

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 activities using the Scouts Australia National Adventurous Activities Framework (NAAF), as amended from time to time.
6. The requirements of the NAAF and its appendices including the Pathway Groupings for Adventurous Activity, 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 Australian Adventurous Activity Standards.
7. Scouts ACT provides Scout adventurous activities training for youth and leaders. Such training will follow the SIS Sport, Fitness and Recreation Package (Service Industries Skills Council), or any subsequent future training package that supersedes SIS. The alignment with SIS 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 Australian Scout branches.

9. The NAAF 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 also define the requirements for an appointment as an Assistant Leader Trainer (ALT) 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 member of the Training team, which includes ALT's.
11. Where an adventurous activity skill area is not covered by the NAAF, 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. SOPs 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. SOPs will also be titled "Chief Commissioner's Directives."
13. Information about adventurous activities is provided to members of Scouts ACT, 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 – Medium Risk

15. Adventurous activities are many and varied with some able to be conducted by Scouts ACT, others only by third-party providers and some by either.
16. The following list is an indicator of the type of adventurous activities that may be undertaken by Scouts ACT when run by appropriately qualified leaders or third-party providers (insured for \$20mil, and properly licensed, skilled, and qualified):

- Abseiling – Artificial
- Abseiling – Natural Surfaces
- Adventure Based Learning
- Archery
- Bushwalking
- Climbing – Artificial
- Climbing – Natural
- White water rafting, kayaking, and canoeing (to Grade 3 rapids)
- Challenge Ropes
- Caving

- On Road Cycling
- Equestrian Activities
- Fishing
- Flying
- Four-Wheel Driving
- Kayaking
- Sea Kayaking
- Off Road Cycling
- Personal Watercraft
- Powered Watercraft
- Rafting
- Scuba
- Snowboarding
- Skiing
- Ski Touring
- Snorkeling
- Surfing
- Yachting – windsurfing
- Yachting – Small Boat
- Yachting – Inshore/Offshore

Adventurous Activities – High Risk

17. Under Scouts ACT's insurance policies, there are certain activities that can only be conducted if is being run by a third-party provider (insured for \$20mil, and properly licensed, skilled, and qualified to conduct the activity). They include.

- Motor racing, rallying, and speed tests, including motocross
- Canyoning
- Rifle and other firearm shooting
- Hang gliding
- Para gliding
- Parachuting
- White water rafting, canoeing, or kayaking in above Grade 3 waters
- Dune buggy riding
- Go carts
- Bungee jumping – vertical or horizontal
- Hot air ballooning
- Gladiator games

- Unsupported or 'freestyle' or solo rock climbing
- Martial arts or boxing
- Trail Bike Riding (i.e., using motor bikes suited to off road surfaces)

Undefined Activities

18. 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

19. 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.

20. 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

21. All adventurous activity Scout Appointed Guides and Assistant Leader Trainers with adventurous activity qualifications are required to hold current qualifications in first aid to a minimum standard of HLTAID011 (Provide first aid), as issued by a Registered Training Organisation (RTO).

22. 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.

23. 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

24. All adventurous activities are to be conducted under the responsibility of a qualified Scouts Australia leader, according to the requirements of the NAAF (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 Leader Trainer or Assistant Leader Trainer who holds the relevant skill qualifications.

25. 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

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

27. 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 provider's 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.

28. For any of the Adventurous Activities in paragraphs 0 & 17, if a non-Scouting Provider is being used, then a copy of the non-Scouting Provider's current public liability certificate of currency must be attached to the activity approval. As above, High Risk Adventurous Activities in paragraph 17 must be run by an appropriately qualified and insured third party – they cannot be run by Scouts ACT leaders under any circumstances.

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

Risk Management

30. Refer to Scouts ACT policy 10.8.

31. 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.

32. 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

33. Refer to Scouts ACT Policy number 10.5.

Administration

34. Regarding the approval of activities, refer to Scouts ACT policy 10.1.
35. It is the responsibility of those planning an activity to obtain the appropriate activity approvals, in advance.
36. 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, appropriately insured third party providers (if relevant), and risk management plans, have been complied with prior to giving consent.
37. 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

38. 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.
39. The Branch Commissioner, Adventurous Activities may be assisted by Commissioners and Branch Activity Leaders. Such roles will typically represent specific adventurous activities skill areas.

Authority:

40. This policy or amended policy was approved by the Branch Executive Committee on 28 February 2001, 10 December 2003, 26 September 2013, 22 February 2018 and 24 February 2022.