Project: With your leader determine a skills project for enhancing you shipwright skills. This may be building or restoring a dinghy. Project:		

NOTES:



MARINER

*Is hereby certified as having
completed RSAYS
Sea Cadet level 3 sailing,
shipwright, marlin spike,
citizenship and camping and a
three day expedition.*



Signed

Sea Cadet Chief

Assistant Cadet Leader




Environment Badge


Exploration	A habitat in nature is the home of an animal or plant. It provides Food, Water, Shelter. A Habitat consists of living and non-living things.	Date	Sign
1 Vision	Choose a habitat. Find objects in your habitat Try and get a mix of animals, plants and minerals. WHAT DID YOU SEE?		
2 Hearing	A very famous composer John Cage believed that music could be found in all sound. Your performance of his work four minutes thirty three seconds. Set your timer for 4'33" Find a good spot to sit in your habitat. Start the timer, close your eyes and listen for 4'33". WHAT DID YOU HEAR?		
3 Smell	This time sit down and concentrate on what you can smell around you. WHAT DID YOU SMELL?		
4 Taste	What can you find in your habitat that is edible. WHAT CAN YOU EAT?		
5 Touch	This is best with a companion. Pick an object such as a tree or leaves. Blindfold yourself. WHAT DO YOU FEEL?		
Ecosystem	Within a habitat is an ecosystem which supplies the necessary components.		
Activity	Look at your habitat and make a list of all the things you think exist and how they depend on each other.		
Service	Participate in a service activity of your choice for 6 hours.		


Ocean Literacy Badges


Complete one activity from each principle for the level one badge.


Complete a second activity for the level two badge.


 Principle 1	The earth is one big ocean with many features.	Date	Sign
1	Test for the density of ocean water.		
2	Test for the PH of ocean water.		
3	Name the various oceans and seas of the world. What differentiates these oceans and seas?		
4	Explore the ocean floor. How is it formed? What does it look like?		
5	What are tides? How are they caused?		
6	How does the wind affect the ocean?		
7	What is sea level? How does it change?		


 Principle 2	The ocean and life in the ocean shape the features of the earth.	Date	Sign
1	Erosion. Describe how it occurs and what it does.		
2	Perform an erosion experiment to visualise the effects.		
3	Make an experiment to illustrate oceanic plates and continental plates?		
4	What is the carbon cycle. Name two by-products of the carbon cycle?		
5	What is the phosphorus cycle?		
6	What is the nitrogen cycle?		
7	What is the Silica Cycle?		

 Principle 3	The ocean is a major influence on weather and climate.	Date	Sign
1	Take a piece of ice, put it in a beaker and heat it measuring the temperature in 5 minute intervals until it boils.		
2	What is the difference between climate and weather?		
3	Perform an experiment to illustrate ocean current.		
4	How does the ocean exchange carbon with the atmosphere?		
5	Test plain water and soda water for PH.		
6	How does ocean temperature affect life in the ocean?		

 Principle 4	The ocean makes Earth habitable	Date	Sign
1	Perform an experiment to demonstrate photosynthesis.		
2	How is oxygen essential for life?		

 Principle 5	The Ocean supports a great diversity of life and ecosystems.	Date	Sign
1	Visit an aquarium, museum, or watch a documentary on oceanic life.		
2	Choose a location with an explorable ecosystem and explore it. You can snorkel, or put an underwater camera on your boat or kayak.		

 Principle 6	The Ocean and humans are inextricably interconnected.	Date	Sign
1	Choose a small area of water. Make a map and set up a grid. With a long piece of rope and a weight, map the depth of water there. Make sure each measure is recorded with the time so tides can be considered.		
2	Go fishing, crabbing or some other form of catching ocean creature.		
3	Prepare a meal from what you cooked. (If you are vegetarian then make a mock seafood meal.)		
4	Choose a location. Walk along and observe the human impact on it. What are benefits? What are the negatives?		
5	Participate in an ocean, beach or river clean-up activity.		

 Principle 7	The Ocean is largely unexplored.	Date	Sign
1	What was the Magellan expedition? When did it occur? Why was it important?		
2	Plan an exploration with your fellow adventurers. This will require project management. This could be used for your Duke of Edinburgh award.		

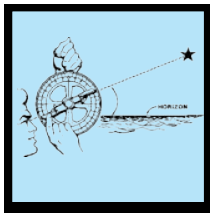
Other badges you can earn:

These badges are based on 2 levels of proficiency.

Discuss with your adventurer leader how to achieve these badges.



Pioneering



Marine Navigation



Cooking



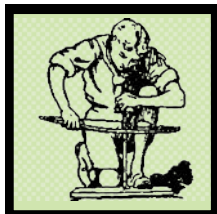
Paddling



Bushwalking



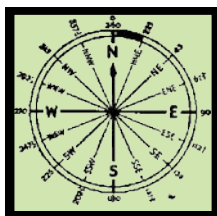
Rowing



Survival



Entertainer



Navigation



Fellowship

NOTES: