

10.7 – ADVENTUROUS ACTIVITIES

Preamble

1. The development of youth and leaders through participation in Adventurous Activities is a key element of Scouting. Outdoor recreation activities are a highly regulated community/industry and each Australian state and territory has a series of Adventurous Activity Standards (AAS) developed to promote community/industry best practices across adventurous activities skill areas. The outdoor sector and relevant government bodies have agreed to develop a single set of Australian Adventure Activity Standards, and this is progressing.
2. This policy sets out the policy requirements to undertake adventurous activities by members of Scouts Australia – ACT Branch (Scouts ACT).

Scope

3. This policy covers all members of Scouts ACT undertaking adventurous activities.

Aim

4. Adventurous activities are designed for youth and adult members to enjoy, learn, and develop confidence, technical skills, and leadership and teamwork skills; through participation in adventurous activity courses and events run and managed by an appropriately qualified member of Scouts ACT (including appropriately qualified members of other Australian Scout branches and third-party providers).

Principles

5. Scouts ACT provides adventurous courses and events using the Scouts Australia National Adventurous Activities Framework (NAAF) and the Scouts Australia Adventurous Activities Matrix (the Matrix), both as amended from time to time.
6. The requirements of the NAAF and the Matrix, including any required Vocational Education and Training (VET) qualifications, provide the required standards for minimising the inherent risks that are associated with these activities and are to be complied with for all Scouts ACT adventurous activities. More broadly, the required Scouting standards are informed by the outdoor sector's adventurous activity standards.
7. Scouts ACT provides Scout adventurous activities training for youth and leaders. Such training will generally follow the SIS10 Sport, Fitness and Recreation Package (Service Industries Skills Council), or any subsequent future training package that supersedes SIS10. The alignment with SIS10 provides the opportunity for achieving VET qualifications, either as desired or as required for Scout Appointments that require such qualifications.
8. Scouts Australia Institute of Training (SAIT) is an Enterprise Registered Training Organisation (RTO), and provides recognition of prior learning services as part of its Assess only status, leading to the issuing of VET units and qualifications. However, VET qualifications issued by other RTO's are recognised by SAIT, and all other Australian Scout branches.

9. The NAAF and the Matrix provide the required standards and VET qualifications for Leaders to be appointed as a Scout Appointed Guide in an Adventurous Activity skill area – a secondary Leader appointment issued by a Branch.
10. The NAAF and the Matrix also define the requirements for an appointment as a National Instructor in a particular Adventurous Activity skill area. Such appointments are made by Scouts Australia, following a recommendation from a Scouts Australia Branch. Adventurous Activity courses are to be run by a National Instructor, or a member of the Training team.
11. Where an adventurous activity skill area is not covered by the NAAF and the Matrix, the Standards and Guidelines as defined by national peak or regulatory bodies such as Yachting Australia, the Civil Aviation Safety Authority and the Australian Balloon Federation will define the minimal acceptable standard.
12. Adventurous Activity Standard Operating Procedures (SOP's) support this policy, and need to be understood and applied to any adventurous activity. SOP's are approved by the Chief Commissioner on the recommendation of the Assistant Chief Commissioner, Adult Training and Development. SOP's may be amended from time to time to reflect changes in standards, and operational experience.
13. Information about adventurous activities is provided to members of Scouts ACT members, including through the Scouts ACT website and a number of published Guidance Notes related to qualifications and operational arrangements.
14. Scouts ACT adventurous activities will operate within the rules, regulations and guidelines as legislated by Work Health and Safety Act 2011, and to comply with all work, health, and safety matters as issued by Work Safe ACT, a business unit of Access Canberra – <https://www.accesscanberra.act.gov.au>

Adventurous Activities

15. Adventurous activities are many and varied, and the following list is an indicator of the type of adventurous activities that may be undertaken by Scouts ACT:
 - Abseiling – Artificial
 - Abseiling – Natural Surfaces
 - Adventure Based Learning
 - Archery
 - Bushwalking
 - Canyoning
 - Climbing – Artificial
 - Climbing – Natural
 - Canoeing
 - Challenge Ropes
 - Caving
 - Cycle tours
 - Equestrian Activities
 - Fishing

- Flying
- Four-Wheel Driving
- Kayaking
- Sea Kayaking
- Mountain Biking
- Personal Water Craft
- Powered Water Craft
- Rafting
- Scuba
- Snowboarding
- Skiing
- Ski Touring
- Snorkelling
- Surfing
- Trail Bike riding
- Yachting – windsurfing
- Yachting – Small Boat
- Yachting – Inshore/Offshore

Undefined and Prohibited Activities

16. There are a number of adventurous activities prohibited for Scouts ACT members. They include:

- Bungee Jumping
- Hang gliding
- Parachuting
- Base jumping
- Motor racing
- Solo or Freestyle (unroped) rock climbing.

17. Those contemplating undertaking or approving an activity for which there is no policy or guidelines, or that maybe considered high risk should seek confirmation of the Scouts ACT Branch position from the Branch Commissioner, Adventurous Activities.

Local Area

18. The local area for adventurous activities is defined with straight line boundaries from Nowra to Eden, Eden to Albury, Albury to Wagga, Wagga to Young, Young to Goulburn, Goulburn to Nowra. Normal Scouts ACT approval processes apply and activities in this area are not considered ‘interstate’. While approval from Scouts NSW is not required, it may be courteous to provide advice to the local Scouts NSW District or Region of the activity.

19. When it is intended to conduct adventurous activities outside the local area, advice should be sought from the Branch Commissioner, Adventurous Activities on the approval requirements (noting this requirement only applies to Scouts ACT run activities and not to activities run by Scouts NSW or other Scouts Australia branches, who have their own requirements).

First Aid

20. All adventurous activity Scout Appointed Guides and National Instructors are required to hold current qualifications in first aid to a minimum standard of HLTAID003 (Provide first aid), as issued by a Registered Training Organisation (RTO).

21. Some skill areas require a higher level first aid qualification as the minimum standard. The qualifications required for specific skill areas are outlined in the relevant SOP, or in the NAAF or Matrix.

22. All Scouts ACT adventurous activities must have appropriate first aid arrangements in place. The appropriate arrangements should take into account access to emergency services, the risks of the activity and the like. What may be appropriate for a bushwalk in the Mt Ainslie area would be inadequate for a hike to Mt Jagungal in the Snowy Mountains.

Supervision

23. All adventurous activities are to be conducted under the responsibility of a qualified Scouts Australia leader, according to the requirements of the NAAF and the Matrix (see 5. above). Apart from Bushwalking and Water Activities, and some specialist activities where industry requirements are followed, adventurous activities are required to be the responsibility of a Branch Scout Appointed Guide or a Scouts Australia Nationally Appointed Instructor.

24. Scout Appointed Guides may be assisted in the running of an activity by others who hold Scouting or VET qualifications in the particular activity skill, and others who may have experience, or other willing participants. However, the Scout Appointed Guide is responsible for the use, conduct, and level of participation of any assistants. This includes appropriate supervision, training, and compliance with other Scouting requirements, including related to membership and appropriate WWVP clearances.

Non Scouting activities, including commercial activities

25. Activities may be pursued through the services of an external activity provider, including commercial operators.

26. When using a non-Scouting provider, a Scout Appointed Leader is responsible for the overall activity, however the specialist skills required to run the adventurous activity aspect are provided by the non Scouting provider. In approving such an activity, the Group Leader or Scouting Manager may need to consider the following –

- reputation and safety record
- qualifications and training of the providers staff
- provider's risk management plans
- the need for a site visit
- a review of the provider's website

- the provider's public liability insurance
- the nature of any indemnity required to be signed by participants or the leader in charge.

27. A Group Leader or Scouting Manager may liaise with the Branch Commissioner, Adventurous Activities to assist with an activity approval decision.

Risk Management

28. Refer to Scouts ACT policy 10.8.

29. A risk management plan for adventurous activities is to accompany all activity approvals. A risk management plan should consider a range of items including potential risks, mitigation measures for identified risks (to the degree possible), and actions in the event of an occurrence of a risk related event.

30. While not limited to the following, typical risks for adventurous activities may include – skill level of participants, qualified leaders to participant ratios, remote location, extreme weather, equipment failure, injury, and a transport related accident.

Alcohol and other Unauthorised Drugs

31. Refer to Scouts ACT Policy number 10.5.

Administration

32. Regarding the approval of activities, refer to Scouts ACT policy 10.1.

33. It is the responsibility of those planning an activity to obtain the appropriate activity approvals, in advance.

34. It is the responsibility of those persons giving the approvals to ensure that all the conditions for the activity, including having qualified leaders, appropriate equipment, and risk management plans, have been complied with prior to giving consent.

35. All accidents and incidents must be reported using the Scouts ACT injury/incident report form to the person giving approval for the activity, who is responsible for reporting to the ACT Branch office. The Chief Commissioner or Assistant Chief Commissioner – Adult Training and Development will initiate any consequent investigation deemed necessary.

Structure

36. The Adventurous Activities team is within the responsibilities of the Assistant Chief Commissioner, Adult Training and Development. Operational responsibility and day to day management is performed by the Branch Commissioner, Adventurous Activities. The Branch Commissioner, Vocational Education and Training assists through qualifications advice and student administration.

37. The Branch Commissioner, Adventurous Activities may be assisted by Commissioners and Branch Activity Leaders. Such roles will typically represent specific adventurous activities skill areas.

38. The Branch Commissioner, Adventurous Activities may be advised on technical matters by skill area committees or equivalent, which may be generally ongoing in nature, or exist as required. Committees are chaired by a Commissioner or Chair for the individual skill area, and are to consist of technically qualified people

who may be drawn from Scouts ACT and other bodies. Typical ongoing committees exist for:

- Rock Activities
- Water Activities
- Alpine Activities
- Archery Activities.

39. Typically, committees will:

- review and implement adventurous activity SOPs.
- develop, publish and maintain activity guidelines for their specific skill area.
- develop and maintain a structured activity program for the development of youth members.
- promote and participate as appropriate in adventurous activities.
- develop and maintain a structured training program to support those seeking skills and qualifications.
- advise the Branch Commissioner, Adventurous Activities on technical issues arising from peak bodies governing adventurous activities.
- make recommendations in relation to Scout Appointed Guides.

Authority:

40. This policy or amended policy was approved by the Branch Executive Committee on 28 February 2001, 10 December 2003, 26 September 2013 and 22 February 2018.