

SCOUTERS' HANDBOOK

PIONEERING THEME

PATHFINDER

6) Demonstrate how to care for store and hank rope

7) Make the 6 basic knots (reef, Clove Hitch, Sheet bend, Sheep shank, Round turn and two half hitches and Bowline) and the Fisherman's Knot and know what they are used for.

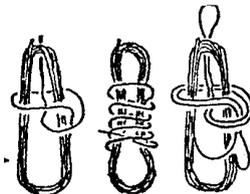
Make a simple whipping.

8) Demonstrate the safety, use, care and sharpening of a pocketknife hand-axe or panga.

These activities are all practical demonstrations which should be carried out as part of an out door programme or while at camp and should be evaluated by the Patrol Leader.



HANK SHORT ROPE

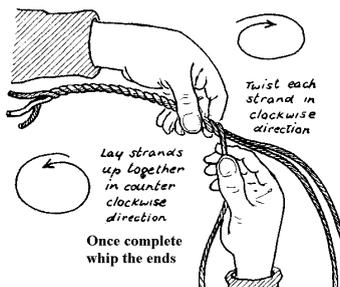


HANK LONG ROPES

Should the troop not have any ropes the candidate should be taught to make his own rope from sisal and then use this rope to carryout the demonstration. This could be a very useful skill ROPE

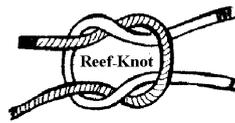
MAKING

MAKING A HAWSER LAID ROPE FROM SISAL



The knots should be taught by using them in a stunt or game

where the use of each knot can be seen. For example a first aid base could teach the reef, a clove hitch could be taught attaching the main guys to a tent, the bowline could be used in a rescue stunt etc.



Reef Knot

For parcels and bandages & for joining two ropes of the same thickness



Sheet Bend

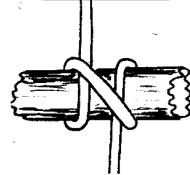
For joining two ropes of unequal thickness or joining a rope to a sail



Sheep Shank

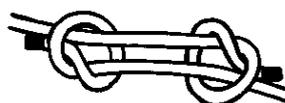
For shortening or strengthening a rope

Clove Hitch



For joining a rope under constant strain to a spar. For tent main guys and to start a square lashing

Fisherman's Knot



For joining wet or slippery ropes, cords or fishing line (Not Nylon)

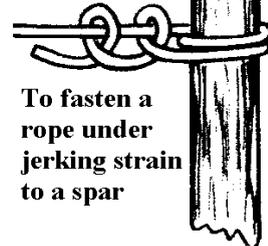


Bowline

For making a non-slip loop for belaying and rescue.

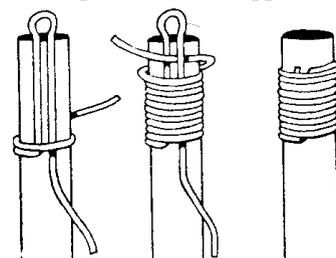
Simple Whipping

Round turn & 2 half hitches



To fasten a rope under jerking strain to a spar

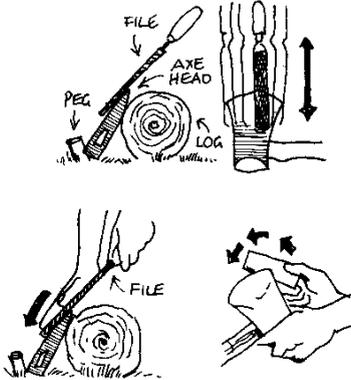
All ropes must be whipped or



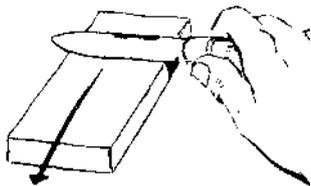
spliced before they are used.

Scouts should be encouraged to practice these Knots and they should be used in the programme in knotting games such as blind knotting and knotting relays, etc. Knotting improves the dexterity of the hands as well as being a useful skill.

8) The scout should be trained to safely use, sharpen and care for the types of implements that are used by the troop or at home. This training should be practical and the tools should be used before and after maintenance to illustrate the difference in effectiveness.



A blunt knife, axe or panga is dangerous as it does not cut in to the wood properly and therefore can not be controlled and also causes a lot more work. Once you have finished sharpening a knife on the stone, strop it on a piece of leather very fine grit water paper or soft wood.



Make sure that the candidate understands all the safety rules and actually carries them out when using the tools. The correct storage, care and maintenance must be evaluated practically.

This knotting and the tool maintenance should be evaluated by the Patrol Leader when the candidate uses his knowledge to carry out normal tasks and puts the knots or tools to use at camp, during a stunt or worked in to an outdoor programme. Where this is not possible evaluate the knots during a knotting game and let the candidates assist with the building of a campfire to evaluate the axemanship and knife work.

ADVENTURER

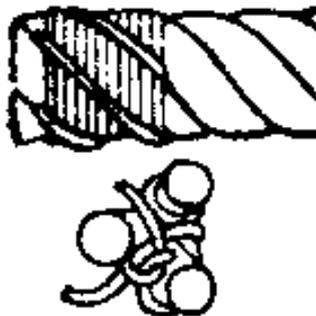
5) In a practical exercise determined by the Troop Scouter, demonstrate the ability to make and put into use:

- a) The Sailmaker's and the Westcountry Whippings;
- b) Diagonal, square, round and sheer lashings;
- c) The prussic knot, marlin spike, taught-line and rolling hitches

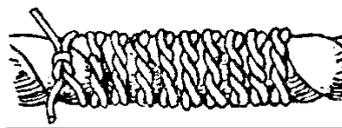
This is once again a practical exercise which should be carried out at camp or wide game. The sections should not be evaluated in isolation but as part of a project where they are put to use.

- a) The Sailmaker's and Westcountry whippings could be made on the ropes used in the project

Sailmakers Whipping

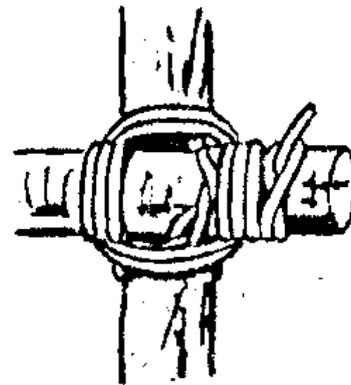


Westcountry Whipping

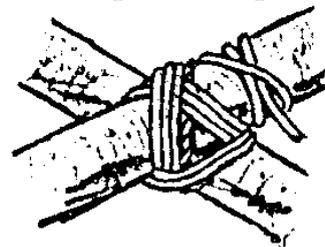


- b) These lashings should be evaluated while a project is being built. The project could be a tower, bridge, raft, fence or a frame for a shelter. Large poles are not required for this project and the scouts at pathfinder level who need to be evaluated for the use of the axe or panga could cut down Port Jackson or other alien vegetation for the project.

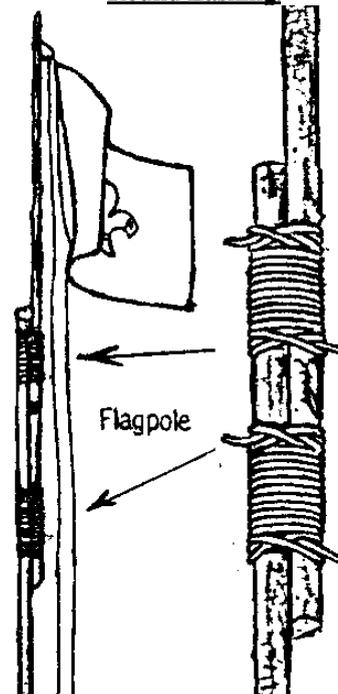
Square Lashing



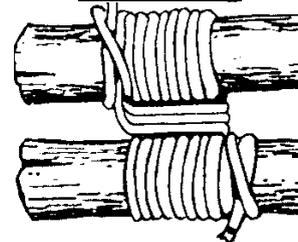
Diagonal Lashing



Round Lashing

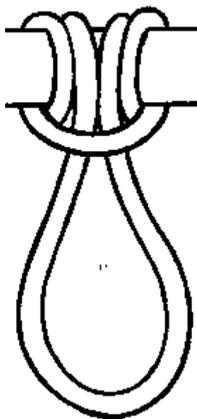


Sheer Lashing

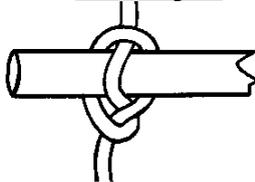


Prussic climbing should be carried out when evaluating the prussic knot and a rope ladder should be built to gauge the ability of the scout. The taut-line and rolling hitches could be used in camp or in the normal programme.

Prussic knot



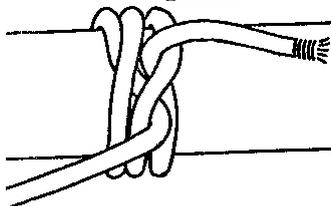
Marlin Spike



Taught-line hitch



Rolling hitch



The building of the projects should be carried out under the leadership of the Patrol Leader, as this is a valuable leadership experience. If the Patrol leader taught these scouts and the Scouter is happy with the level of knowledge of the participants then he should sign off the Patrol Leader for the first class sections covered.

FIRST CLASS

4) **Plan and run a programme of training activities for your patrol involving pioneering projects to be built which are used in an enjoyable way to train your scouts in the following:**

- a) **The Sailmaker's and the Westcountry Whippings;**
- b) **Diagonal, square, round and sheer lashings;**
- c) **The prussic knot, marlin spike, taught-line and rolling hitches**

This activity is not just a pure pioneering exercise for the PL. It has been designed to teach the candidate how to plan, lead and impart knowledge to others, which is an important life skill.

This should preferably be carried out by the candidate while at a patrol camp or meeting where he has full control and can teach the skills in a practical manner, using them in projects where the patrol can enjoy their use.

Advanced planning, making of an action plan and the gathering of resources would be the responsibility of the candidate. All the skills need not be taught at once but could be spread over two or three sessions.

The Scouter should carry out the assessment of the candidate when he observes the level of skills displayed by the scouts, who were instructed by the candidate, during pioneering projects. The obstacles for the Explorer incidents could be set in such a way that the scouts you need to observe could construct some of the items required.

EXPLORER

3) **Lead a patrol in crossing at least five outdoor obstacles, pre-determined by your Scouter, employing pioneering skills in which you have to plan the method and gather the necessary resources. At least one is to be a rescue involving the use of first aid.**

This activity should improve the, planning, leadership, problem solving and the decision-making skills of the candidate.

The obstacles must be planned so that they require a lot of pre-thought and decision making. They should vary from items that tax the mind to others that are physical in nature. The use of pioneering skills should be used at most of the obstacles and one should involve a rescue requiring first aid and some physical effort.

The obstacles could involve crossing a river, building a simple tower to get to something high above the ground, repairing a wooden fence using lashings or getting over an electrified fence. The first aid obstacle could involve a rescue from a car or cliff, treating someone injured in the home or trapped under rubble. In fact if you let your imagination wander you will come up with many ideas that are prudent to your location or situation, which would make good obstacles for this activity.

Remember we are training the candidate to go out into the world better prepared and to this end we need to pose situations which will improve his problem solving, decision making and leadership skills. The pioneering in this instance is just a tool to reach this goal and not the goal itself.