



Scouts
NSW

Scouting Skills

**Training Information and
Qualification Guide**



Scouting Skills Training Information and Qualification Guide

Scouting Skills is our internal qualification which is recognised within the local Branch of the Scout Association.

All training courses will be run by NSW Branch and will cover all skill sets. Courses will be administered like all other residential training courses by applying on an L1 Form.

Workbooks will be issued for completion and full participation will be required. Opportunities for recognition of prior learning (skills recognition) are available to members.

To allow your youth members to participate in Adventurous Activities the leader of the activity needs to hold a current permission to operate in the relevant activity. If the Activity has a high level of associated risk, **Scouts Australia Institute of Training (SAIT) Accredited Guide Level or higher SAIT Activity Accredited Qualification is required.**

Policy

Overview for all Activities

Overall Aim

The aim of the association is to facilitate members undertaking activities in a safe environment, leaders through a formal (written) risk assessment process, while it is fully understood adventurous activities involves a degree of risk our philosophy should be to ensure suitable controls are in place to minimise risk to a safe level to undertake the activity.

Ratios

Leaders must be completely satisfied after a written risk assessment of any adventurous activity they have covered all area of:

- two deep leadership,
- weather,
- difficulty of the activity,
- fitness of the group,
- location and communication with your home base or others if required.

Equipment

All equipment must to suitable for the conditions, used in accordance with manufacturer's recommendations, and check prior to the activity by leaders for suitability.

Equipment logs are required to be kept by the controlling formation and be available for inspection at any time.

Policy

Overview for all Activities

Guide Level and Higher

Leaders who are wishing to attain Guide Level or Higher would need to contact State Office Training Department to apply for a Recognition Prior Learning (RPL) which will be an external accreditation from Scouts Institute of Training (SAIT).

Currency

You must maintain a current log book which records details of the minimum requirements. Please refer to page 10 for the “Currency Guidelines”.

e-Learning

Before applying for any activity courses or an RPL you must complete the e-learning Basic Outdoor Skills on Scout Central before the course closing date.

Basic Outdoor Skills

Before applying for any activity course (with exception to the Basic Outdoor Skills), you must complete the Basic Outdoor Skills Practical Supplement.

If you are to submit an RPL, you must complete the eLearning Basic Outdoor Skills and the Basic Outdoor Skills residential course before submitting your workbook.

Bushwalking Activities

Controlled (**Tracked**) Terrain

Level One

- Allows a member to lead a bushwalk over controlled (tracked & easy untracked) terrain. *Minimum 15 years of age*

Controlled Guide

- Allows an adult member to lead or **supervise** a bushwalking activity over controlled (tracked) terrain

Controlled Instructor

- Allows an adult member to teach and examine bushwalking skills for controlled terrain

Intermediate (**Untracked**) Terrain

Level Two

- Allows a member to lead a bushwalk over intermediate (untracked) terrain
- *Minimum 15 years of age*

Intermediate Guide

- Allows an adult member to lead or supervise a bushwalking activity over intermediate terrain

Intermediate Instructor

- Allows an adult member to teach and examine bushwalking skills for intermediate terrain

Uncontrolled (**Remote**) Terrain

Level Three

- Allows an adult member to lead a bushwalk over uncontrolled (remote) terrain

Advanced Guide

- Allows an adult member to lead or supervise a bushwalking activity over uncontrolled terrain
- Allows an adult member to teach and examine bushwalking skills for uncontrolled terrain

Rock Activities

Single Pitch

Level One

- Safe participant (not classified as a novice) in an abseiling/caving/canyoning or rock-climbing activity
- *Minimum 15 years of age*

Level Two

- Allows a member to lead an abseiling/caving/canyoning or rock-climbing activity with qualified participants
- *Minimum 15 years of age*

Guide

- Allows an adult member to lead an abseiling/caving/canyoning or rock-climbing activity with novices

Instructor

- Allows an adult member to teach and examine abseiling/caving/canyoning or rock-climbing skills

Multi-Pitch

Level Three

- Allows a member to participate safely in a multi-pitch abseiling/caving/canyoning or rock-climbing activity
- *Minimum 15 years of age*

Multi-Pitch Guide

- Allows an adult member to lead a multi-pitch abseiling/caving/canyoning or rock-climbing activity with novices
- Allows an adult member to teach and examine abseiling skills for multi-pitch abseiling/caving/canyoning or rock-climbing

Water Activities

Flat Water Canoeing/Kayaking

Level One

- Safe participant (not classified as a novice) in a canoeing/kayaking activity
- *Minimum 15 years of age*

Level Two

- Allows a member to lead a canoeing/kayaking activity with novices
- *Minimum 15 years of age*

Guide

- Allows an adult member to lead a canoeing/kayaking activity involving larger than normal numbers of participants (e.g. Region or District event) or **Supervise a canoe/kayak trip in enclosed waters**

Instructor

- Allows an adult member to teach and examine canoeing/kayaking skills

White Water Canoeing/Kayaking

Level Two

- Allows a member to participate safely in a canoeing/kayaking activity on Grade 2 water
- *Minimum 15 years of age*

Level Three

- Allows a member to participate in a canoeing/kayaking activity on Grade 3 water
- *Minimum 15 years of age*

Guide Grade 2/3

- Allows an adult member to lead a canoeing/kayaking activity on Grade 2/3 water

Instructor Grade 2/3

- Allows an adult member to teach and examine canoeing/kayaking skills on Grade 2/3 water

Sailing Activities

Small Boat Yachting - Sailing

Level One

- Safe participant (not classified as a novice) in a sailing activity
- *Minimum 15 years of age*

Level Two

- Allows a member to lead a sailing activity with novices in light controlled environments only
- *Minimum 15 years of age*

Guide

- Allows an adult member to lead a sailing activity with novices in moderate to variable environments.
- *Minimum 18 years of age*

Instructor

- Allows an adult member to lead a sailing activity involving larger than normal numbers of participants (e.g. Region or District event, Regattas, etc.)
- Allows an adult member to teach and examine sailing skills

Scouting Skills Flowchart

Prerequisite

- Before applying for a Level 1 Scouting Skills course or Recognition of Prior Learning you must complete the e-Learning Basic Outdoor Skills & Basic Outdoor Skills residential course **before the course closing date**. If you are to submit an RPL, you must complete the eLearning Basic Outdoor Skills & Basic Outdoor Skills residential weekend before submission.
- If you are applying for Level 1 Bushwalking, you must complete the e-Learning Basic Outdoor skills **before the course closing date**.

Apply

- You must be a current Scout member
- Submit an L1 Training Course Application form (you can download the form from <https://www.nsw.scouts.com.au/members-services/state-forms/>) to Scouts NSW Training Department to participate in the relevant Scout Skills course OR
- You can apply for an RPL and current competence through either your RC(ATD) or contact Scouts NSW Training Services Department: training@nsw.scouts.com.au.

Course/RPL

- Attend the relevant course and complete the specific Scouting Skills workbook and provide a current activity log. This will then be assessed and the participant will be deemed competent or not yet competent.
- If you are unable to attend a course you can submit a Recognition of Prior Learning, which includes workbooks, logbooks, evidence etc.
- Please keep your Scouting Skill workbook as this can be used as additional evidence for the external accredited training pathway, should you wish to apply.

Post Course

- The successful participant will receive a Certificate of Completion. This gives you your permission to operate in the relevant activity discipline.
- This will be recorded on your ScoutLink training record.

Maintaining Currency

- You must continue to maintain a current log book which records details of the minimum requirements refer to the "Currency guidelines" on page 10.

Currency Guidelines

Level 1	Level 2	Guide	Instructor
2 Activity Days	3 Activity Days	4 Guiding Days	2 Instructional Days (VET Courses) 2 Guiding Days
	1 Rescue Skills Day	1 Rescue Skills Day	1 Rescue Skills Day
	First Aid (provide First Aid) current HLT – and /or CPR Refresher (HLT CPR 201A)	First Aid (provide First Aid) current HLT – and /or CPR Refresher (HLT CPR 201A)	First Aid (provide First Aid) current HLT – and /or CPR Refresher (HLT CPR 201A)
		1 Guide Development Day	1 Instructor Development Day

General

- A day is regarded as 6 hours' effort and a half day as 3 hours' effort.
- Two half day activities make up one full day activity.
- An instructional activity day must involve personal participation in the activity.
- Each of the five aspects of registration must be completed annually (i.e. instructional days, guide activity days, rescue skills days, first aid and /or CPR currency, and instructor development days).
- No activity day can count more than once in any one activity area (i.e. a rescue skills practice day cannot also be counted as an instructional day or guide activity day in the same activity area).
- At least two instructional days in every three years must be on level 2 courses in the activity area.
- Instructor development days may include conferences, workshops, training courses relating to instructing skills in activity area, delivery of Adventurous Activities Skills (Common Core) courses.
- A conference or workshop that relates to more than 1 activity area may be counted for each relevant activity area.

Double entries

If a person was canyoning and had a reasonable walk into the canyon and there were a few abseils it would be OK for the member to enter the activity into their Bushwalking log, Canyon log and Abseil log for the activity.

Development & Rescue Skills Days

Development Days can be training courses, Trade shows, ORIC Conferences, or any type of event where you are developing your knowledge, skills, in the adventurous activity area.

Rescue Skills Days would normally be a practical exercise in your given activity field e.g. abseil rescue/recovery/haulage systems/ water z rescues/ training events, industry demonstration in new equipment or techniques

Activity Leader (Primary Appointment)

Skills

**e-Learning
e-Basic Core**

Module	Description
• BINTRO	Intro to Basic Leadership Training
• BCORE HIST	How Scouting Began
• BCORE FUND	Basic Scout Fundamentals
• BCORE LEAD	Basic Leadership
• BCORE SKILL	Personal Skill Development
• BCORE SAFE	Basic Scout Safe
• E USP	The USP of Scouting
• E PATROL	Introduction to the Patrol System
• BCORE SPIRITUAL	Spiritual Development in Scouting
• BCORE WHS	WHS and Scouting
• BCORE CHILD	Child Safe Scouting
• E NAVIGATE	Elementary Navigation
• BCORE SPICES	Educational Objectives & SPICES
• BCORE YLAS	Youth Leading, Adult Supporting
• BCORE PDR	Plan, Do, Review
• BCORE METHOD	The Scout Method

**e-Learning
Venturer**

• BSK VENT	Basic Sectional Knowledge for Venturer Scouts
• BOM VENT	Basic Organisational Management for Venturer Scouts
• BPROG VENT	Basic Programming for Venturer Scouts
• BOUT VENT	Basic Outdoors and the Environment for Venturer Scouts

**Basic Practical
Supplement
Venturer**

Please refer to the available dates in the Training Calendar for the next Basic Practical Supplement for Venturers

**e-Learning Basic
Outdoor Skills &
Basic Outdoor
Skills Course**

All Scouts, Venturers & Rover Leaders need to complete the eLearning Basic Outdoor Skills and Basic Outdoor Skills residential weekend. The eLearning Basic Outdoor Skills is a pre-requisite to completing the Basic Outdoor Skills course. Please refer to the available dates in the Training Calendar for the next Basic Outdoor Skills course.

**L10 & A3
Form**

Once all training has completed, you will need to complete the **L10 Activity Leader In-Service** and the **A3 Transfer Adult Appointment Application**.

Bushwalking Activities

Level One

- Demonstrate bushwalking skills in a controlled environment
- Demonstrate navigation skills in a controlled environment
- Operate communications systems and equipment
- Use and maintain a temporary or overnight site

Level Two

- Apply Intermediate bushwalking
- Apply river crossing skills
- Apply intermediate navigation skills

Canoe (Flat Water) Activities

Level One

- Demonstrate simple canoeing skills
- Perform deep water rescues
- Operate communications systems and equipment
- Use and maintain a temporary or overnight site

Level Two

- Apply canoeing skills
- Demonstrate navigation skills in a controlled environment

Kayak (Flat Water) Activities

Level One

- Demonstrate simple kayaking skills
- Perform deep water rescues
- Operate communications systems and equipment
- Use and maintain a temporary or overnight site

Level Two

- Apply kayaking skills
- Demonstrate navigation skills in a controlled environment

Sailing Activities

Level One

- Demonstrate basic skills to sail a small boat in controlled conditions
- Demonstrate navigation skills in a controlled environment
- Operate communications systems and equipment
- Use and maintain a temporary or overnight site

Level Two

- Sail a small boat in light to moderate conditions

Abseiling (Natural) Single-Pitch Activities

Level One

- Demonstrate abseiling skills on natural surfaces
- Safeguard an abseiler using a single rope belay system
- Operate communications systems and equipment
- Use and maintain a temporary or overnight site

Level Two

- Apply single pitch abseiling skills on natural surfaces
- Establish ropes for single pitch abseiling on natural surfaces
- Perform vertical rescues

Abseiling (Artificial) Single-Pitch Activities

Level One

- Demonstrate abseiling skills on artificial surfaces
- Safeguard an abseiler using a single rope belay system
- Operate communications systems and equipment
- Use and maintain a temporary or overnight site

Level Two

- Apply single pitch abseiling skills on artificial surfaces
- Establish ropes for abseiling on artificial surfaces
- Perform vertical rescues

Caving Single-Pitch Activities

IMPORTANT: As a pre-requisite for Level 2 Caving you will need to have Level 2 Abseiling Natural.

Level One

- Demonstrate abseiling skills on artificial surfaces
- Safeguard an abseiler using a single rope belay system
- Operate communications systems and equipment
- Use and maintain a temporary or overnight site

Level Two

- Apply single pitch abseiling skills in caves
- Rig a ladder pitch
- Apply laddering skills
- Apply cave specific single rope techniques
- Rig ropes and establish belays in caves
- Apply navigation skills in an intermediate environment
- Perform vertical rescues

Canyoning Single-Pitch Activities

Level One

- Demonstrate horizontal canyoning skills
- Demonstrate navigation skills in a controlled environment
- Operate communications systems and equipment
- Use and maintain a temporary or overnight site

Level Two

- Perform basic water rescues
- Apply vertical canyoning skills
- Establish belays in canyons
- Apply navigation skills in an intermediate environment
- Perform vertical rescue

Top Rope Rock Climbing (Artificial) Activities

Level One

- Assist in preparing & conducting sport & recreation sessions
- Demonstrate navigation skills in a controlled environment
- Operate communications systems and equipment
- Use and maintain a temporary or overnight site

Level Two

- Apply top rope climbing skills on artificial surfaces
- Establish belays for climbing on artificial surfaces
- Perform vertical rescue

Top Rope Rock Climbing (Natural) Activities

Level One

- Demonstrate top rope climbing skills on Natural surfaces
- Assist in preparing & conducting sport & recreation sessions
- Demonstrate navigation skills in a controlled environment
- Operate communications systems and equipment
- Use and maintain a temporary or overnight site

Level Two

- Apply top rope climbing skills on natural surfaces
- Establish belays for climbing on natural surfaces
- Perform vertical rescue

4WD Activities

Level One

- Drive AWD/4WD vehicles on unsealed roads
- Demonstrate navigation skills in a controlled environment
- Operate communications systems and equipment
- Use and maintain a temporary or overnight site

Level Two

- Drive and recover a 4WD vehicle
- Carry out vehicle servicing and maintenance
- Carry out vehicle inspection
- Plan and navigate routes

Cross Country Skiing Activities

Level One

- Demonstrate basic cross country
- Demonstrate ski touring skills in a patrolled environment to a basic standard
- Demonstrate navigation skills in a controlled environment
- Operate communications systems and equipment
- Use and maintain a temporary or overnight site
- Day ski tour away from a patrolled area
- Apply snow craft skills for day touring
- Apply navigation skills in an intermediate

Level Two