

Rover Scouts

Nautical Training Scheme



Mariner Pins

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Rover Scout		
	Rover Mariner Participation	Rover Mariner Leadership
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 kilometers and following best practice.	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 kilometers and following best practice.
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: some examples - i. Master Mariner competition ii. The Scout Liffey Descent iii. Shannon rally, tall ships or some similar event.	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: some examples - i. Master Mariner competition ii. The Scout Liffey Descent iii. Shannon rally, tall ships or some similar event or organise your own following best practice.
Nautical environmental or community project	1. Take an active part in a considerable environmental project organised by another member of your Crew in the form of an activity, research or survey relevant to your local area or an area in which your Crew does most of its Scouting. I.e. This could be a lake, river or coastal area.	1. Design an appropriate method to communicate the learning and outcomes of your environmental project. Present this to other sections in your group or other Rover Crews.
Nautical and/or waterborne qualifications	1. Start working towards the following which you have not already completed, or other qualifications or courses of a similar character, agreed in consultation with your Scouter: i.e. SI Advanced Charge Cert. (Oars/Sail/Power) and Coastal Skipper Theory or Level III Paddling Instructor.	1. Become a Scouting Ireland Instructor for one of the following (Oars/Sail/Power/Paddling) and Complete the practical Coastal Skipper requirements.