# **ADVENTURER EMERGENCIES**



To achieve the Adventurer Emergencies Target, the Scout must complete all of the requirements of No's 1 to 5.

#### 1. Recognition

Together with a qualified instructor, teach and test your Patrol about eight different types of emergencies and how to react to these emergencies.

## 2. Knowledge

- a) Together with a qualified instructor, teach and test your Patrol the correct technique for Expired Air Resuscitation (EAR).
- b) Know the additional precautions to be taken when applying EAR to a child.
- c) Know how to perform EAR when assisting someone who is applying CPR.
- d) Be able to recognise dynamite, gelignite, a detonator, live ammunition, and know what to do if you should find any

### 3. Visit

Organise for your Patrol or other Scouts to visit one of the locations listed in Pioneer 3 This is not to be one of the same locations visited during the earning of the Pioneer and Explorer Levels.

#### 4. Treatment

- a) Teach your Patrol or other Scouts about:
  - i) the circulation of the blood
  - ii) how to control external bleeding
  - iii) the likely cause, symptoms and treatment of internal bleeding.
- b) Demonstrate the use of a knapsack spray and rakes in fighting a grass fire.
- c) Teach your Patrol:
  - i) the different types of fire extinguishers
  - ii) explain on what types of fire each should be used / not used, e.g. electrical, oil.
- d) Lead your Patrol or other Scouts in Explorer Emergencies 4 Activity.
- e) Set up emergency communications between two points 500m apart and out of sight of each other. Teach and test a Scout at Explorer level how to deal with fractures to the limbs and collarbone.
- f) Demonstrate to your Patrol how to treat a sprained ankle.
- g) Demonstrate to your Patrol how to treat a patient with an eye injury.
- Lead your Patrol, or other Scouts, satisfactorily in dealing with two mock emergencies.
  Some suggestions are: traffic accident; rescue from burning building; search for lost child; near drowning in backyard pool: electrocution; bushfire.