

# Boatswain



Complete the following:

1. Hold the 'Boatman' badge.
2. Rope Skills
  - a) Have a general knowledge of cordage and ropes, including their uses, pulling forces and resilience.
  - b) Demonstrate the correct methods for stowing, coiling, belaying and hanging ropes.
  - c) Demonstrate the use of knots and their purposes such as rolling hitch, reef knot, sheetbend, double sheetbend, Cat's paw, mousing a hook and Sailmaker's whipping.
  - d) Demonstrate the use of splices on boats such as long splice, short splice, back splice and eye splice and know how to use thimble to complete an eye splice.
  - e) Demonstrate an ability to throw a safety line of 20 m.
3. Rig Skill
  - a) Know the terms: Standing Rigging and Running Rigging, and point out the location of the rig on a Scout's standard boat.
  - b) Know two rigging cranes such as up haul, boom vang, halyard.
4. Sails
  - a) Know canvas and nylon materials, name the parts of a sail and know how to store the sail to achieve maximum effect.
  - b) Know how to use Palm and Needle, and make a sea anchor with canvas.

5. Performance

Take part in any one of the following activities:

- a) Build a canoe or a dinghy.
- b) Do body repair work to a wooden or fibreglass vessel.
- c) Inspect and repair the ropes and sail of a Scout standard boat.

6. Practical

Lead any two of the following practices:

- a) Lower and retrieve a sea anchor.
- b) Tow a Scout's standard boat from the beach afloat, know the use of ground tackle and complete the practice with ground tackle.
- c) Demonstrate on shore how to rig a jury mast or a jury rudder.
- d) Carry out anchoring practice on a Scout's standard boat.

Note: Holder of the 'Boatswain' badge is allowed to be exempted from the respective items in the 'Coxswain's Mate' and 'Coxswain' assessments.