

Venture Scout Nautical Training Scheme

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Navigator Badges

Venture Scout				
	Navigator 1	Navigator 2	Navigator 3	Navigator 4
Ropework	1. Demonstrate and know the uses of the following: i. Diagonal lashing ii Short splice	1. Demonstrate and know the uses of the following: i. Eye splice ii. Emergency Jury-rig knot iii. Long splice	1. Understand the different types of rope construction and the factors to take into account before choosing a rope	1. Explain the best uses for nylon, terylene and polypropylene ropes.
Anchorage	1. Possess a knowledge of moorings - how they may be made up and laid	1. Know how to deal with complications during anchoring - i.e. dragging, fouling, etc	1. know how to use a tripping line on an anchor and demonstrate an ability to use transits.	1. Possess a good knowledge of tying up alongside - use of bow and stern lines, breast ropes, springs in different tidal and wind conditions, etc
Water safety	1. Describe clearly under what conditions should flares be used	1. 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.)	1. Understand the factors contributing to the Scout classification of waters in your area.	1. Be able to decide whether an activity is safe, considering all the factors which may pose a risk
Sea survival	1. Instruct younger Sea Scouts on the following: i. Correct personal clothing ii. and safety equipment for boating	1. Instruct younger Sea Scouts on the following: i. What to do in a capsized situation	1. Take part in simulated emergency situation in which your sea survival skills will be challenged	1. set up a simulated emergency for younger sea scouts to test their ability at capsized, recovery and sea survival.

Water activities	1. Instruct younger Sea Scouts on the following: Correct boat equipment for an activity	1. Instruct younger Sea Scouts on the following: Standard parts, fittings and equipment of the craft .	1. Participate in at least ten half day and two one day (if your waters allow) water activities with your Troop. 2. How to steer a compass course in a craft used by your Troop	1. Lead a one day water activity in an area outside your troops usual area and participate in an overnight water activity. Eg overnight rafting
Navigation and pilotage	1. Understand how the compass works and recognise the different types (nautical) 2. Explain magnetic deviation and how it can be minimised or eliminated.	1. Coastal Navigation i. Plot a bearing on a chart, allowing for variation ii. Explain the terms nautical mile, knot and charted depth OR 2. Inland Waterway Navigation i. Explain the navigation marking system used on the Shannon Nav	1. Coastal Navigation i. Be able to follow a course which you have already plotted on a relevant chart ii. Be aware of the necessary precautions you must carry out on your own craft to assist navigation by other vessels (navigation lights, etc)	1. Understand how canal lock sluices operate and appreciate the problems that can be caused if they are not operated properly. 2. Appreciate the possible dangers of sudden weather changes on the big lakes
Rules of the road at sea	1. Be familiar with the main components of the International Regulations for Preventing Collisions at Sea	1. Know the fog signals made by: i. Sailing vessel under way ii. A vessel at anchor	1. Explain the following terms: i. Restricted manoeuvrability ii. Look out iii. Action to avoid collision	1. Know the fog signals made by: i. Power vessel making way ii. Power vessel not making way. iii Power vessel navigating right/ left. iv. Power vessel going astern
Lights, marks and buoyage	1. Explain the difference between IALA Bouyage and Caridinal marks.	1. Be able to identify 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	1. Know what lights your craft should carry for night manouvers.	1. Know what lights al types of craft should display.
Signalling/Comms	1. Know the different distress signals and explain how to use them correctly	1. Describe what action should be taken when emergency flares are seen	1. Demonstrate the fog signal that should be made by a typical Sea Scout boat.	1. Participate in a demonstration of emergency signalling procedures (eg. flares) run by a local rescue service (RNLI, coastguard, etc) or watch the video.

VHF, DSC and GMDSS	1. Be aware of the conventions and etiquette involved with communication by VHF radio	1. Be able to operate a VHF radio, and be able to send a message correctly	1. Know how to properly care for your vhf and be able to use the DSC function in an emergency.	1. Know what an EPIRB and SART are and how they work
Nautical history and traditions	1. Discover how time was recorded on ships before the clock was invented 2. Improve your knowledge of flag etiquette	1. Look into the nautical history of your own group for example the names of your boats .	1. Discover another piece of maritime tradition or history that you haven't discovered before, for example: i. Boatswain's Call ii. The Watch system on ships and the sounding of bells . iii. Local tradition and history.	1. Learn about the use of a sextant. i. keel hauling ii. swinging a cat or lead iii. lead line.
Nautical terminology	1. Discover what is meant by the following terms: i. Bulkhead ii. Beam iii. Waterline Length iv. Superstructure	1. Discover what is meant by the following terms: i. Length Overall ii. Draught iii. Fore and Aft iv. Deck head	1. Discover what is meant by the following terms: i. Stem ii. Plimsol line iii. Abreast iv. Abeam	1. Invent your own nautical term and give it a plausible explanation
Maritime environment and community	1. Understand the possible dangers of Weil's disease and other waterborne diseases affecting those who participate in water activities	1. Appreciate the dangers and problems caused by dumping in rivers, canals, lakes, coastal areas, etc	1. Lead your Unit in an environmental survey of 1km of your local area (coastline, riverbank, roadway, forest track, etc) and record your results, using drawings (or photographs) and tables where possible	1. From the information that you have gathered in the previous badge, lead an action project to rectify some of the problems found.
Boat maintenance and repairs / construction	1. Take a leading part in maintenance/repair of group equipment. The time commitment should be determined by you and the Unit Executive	1. 1. Instruct and lead younger Sea Scouts in general maintenance work.	1. 1. Know how to care for ropes during their use and when in storage. Be able to correctly use and care for pulleys, block and tackles.	1. 1. Check a boat for its seaworthiness, list repairs or improvements required and action this list
Marine motors and repairs / maintenance	1. know how to top up the fuel in your engine and how to mix petrol and oil for 2 stroke engines.	1. List the different maintenance procedures needed by an engine used by your Group, and carry out one of these tasks	1. List ways to implement the following on a power boat: i. Fire prevention ii. Fire fighting	1. Be able to diagnose simple faults with an engine used by your Group

Weather	1. Appreciate how clouds are formed	1. Know the main cloud types and the weather often associated with each 2. Describe the causes of rain, fog, sea/land breezes, and wind	1. Instruct younger Scouts on how to get forecasts for your boating or hiking area, and explain which parts are most important for each type of activity.	1. Recognise some natural weather signs.
Currents, tides and wind	1. Describe what "tidal currents" mean	1. Explain how waves are formed and what factors determine the size of waves	1. 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 .	1. Be able to teach younger scouts about tides and currents be able to show the effects of these in your local area.
Local knowledge	1. Be aware of the main dangers in local waters used by your Group	1. Pass on knowledge of local hazards to younger Scouts in your Group	1. Have a detailed knowledge of the area covered by your Group's "restricted waters", with particular reference to any local hazards or dangers, and any changes to be expected in different weather conditions	1. Have a basic knowledge of the day cruising and coastal waters that your group operate in. know any main features such as shipping lanes.