The Nautical Training Scheme

Explanation of Nautical Training Scheme

Nautical Badges

Badge requirements
Beaver Scout
Cub Scout
Scout
Venture Scout
Rover Scout

The Nautical Training Scheme

The Nautical Training Scheme can be undertaken as an addition to the programme in each Section. It allows for the maritime ethos essential to a progressive nautical symbolic framework to be successfully implemented. This training scheme is open to all members of Scouting Ireland wishing to further their maritime knowledge. The badges are progressive and lay out the steps that the young person will take on their journey through the nautical symbolic framework.

The Nautical journeys are named the Boat Badge in the Beaver Scout Section, the Boatman Badge in the Cub Scout Section, the Helmsman Badge in the Scout Section, the Navigator Badge in the Venture Scout Section and the Mariner Pins in the Rover Scout Section. The full requirements for these badges are contained in this document.

The design of the badges are: a fouled anchor, symbolising a light introduction, progressing to a fouled anchor with the two crossed oars symbolising “finding their sea legs”, the ship’s wheel reflecting being part of a crew, and the compass being in control of the journey.

The Nautical Training Scheme provides insight and achievement in the following areas of nautical development;
Universal skills for water activities
- Water safety
- Water activities
- Navigation
- Communications
- Nautical history, traditions, community
- Boat maintenance, repairs, etc.
- Weather and Tides

The Nautical Training Scheme in each Section has a number of achievement badges, three each in the Beaver Scout, Cub Scout and Scout Sections, four in the Venture Scout Section and two in the Rover Scout Section, each building on the previous badge in the scheme without excluding the possibility of a youth member joining the badge scheme in a later Section.

The progress badges in the Venture Scout and Rover Scout Sections will incorporate a project based methodology that will introduce Scouts to the essential life skill of committing to and following through on projects, with a wide scope to include areas such as expedition planning and obtaining recognised qualifications.

Each badge progressively draws the youth member further into the symbolic framework, (see my.scouts.ie) with the aim of supporting the Scout Method so that the youth member’s mind is stimulated, and a purpose can be provided

ONE PROGRAMME

for activities. While each Section has a particular set of badges assigned to it, Scouters should support the Scouts as they employ flexibility within their progress through badges.

Scouters' responsibility

Water Activities are an integral part of the Nautical Training Scheme and youth members should be encouraged to pursue one or more of the aquatic adventure skills. In pursuing these, Scouters should be aware of the safety guidelines, in particular as they refer to the wearing of PFDs (personal floatation devices), swimming abilities of the participants and qualifications of the persons in charge. In-depth and up to date information can be found at my.scouts.ie

Charge Certificates - Scouters undertaking responsibility for water activities should be aware of the rules of Scouting Ireland relating to these activities – the safety rules themselves and the requirements for appropriate qualifications for those supervising or in charge of the activities (swimming, sub aqua, surfing, canoeing, rowing, sailing, power boating).

Sea Scout Information and Resource documents are available at my.scouts.ie

The more important documents are
001 – Water Activities
003 – Personal Floatation Devices
005 – Boating Limits (Classification of Waters)
006 – Boating Charge Certificates
007 - Passage/Voyage Planning
010 – Canoeing Grades and Training

Beaver Scout Section

The Nautical Training Scheme offers all Beaver Scouts the chance to develop maritime skills individually, as a Lodge or as a Colony.

There are three progressive badges in the Nautical Training Scheme. These are referred to as The Boat Badges and are called Coracle, Currach and Skiff. The Beaver Scouts will begin by learning how to be safe around water as well as learning a little about the environment and how ships navigate. Later they will learn about boats, and boating that may take place around their local area.

The Boat Badges can be used to support a theme in the programme adding a nautical flavour and possibly culminating in an activity in or on the water. If you do not have access to boats in your own Scout Group, Scouting Ireland's Water Activities Centre in Killaloe or a commercial Adventure Centre will be able to help you to get afloat to complete the requirements.
The scheme offers plenty of opportunities for the Beaver Scouts to learn new things and put that to practical use in fun and challenging way.

You may also be able to link a visit to a life boat station or the coast guard. Remember, the Coastguard, RNLI and some independent groups

operate on the larger inland lakes during the summer season. The RNLI and Coastguard have developed a number of educational resources which can be downloaded from www.rnli.org.uk or www.ircg.ie

It is particularly important when planning Beaver Scout activities in or around water that Scouters are aware of the need for adequate supervision.

Beaver Scouts participating in a dedicated nautical symbolic framework within their Section or Group are known as Beaver Sea Scouts.

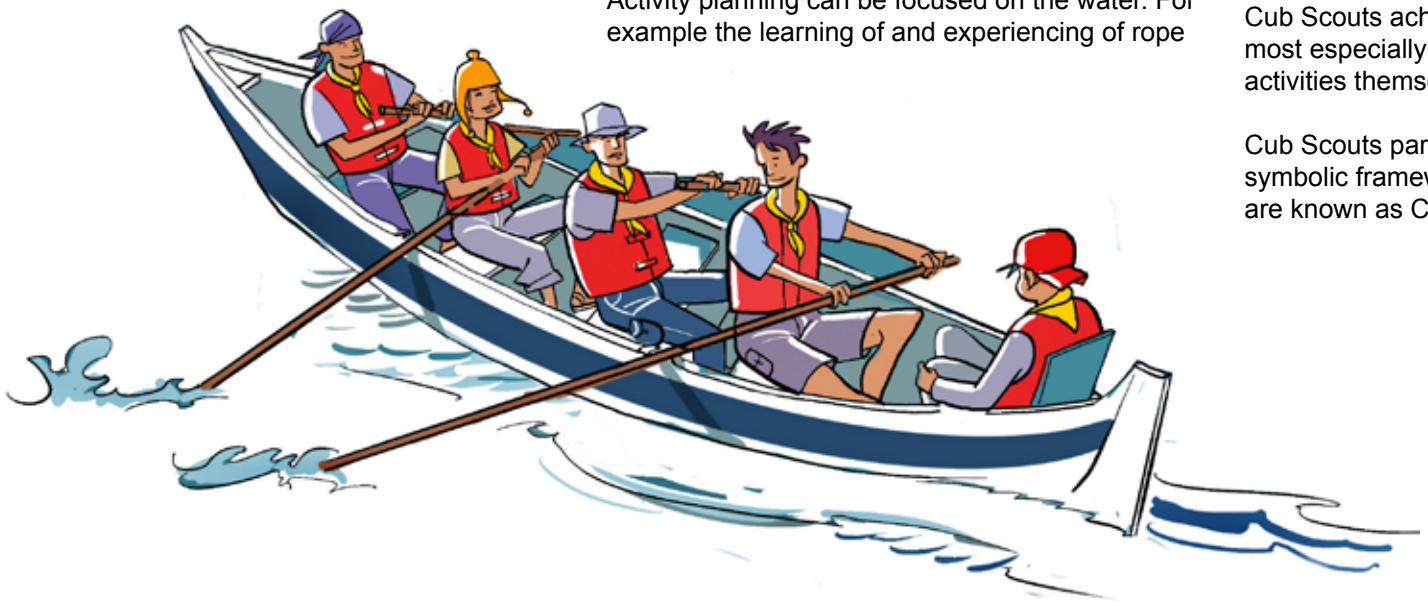
Cub Scout Section

The Nautical Training Scheme offers all Cub Scouts the chance to develop maritime skills. The Cub Scouts, as a Six or indeed individually, can identify a part of the Boatman Badges to take them through the next step of their journey. The Badges are progressive and are divided into three sections, Bronze, Silver and Gold. If as a Beaver Scout they have completed the Boat Badges they will have learned the basics of safety on the water. This message of safety should permeate their achievement of the Boatman Badges with a development of skills around a number of areas under the headings of Skills, Safety, Navigation, The Sea, Maintenance, Communication and Water Activities.

Activity planning can be focused on the water. For example the learning of and experiencing of rope work, what to wear afloat, some knowledge of the parts of a boat and how to recognise an admiralty chart. The Cub Scouts could also be offered a chance to engage with a Scout Troop who would be in the process of maintaining and repairing their boats for the boating season.

The RNLI and the Coastguard offer some resources around safety on the water and safety at sea and are always willing to offer their services to work with young people in order increase their knowledge around this area. They also offer some exciting tours of their premises and craft. The Sea Scout handbook and the Sea Scout Leaders handbook offer user - friendly technical information to the Scouter. Outdoor adventure centres around the country and some of the Scouting Ireland campsites e.g. Killaloe, offer resources and instructors to help the Cub Scouts achieve their Boatman Badges and most especially the area around the actual water activities themselves.

Cub Scouts participating in a dedicated nautical symbolic framework within their Section or Group are known as Cub Sea Scouts.



ONE PROGRAMME

Scout Section

The Nautical Training scheme offers all Scouts the chance to develop maritime skills with The Helmsman Badges. These are divided into three levels, and follow on from the Boatman Badges, achievable in the Cub Scout Section. The Scout Helmsman Badges are based around eight areas of competency.

- Core skills for water activities
- Water Safety
- Water Activities
- Navigation
- Communications
- Nautical heritage
- Boat Maintenance, repairs, etc.
- Weather and Tides

The Scout chooses do the Helmsman Badges and builds on the skills and knowledge learnt in the previous Sections, if applicable, or can commence their journey gaining knowledge in all things nautical and planning around water activities.

Scouts participating in a dedicated nautical symbolic framework within their Section or Group are known as Sea Scouts. Team Leaders as Watch Leaders.

If the Troop do not have direct access to boats etc., Scouting Ireland's own centre at Killaloe and Lough Dan offer training, and activities and the commercial Outdoor Adventure Centres around the coastline offer excellent water activities on a seasonal basis.

Venture Scout Section

The Nautical Training Scheme for Venture Scouts is called the Navigator Badges and it allows the Venture Scouts to develop their maritime skills. It follows on from the Scout Section but can be completed by a Venture Scout who was not in the Scout Section, or did not pursue the Helmsman Badges at the time. There are four stages to be completed, each stage being centred on the eight areas of competency of;

- Core Skills
- Water Safety
- Technical Skills
- Navigation and Chartwork
- Signalling
- Nautical Heritage
- Maintenance
- Weather and Tides

The scheme is designed to work with the programme cycle in the Venture Scout Section and may be undertaken by an individual Venture Scout, by a Crew, or indeed by the entire Venture Scout Unit.

Venture Scouts participating in a dedicated nautical symbolic framework within their Section or Group are known as Venture Sea Scouts.

To meet the requirements a Venture Scout must get afloat several times. This may be achieved using equipment belonging to the Scout Group, on loan from a member or parent, through the SI Water Activities Centre in Killaloe or a commercial adventure centre.

Rover Scouts

The Nautical Training Scheme for Rover Scouts is called the Mariner Awards and follows on from Venture Scout Navigator Badges. However someone who was not in Venture Scouts or did not follow the Nautical Training Scheme may still be able to take it on.

There is a very close fit between the Nautical Training Scheme and the Rover Scout Personal Progressive Scheme (the Rover Scout Challenge).

There are two stages in the Mariner Awards. The first requires the Rover Scout to participate in an expedition afloat, in a number of events, undertake an environmental project and begin working towards a qualification. The second requires the Rover Scout to take a leadership role in expeditions, to be pro-active in tackling a problem identified in the project, to participate in a number of events and to complete the qualification started in the first stage.

Rover Scouts participating in a dedicated nautical symbolic framework within their Section or Group are known as Rover Sea Scouts.

ONE PROGRAMME

Beaver Scout
Boat Badges

Cub Scout
Boatman Badges

Scouts
Helmsman Badges

Venture Scout
Navigator Badges

Rover Scout
Mariner Pins

Beaver Scout Nautical Training Scheme

Boat Badges

Click here for Nautical Training Scheme Overview Document

Beaver Scout			
	Coracle Badge	Currach Badge	Skiff Badge
Sea Scouting			
Basic ropework		Tie four basic knots.	Find out what knot we use to moor a boat.
Basic water safety	Know how to keep safe in the water.	Keep safe on the water and know the buddy system.	Find out what buoyancy aids and lifejackets are and what they do.
Water activities			What special clothes do we wear when going on the water?
Basic navigation and orientation afloat	Find out what a chart is.		Find North using a compass.
Nautical history and traditions		Understand some nautical terms.	
Maritime environment and community	Find out about your local beach, lake shore or river.	Visit a life boat station or other rescue service.	
Basic boat maintenance			Understand why we care for a boat, help with a little maintenance on a boat.
Very basic weather		Find out how weather affects you.	Find the weather forecast for your local area.

Cub Scout
Nautical Training Scheme

Click here for Nautical Training Scheme Overview Document

Boatman Badges

Cub Scout			
	Bronze Boatman Badge	Silver Boatman Badge	Gold Boatman Badge
Knots	Demonstrate and explain the uses of: • Reef Knot • Round Turn and two Half Hitches • Figure of Eight	Demonstrate and explain the uses of: • Sheet Bend • Fisherman's Bend	• Coil a rope correctly • Heave a line from a boat or a raft • Have completed the Pioneering Adventure Skill to Stage two
In the Water	• Know the basic safety rules for swimming • Commit to improving your swimming ability • Wear the correct clothing and safety equipment for a half day water activity	Demonstrate how to: • Put on a life-jacket or buoyancy aid • Discuss when to use a buoyancy aid or a life jacket • Be able to enter and exit a craft correctly	• List the correct personal clothing and safety equipment for a half days water activity Participate in the following safety exercises during calm conditions • Falling out of the craft backwards • Be able to get back into the craft from the water
Navigation	Using a compass demonstrate: • Finding Magnetic North • Set a map or chart • Identify a position on a map or chart using a grid reference or coordinates	Appreciate the differences between: • True North • Magnetic North • Grid North Using a compass find true north by means of a magnetic variation	• Show how contour lines relate to height and shape of the land Using a compass demonstrate how to: • Take a grid bearing • Take a magnetic bearing • Convert a grid bearing to a magnetic bearing

Continued on next page

ONE PROGRAMME

Anchors	• Find out what an anchor is • Help to anchor a small boat	• Discover two types of anchor used in Sea Scouting • Be able to choose an appropriate anchor for a given area	• Help an older Scout to tie up a boat to a mooring buoy • Help to tie a boat alongside a jetty or a quay
Parts of a boat	• Discover what a mast and rudder are • Find out about different repair projects being carried out by your Scouts	• Be familiar with the main parts of a rowing or sailing boat • Identify the standard parts, fittings and equipment of the craft • Participate in rigging and de-rigging of the craft on at least two occasions	• Know the main safety points relating to a particular craft • Discover what is meant by the following terms: belay ; aloft; aft; astern • Discover what is meant by: Hull Galley Deck Alongside
The Sea	• Discover what the tide is • Be aware of the dangers posed by tidal currents when boating • Take part in two half day water activities	• Appreciate why it can be difficult to signal for help when in distress on the water • Discover some basic signals used in an emergency situation on the water • Take part in four half day water activities	• Appreciate the importance of allowing for tides when tying up a boat to a quay or a jetty • Appreciate the importance of weather forecasts • Discover the water cycle and other forces affecting the weather in your local area • Get a weather forecast before going on at least two boating activities
Flags	• Understand how to show respect for various flags	• Know the difference between at least two types of flags	• Discover the difference between an ensign and a National flag
Marine Motors	• Know the difference between an outboard and an inboard engine	• Understand the practical differences arising from using an inboard or outboard engine	Participate on at least four occasions with the maintenance or repair of Group equipment

Scout
Nautical Training Scheme

Helmsman Badges

Click here for Nautical Training Scheme Overview Document

Sea Scout

	Bronze Helmsman badge	Silver Helmsman badge	Gold Helmsman badge
Sea Scouting	1. Discuss your understanding and commitment to the Scout Promise and Law with your Scouter	1. Plan at least two Patrol activities or meetings	1. Explain the function of the Patrol Leaders Council 2. Explain the Scout Promise and Law to younger Scouts
Ropework	1. Demonstrate and know the uses of the following: i. Bowline ii. Sheer lashing	1. Demonstrate and know the uses of the following: i. Double sheet bend ii. Rolling hitch	1. Demonstrate and know the uses of the following: i. Back splice 2. Whip the end of a rope
Anchorage	1. Know the different types of anchors and where they are best used	1. Understand the use of a sea anchor and demonstrate how to make one out of the equipment available on a Troop craft	1. Explain anchoring with reference to the anchors and craft used by your Troop: i. Choice of anchorage, length of cable, swinging circle, dragging, etc ii. Identify the parts of at least one anchor that your Troop regularly uses
Water safety	1. Explain the importance of the care and use of a lifejacket or buoyancy aid	1. Show how to check that a lifejacket or buoyancy aid is fit to use (buckles, straps, whistle, etc)	1. Describe the main safety points of any particular craft when on a water activity
Basic sea survival	1. List the correct personal clothing and equipment for a day's water activity	1. Understand the purpose of the "man overboard" drill and rescue techniques	1. Participate in a "man overboard" drill using rescue techniques
Water activities	1. Identify equipment to be carried in a small craft for a day's water activity	1. Appreciate the basic care of the craft and all its equipment 2. Participate in the launching and retrieval of your craft	1. Show younger Scouts how to rig and de-rig the craft correctly 2. Participate in at least six half day and one full day (if your waters allow) water activities with your Troop

ONE PROGRAMME

Navigation (coastal or inland waters)	1. Coastal Navigation i. Understand longitude and latitude, and identify a position ii. Explain the main features and symbols on a chart iii. Identify the main terms used to denote direction from your boat OR 2. Inland Waterway Navigation i. Explain what is meant by the scale of an Ordnance Survey map and show how to measure distances ii. Explain the National Grid system and use it to identify a position	1. Coastal Navigation i. Show how to measure distance on a chart ii. Plot a true bearing or course from a compass rose iii. Describe what Cardinal and Half Cardinal points are OR 2. Inland Waterway Navigation i. Identify the main symbols on an OS map and on an Inland Waterway chart including canals, locks and weirs ii. Describe what Cardinal and Half Cardinal points are	1. Coastal Navigation i. In the steering and sailing rules, explain the general rules for maneuvering the following: „h A power vessel „h A sailing vessel „h In a narrow channel ii. In the steering and sailing rules, explain the meaning of: - „h Risk of collision „h Not under command „h Restricted maneuverability OR 2. Inland Waterway Navigation i. Explain the rules relating to maneuvering and right of way on Inland Waterways ii. Explain how a lock works, both rising and falling
Rules of the road at sea	1. Discover the basic rules regarding rights of way for the crafts used by your Troop	1. Explain the following terms: i. Bearing ii. Not under command iii. Safe speed iv. Overtaking	1. Explain right of way rules for: i. Powerboats ii. Sailing boats iii. Large ships in a restricted channel
Signalling	1. Discover the most common danger signals in use	1. Demonstrate distress signals by using only oneself and items found on your Scout uniform	1. Demonstrate the use of distress signals in a simulated rescue situation
VHF and GMDSS			1. Be introduced to VHF and GMDSS systems
Nautical history and traditions	1. Discover what an “Ensign” is and where it is flown 2. Show how to raise and lower a National Flag or Ensign 3. Show how to carry a National Flag or Ensign	1. Explain how to care for and demonstrate how to fold a National Flag or Ensign 2. Discover a piece of maritime tradition or history, for example: i. Boatswain’s Call ii. The watch system on ships and the sounding of bells iii. Keel hauling iv. Swinging a cat or lead v. Local tradition / history vi. Lead line	1. Appreciate what is meant by the following flags, where they are flown and for what duration on a nautical flagpole or on a vessel: i. Ensign ii. National Flag iii. Scout pennant iv. Troop flag or House flag (if any) v. Duty Patrol flag or pennant (if any) vi. Courtesy flag vii. Signal flag

Nautical terminology	1. Discover what is meant by the following terms: i. Amidship ii. Bridge iii. Abaft	1. Discover what is meant by the following terms: i. Forward ii. Bows iii. Forecastle (Foc'sle)	1. Discover what is meant by the following terms: i. Under way ii. Freeboard iii. Quarterdeck
Maritime environment and community	1. Consider the different ways that you can support your local rescue service	1. Plan a visit by your Patrol or Troop to your local lifeboat station or other local rescue service and discover how they benefit your community	1. Implement a simple voluntary project that will benefit your local maritime environment or community
Boat maintenance and repairs	1. Participate with your Patrol or Troop on at least three occasions with the maintenance or repair of Troop equipment	1. Participate with your Patrol or Troop on at least three occasions with the maintenance or repair of Troop equipment 2. Take a leading role in one of these	1. Participate with your Patrol or Troop in the completion of at least two of the following: i. Check, clean and dry lifejackets, buoyancy aids or some of a craft's equipment ii. Repair a small crack or hole on a craft iii. Scrape, sand and paint as required iv. Whip, splice or similar the rigging of a craft as required v. Carry out some routine maintenance to a craft (e.g.: replace spark plugs on an outboard, wash down sails, rigging, etc) vi. (Scouter's choice)
Parts of a boat	1. Understand what the following terms refer to: i. Thwart ii. Tiller iii. Transom	1. Understand what the following terms refer to: i. Keel ii. Centreboard iii. Strakes iv. Rudder	1. Understand what the following terms refer to: i. Oarlock ii. Spur iii. Ribs
Marine motors and basic maintenance	1. Be aware of the basic principles of a marine engine	1. Demonstrate an awareness of how a marine engine works and some basic maintenance procedures	1. Participate in carrying out a basic service on a marine engine.
Weather	1. On at least two occasions get a weather forecast before a water activity: i. Which forecast gives the most information for the area? ii. Which parts of forecasts are most important for each activity? iii. Was the forecast right and did the weather affect the activity?	1. Appreciate the effects weather has on the waters in your area	1. Recognise how the wind (from Beaufort force 0 to force 6) effects conditions on the sea and on the land 2. Identify the Beaufort force of the wind on any given day just by looking at the sea conditions

Currents, tides and wind	1. Obtain information on tide times for your normal boating waters	1. Understand the meaning of the terms “Windward” and “Leeward”	1. Describe briefly how tides are formed and understand the meaning of the following terms: i. Spring tide ii. Neap tide iii. Flood iv. Ebb v. High water vi. Low water
Local knowledge	1. Appreciate how local factors can have considerable effect on weather and tidal forces	1. Obtain some information from local sources (local fishermen, your Scouters, etc) regarding your local boating area, and how it is affected by tides and weather conditions	1. Apply your local knowledge when discussing with your Scouter whether the weather forecast will affect an activity that has been planned

Venture Scout
Nautical Training Scheme

Click here for Nautical Training Scheme Overview Document

Navigator Badges

Venture Scout			
	Bronze Navigator badge	Silver Navigator badge	Gold Navigator badge
Sea Scouting	1. Demonstrate how the Scout Promise and Law provide a positive influence to you in your life 2. Explain the other challenges available in Scouting to other members of your Group, i.e.: Charge certificates, Adventure Skills, Special Interest Badges, etc	1. Prepare a poster presentation, poster badge collection, photo gallery, powerpoint presentation, website or similar to show the local or worldwide nature of Scouting	1. Plan and lead at least three Watch activities, and at least one Troop activity
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. Long splice iii. Emergency Jury-rig knot	1. Understand the different types of rope construction and the factors to take into account before choosing a rope 2. 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 while anchoring - dragging, fouling, etc	1. Possess a good knowledge of tying up alongside - use of bow and stern lines, breast ropes, springs, different tidal and wind conditions, etc
Water safety	1. Describe clearly under what conditions should flares be used 2. Be aware of the relevant safety rules for boating in your locality	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 2. Be able to decide whether an activity is safe, considering all the factors which may pose a risk

ONE PROGRAMME

Sea survival	1. Instruct younger Scouts on the following: i. Correct personal clothing and safety equipment for boating	1. Instruct younger Scouts on the following: i. What to do in a capsize situation	1. Take part in simulated emergency situation in which your sea survival skills will be challenged
Water activities	1. Instruct younger Scouts on the following: i. Correct boat equipment for an activity ii. Materials used in small boat construction	1. Instruct younger Scouts on the following: i. Types of construction for small boats ii. Standard parts, fittings and equipment of the craft iii. How to steer a compass course in a craft used by your Troop	1. Participate in at least ten half day and two one day (if your waters allow) water activities with your Troop.
Navigation and pilotage	1. Understand how the compass works and recognise the different types 2. Explain magnetic deviation and how it can be minimised, eliminated or allowed for on the boats used by your Troop	1. Coastal Navigation i. Plot a bearing on a chart, allowing for magnetic variation and deviation 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 Navigation, on the Erne Navigation or other similar navigation ii. Appreciate the possible dangers of sudden weather changes on the big lakes	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) OR 2. Inland Waterway Navigation i. Understand how canal lock sluices operate and appreciate the problems that can be caused if they are not operated properly
Rules of the road at sea	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. Sailing vessel under way iv. A vessel at anchor	1. Be familiar with the main components of the International Regulations for Preventing Collisions at Sea
Lights, marks and buoyage		1. Appreciate the importance of 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. Recognise all the various marks in the IALA buoyage system: - i. Cardinal ii. Lateral iii. Safe water iv. Isolated danger v. Special marks vi. Temporary wreck marks

Signalling	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 2. Demonstrate the fog signal that should be made by a typical Scout boat	1. Participate in a demonstration of emergency signalling procedures (eg. flares) run by a local rescue service (RNLI, coastguard, etc)
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 correctly send a message over it	1. Know how to operate an EPIRB and the DSC function of a VHF radio in an emergency
Nautical history and traditions	1. Discover how time was recorded on ships before the clock was invented 1. Improve your knowledge of flag etiquette	1. Discover a 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. Keel hauling iv. Swinging a cat or lead v. Local tradition or history vi. Lead line	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. Keel hauling iv. Swinging a cat or lead v. Local tradition or history vi. Lead line
Nautical terminology	Discover what is meant by the following terms: i. Bulkhead ii. Beam iii. Length Waterline 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. Midship line iii. Abreast iv. Abeam
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 Patrol or Troop 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 2. Try to rectify at least one of the problems found in your survey
Boat maintenance and repairs / construction	1. Take a leading part in maintenance/repair of Troop equipment. The time commitment should be determined by you and the Patrol Leader's Council	1. Instruct and lead younger Scouts in maintenance work	1. Know how to care for ropes during their use and when in storage 2. Check a boat for its seaworthiness, list repairs or improvements required and action this list

Parts of a boat	1. Understand what the following terms refer to: i. Gunwale ii. Gudgeon iii. Pintle	1. Understand what the following terms refer to: i. Heel ii. Stem iii. Breasthook iv. Knee	1. Understand what the following terms refer to: i. Sheer strake ii. Garboard strake iii. Yoke
Marine motors and repairs / maintenance	1. List the different maintenance procedures needed by an engine used by your Troop, and carry out one of these tasks	1. Be able to diagnose simple faults with an engine used by your Troop	1. List ways to implement the following on a power boat: i. Fire prevention ii. Fire fighting
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 2. 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 iv. Any local tidal problems in your area
Local knowledge	1. Be aware of the main dangers in local waters used by your Troop	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

Rover Scouts

Nautical Training Scheme

Click here for Nautical Training Scheme Overview Document

Mariner Pins

Rover Scout			
	Bronze Mariner badge	Silver Mariner badge	Gold Mariner badge
Nautical and/or waterborne expeditions	1. Take part in a nautical or waterborne expedition of at least 48 hours duration. This may be by rowing boat, sailing boat, power driven boat or kayaks/ canoes (total distance not less than 40 kilometres), or by raft (total distance not less than 20 kilometres)	1. Plan and lead a nautical or waterborne expedition of at least 48 hours duration. This may be by rowing boat, sailing boat, power driven boat or kayaks/canoes (total distance not less than 40 kilometres), or by raft (total distance not less than 20 kilometres)	1. Plan and lead a nautical or waterborne expedition of at least 72 hours duration. This may be by rowing boat, sailing boat, power driven boat or kayaks/canoes (total distance not less than 60 kilometres), or by raft (total distance not less than 30 kilometres)
Nautical and/or waterborne events	1. Take part in at least one event from the following list, or events of a similar character, agreed in consultation with your Scouter: i. Fry Cup ii. Master Mariner competition iii. Wood-Latimer skiff race iv. Scout Liffey canoe race v. Albatross Regatta BP18 race vi. Bass Shield swimming race vii. Scout Triathlon viii. National Raft Race ix. Southeast Provincial Scout and Water Activities Camp x. Northeast Provincial Splashdown	1. Take part in at least one event from the following list which you have not participated in before, or events of a similar character, agreed in consultation with your Scouter: i. Fry Cup ii. Master Mariner competition iii. Wood-Latimer skiff race iv. Scout Liffey canoe race v. Albatross Regatta BP18 race vi. Bass Shield swimming race vii. Scout Triathlon viii. National Raft Race ix. Southeast Provincial Scout and Water Activities Camp x. Northeast Provincial Splashdown	1. Take part in at least two different events from the following list which you have participated in before, or events of a similar character, agreed in consultation with your Scouter: i. Fry Cup ii. Master Mariner competition iii. Wood-Latimer skiff race iv. Scout Liffey canoe race v. Albatross Regatta BP18 race vi. Bass Shield swimming race vii. Scout Triathlon viii. National Raft Race ix. Southeast Provincial Scout and Water Activities Camp x. Northeast Provincial Splashdown

Nautical environmental or community project	1. Take part in a considerable environmental project organised by another member of your Troop in the form of an activity, research or survey relevant to your local area or an area in which your Troop does most of its Scouting. This could be a lake, river, beach or coastline with which you are familiar	1. Undertake a considerable environmental project in the form of an activity, research or survey relevant to your local area or an area in which your Troop does most of its Scouting. This could be a lake, river, beach or coastline with which you are familiar	1. Identify the main issues from the project you undertook for the silver badge, and attempt to rectify or address any problems identified by you
Nautical and/ or waterborne qualifications	Start working towards at least one of the following which you have not already completed, or other qualifications or courses of a similar character, agreed in consultation with your Scouter: i. Intermediate Charge Cert. (Oars) ii. Intermediate Charge Cert. (Sail) iii. ISA dinghy sailing level 3 iv. Intermediate Charge Cert. (Power) v. ISA powerboat level 2 vi. ISA powerboat level 3 vii. Restricted Canoe Leader Cert. viii. ISA Competent Crew Cert. ix. Short Range Radio Operator's Cert. x. Scouting Ireland or ISA introductory navigation course xi. ISA Yacht Safety Awareness Course xii. Basic Sea Survival Course xiii. IWSA or RLSS Lifesaving Award	Complete the qualification started in the bronze badge, and start working towards at least one of the following which you have not already completed, or other qualifications or courses of a similar character, agreed in consultation with your Scouter: i. Intermediate Charge Cert. (Oars) ii. Intermediate Charge Cert. (Sail) iii. ISA dinghy sailing level 3 iv. Intermediate Charge Cert. (Power) v. ISA powerboat level 2 vi. ISA powerboat level 3 vii. Restricted Canoe Leader Cert. viii. ISA Competent Crew Cert. ix. Short Range Radio Operator's Cert. x. Scouting Ireland or ISA introductory navigation course xi. ISA Yacht Safety Awareness Course xii. Basic Sea Survival Course xiii. IWSA or RLSS Lifesaving Award	Complete the qualification started in the silver badge, and gain at least one of the following which you have not already completed, or other qualifications or courses of a similar character, agreed in consultation with your Scouter: i. Intermediate Charge Cert. (Oars) ii. Intermediate Charge Cert. (Sail) iii. ISA dinghy sailing level 3 iv. Intermediate Charge Cert. (Power) v. ISA powerboat level 2 vi. ISA powerboat level 3 vii. Restricted Canoe Leader Cert. viii. ISA Competent Crew Cert. ix. Short Range Radio Operator's Cert. x. Scouting Ireland or ISA introductory navigation course xi. ISA Yacht Safety Awareness Course xii. Basic Sea Survival Course xiii. IWSA or RLSS Lifesaving Award