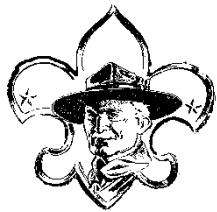


# Adventure Level or Green Cord

The how and what to do in Hunter  
& Coastal Region

Building a Better Future Today.



# HUNTER AND COASTAL REGION

STEPS TO AN ADVENTURER LEVEL or GREEN Cord

Note: this sheet is to accompany your Final Log Books

SCOUTS NAME: \_\_\_\_\_

GROUP: \_\_\_\_\_



	REQUIREMENTS	RESPONSABILITY	Sign when Completed
STEP 1	Have completed both Adventurer Level Compulsory Targets and one other	Scout	
STEP 2	Have completed 6 Proficiency Badges	Scout	
STEP 3	Have participated in at least 3 Patrol Activities and have Planned one of them	Scout	
STEP 4	Complete all except the Journey in the Camp Craft Target at Adventurer Level	Scout	
STEP 5	Notify your District Scout Leader, in writing your intention to do a journey, one month prior to the hike giving 2 possible dates	Scout (via SL to the Mindari)	
STEP 6	Activity Notification form to be completed and sent to the Zone Activity Coordinator 21 days prior to the Journey	SL Or DSL by arrangement	
STEP 7	Parental Permission Note to be distributed to all participants and have them signed and returned	SL and Scout	
STEP8	Remind DSL of intended Journey 1 week before	Scout - SL	
STEP 9	Have instructions for the journey delivered to the Scout Seven days prior to commencement date	DSL	

STEP 10	Journey completed SAFELY and field Log written	Scout	
STEP 11	Final Log Book is to be presented to the examiner within 2 weeks of the Journey completion to ensure standards have been met.	Journey Examiner	
STEP 12	Completed final log to be presented to the TROOP COUNCIL for recommendation that the Scout is a suitable candidate for the Award	Troop Council	
STEP 13	Be presented with the Adventurer Level Badge	Troop Council & SL	
STEP 14	Final Log Books and Diary to be forwarded to the Regional Commissioner Scouts	DSL	
STEP 15	Log Books returned with Certificate for Presentation with the Adventurer Level Cord	RC Scouts	
STEP 16	Adventure Level Cord may now be purchased from the R C Scouts. (\$10.00 as at August 2010, troop finances, should cover this)	D.S.L. or Acting District Scout Leader	
STEP 17	Organize the Presentation Ceremony inviting any persons of significance you wish	Troop Council & Scout	

# EPIRBS

- **EPRIB's**
- Hunter and Coastal has nine Emergency Position Indicating Radio Beacons (EPIRB) available for use by Scouts in our Region. They are an excellent safety measure when undertaking a journey whether it on land, water or snow.

For your Adventurer Level Campcraft Journey it is mandatory that you take an EPIRB with you, no exceptions, and that you understand what it is for and when to use it.

- **What is the hire cost and who do I contact?**
- There is **NO CHARGE** to Scouts for the USE of an EPIRB, **ONLY** your DSL holds the EPIRB.
- **Information is required to be given to the RC Scouts Bill Brown twenty one days before the hike:-**
- Name and contact details of Journey Examiner
- Names of all party members
- Home leader and contact details
- Map names and grid references for the whole journey.
- Mobile phone numbers that will be with the party members
- Radio frequencies of two ways carried by the party.
- THIS MUST BE UPDATED AND CONFIRMED BY THE JOURNEY EXAMINER, no
- **When should an EPRIB be activated?**
- You must be aware that an EPIRB should only be activated in the direst of circumstances, for example:
- Severe accident, injury or illness to a member of the patrol
- Party becomes hopelessly lost and all attempts to find a way out has been unsuccessful
- Once activated, they can not be de-activated.

## **When should an EPRIB be NOT be activated?**

The weather turns bad – put on your raincoat and take shelter, or decide to take an emergency route out, or return to the journey start point.

It is getting dark – make a decision as to whether you can get out before night, if not setup camp in a good spot and walk out in the morning.

Patrol members are tired – rest for a while, then manage the Patrol so the strongest take a greater share of the load.

You are temporarily missed placed – sit down, have a good look around for noticeable features, then look at your map and work out where you think you might be, re-check your assumptions. Then work out a logical plan to find your way to a known location.

## **What happens when an EPIRB is activated?**

Activating an EPRIB sends out a signal that will be picked up by passing aircraft and or Satellite relayed to the Emergency Services Centre in Canberra. They in turn set in motion the appropriate rescue services (police, ambulance, helicopters etc) to locate the beacon and undertake any rescue or retrieval action.

The rescue services take full control of the rescue away from Scouts NSW.

Consequently EPIRBs should be treated with the utmost respect – their incorrect or inadvertent use will result in unnecessary call-out personnel at substantial cost to the community.

### **After activation**

The EPIRB must then be sent to Victoria for re-charging and your Group will be billed for the re-charge cost – around \$80-\$100 dollars.

### **Lost EPIRBs**

If an EPIRB is lost, the replacement cost, currently around \$600 dollars, will be billed to your Group.

### **The final word on EPIRBs**

While taking an EPIRB is an excellent safety measure, they are not a substitute for good planning, good meals, good leadership, and for carrying the right equipment.