

EXPLORER EMERGENCIES



To achieve the Explorer Emergencies Target, the Scout must complete the following:

1. Recognition

Be able to suggest at least ten very different situations that could be classified as an emergency.

2. Knowledge

- a) Demonstrate a knowledge, and use of EAR.
- b) Demonstrate how to approach an unconscious patient.
- c) Demonstrate how to identify if the patient is breathing.
- d) Explain the difference between venous and arterial bleeding.
- e) Demonstrate how to control all forms of external bleeding.
- f) Demonstrate how to use the fire extinguisher in your Troop meeting place or home.
- g) Know on what type of fire it should be used/not used.

3. With your Patrol or other Scouts:

- a) visit one of the locations listed in Pioneer Emergencies No 3.
OR
- b) arrange a visit to your Troop by a representative of one of those services.

4. Activity

- a) By participating with your Patrol or other Scouts in two mock emergencies, demonstrate an understanding of the basic principles of first aid.
- b) Demonstrate the method of dealing with a patient in contact with a live electric wire.
- c) With your Patrol:
 - i) build a bush stretcher or an improvised stretcher, and
 - ii) use this stretcher to carry a patient over a distance of 500m